

NUMENÉRA™



MAPS OF THE NINTH WORLD

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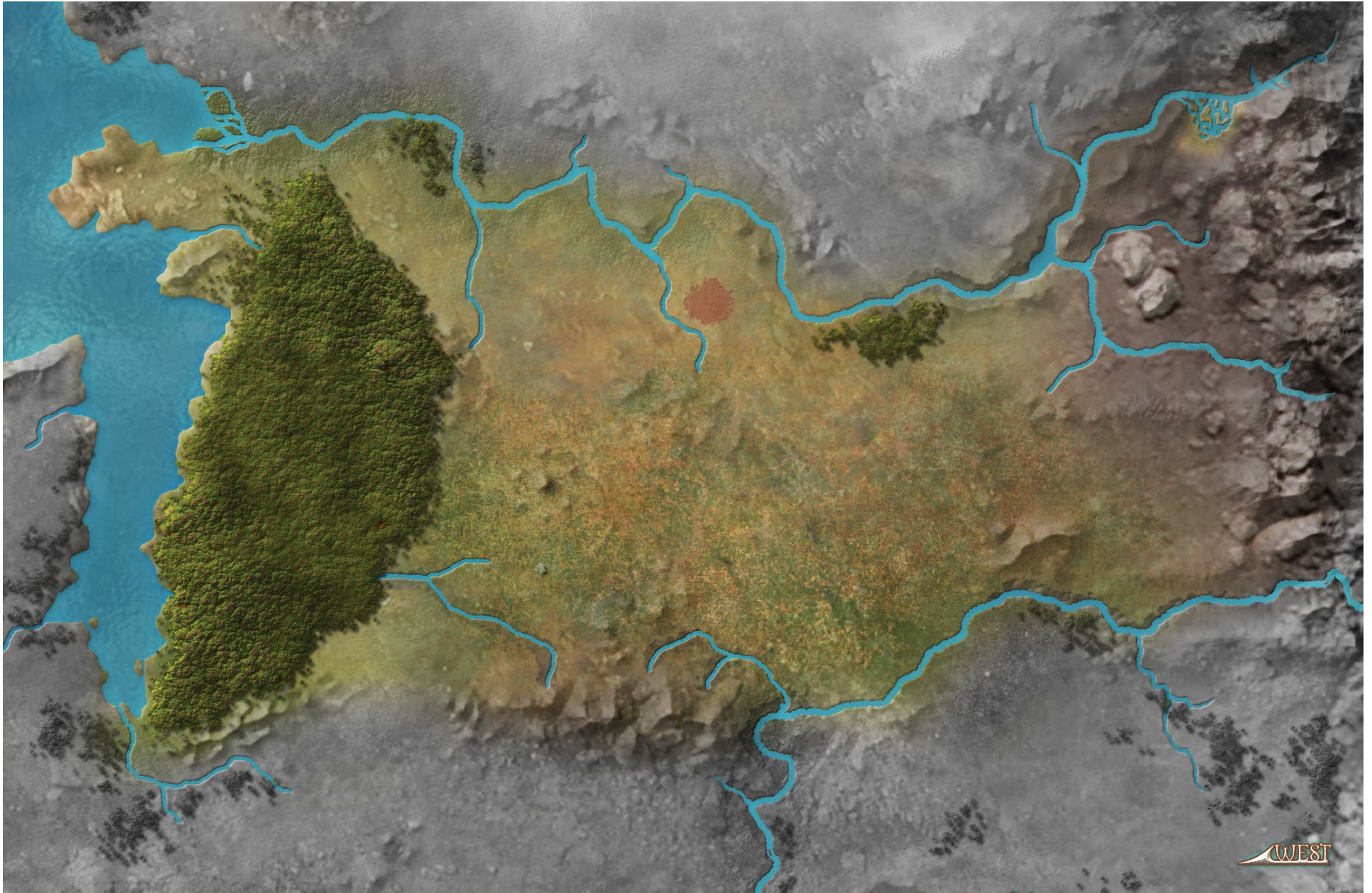












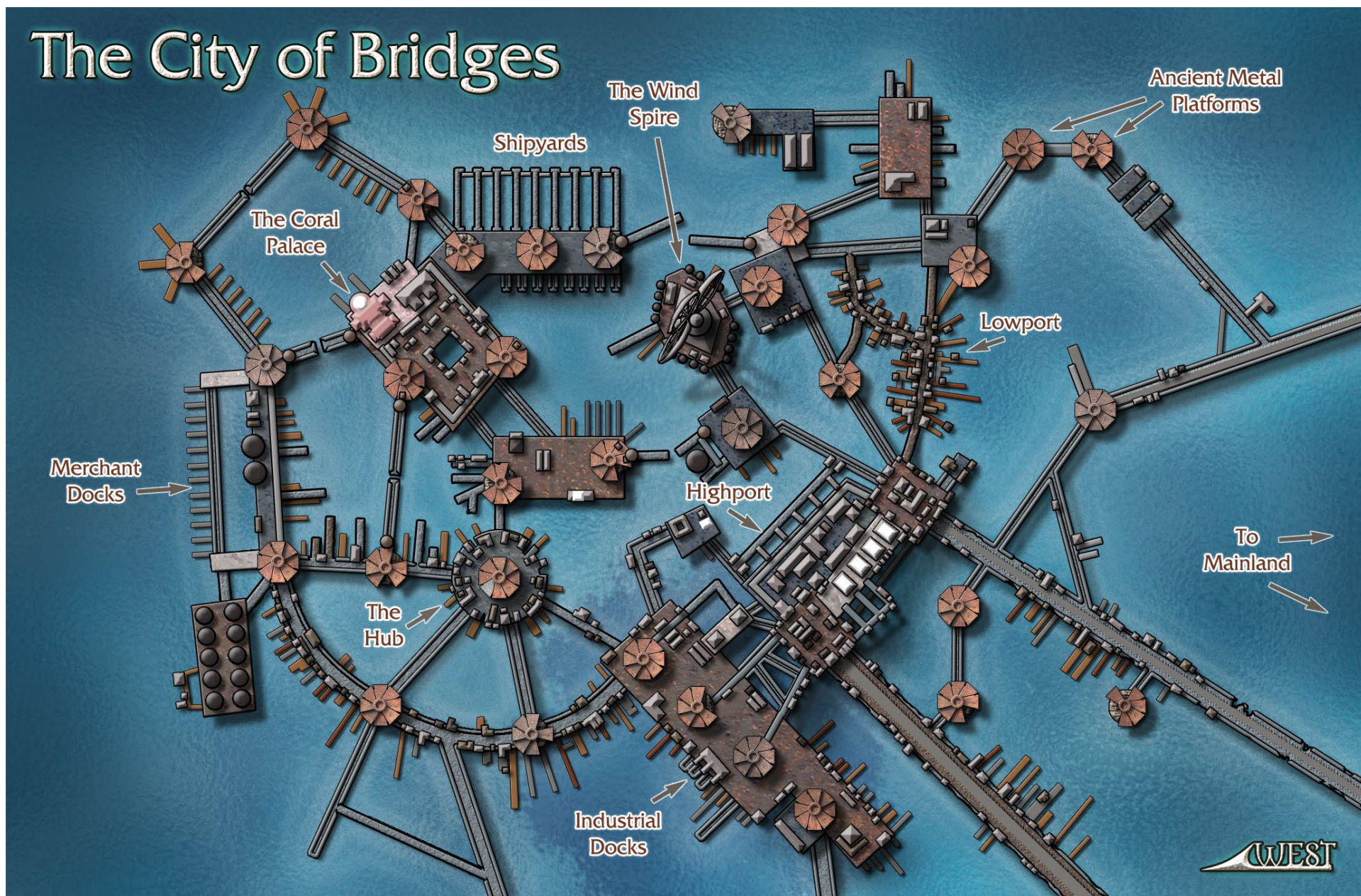


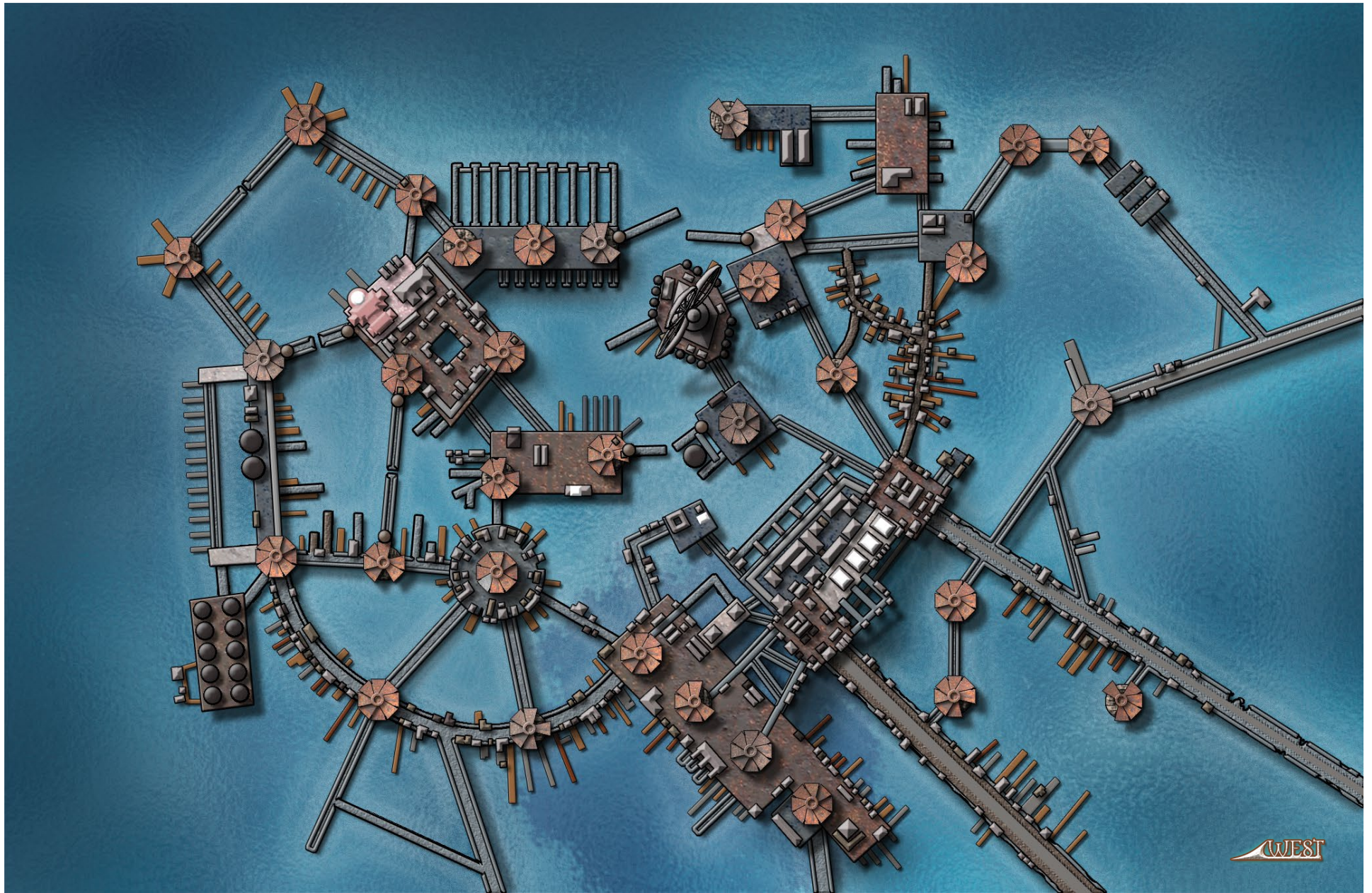




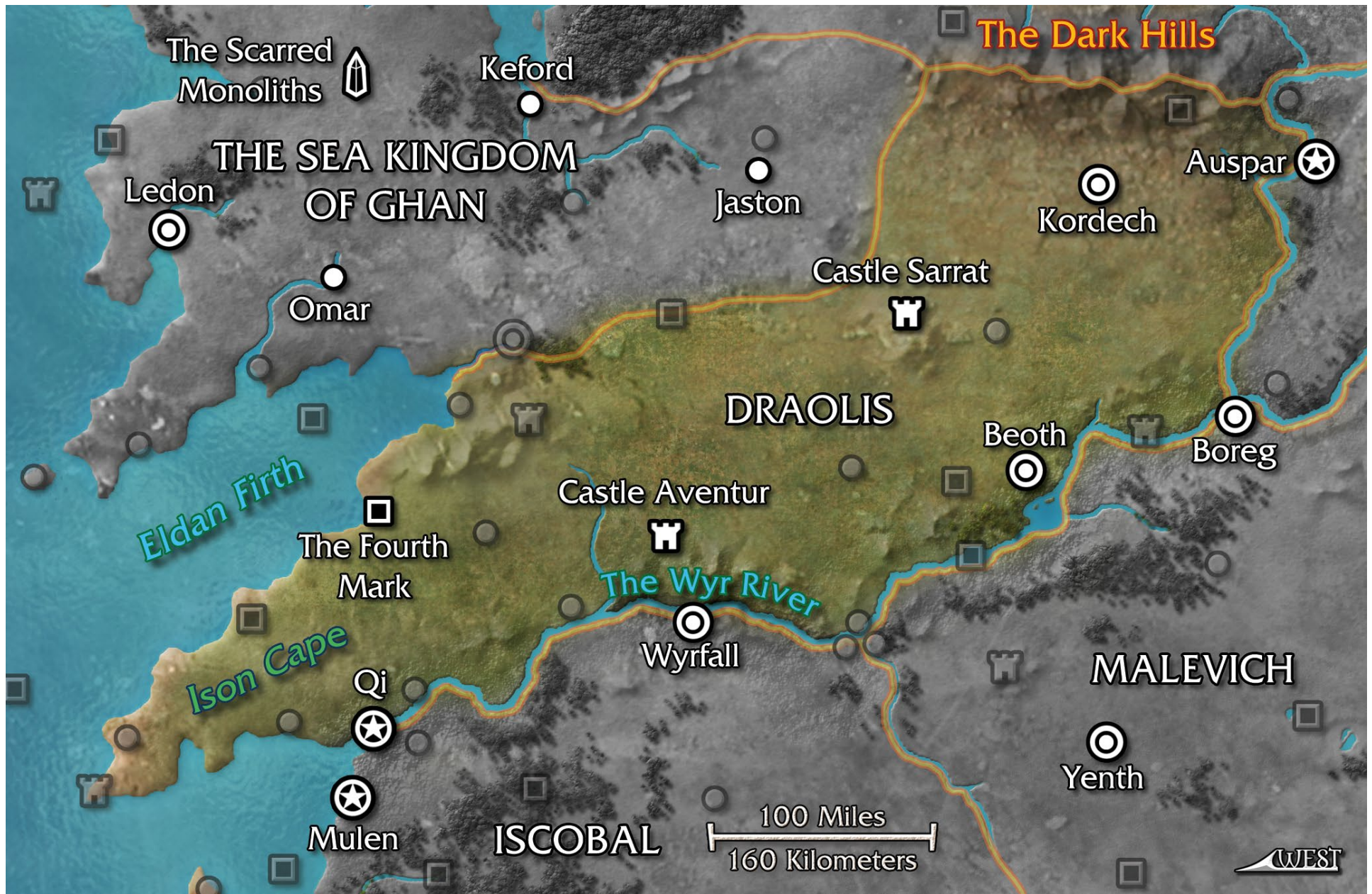


The City of Bridges





WEST

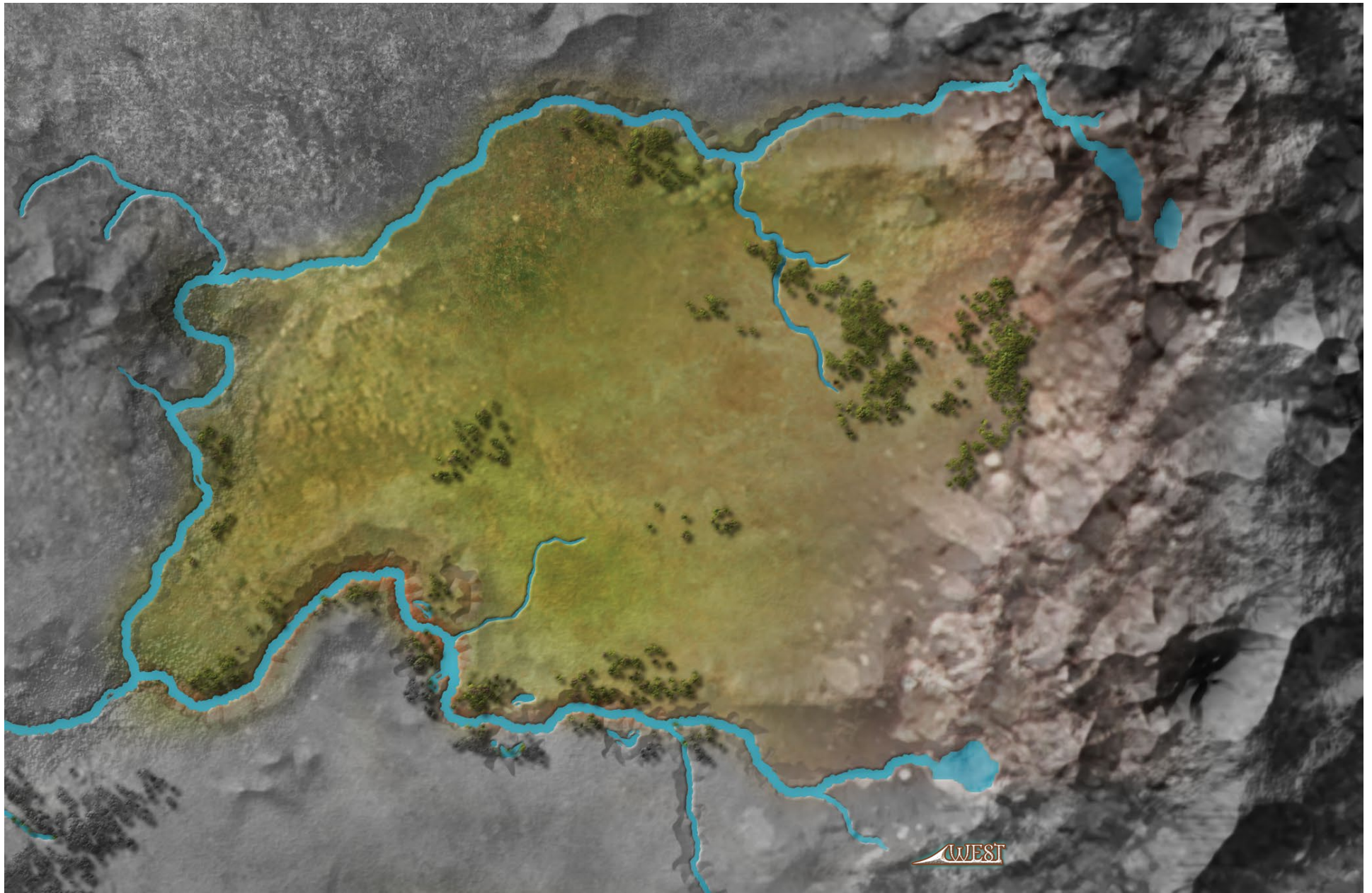








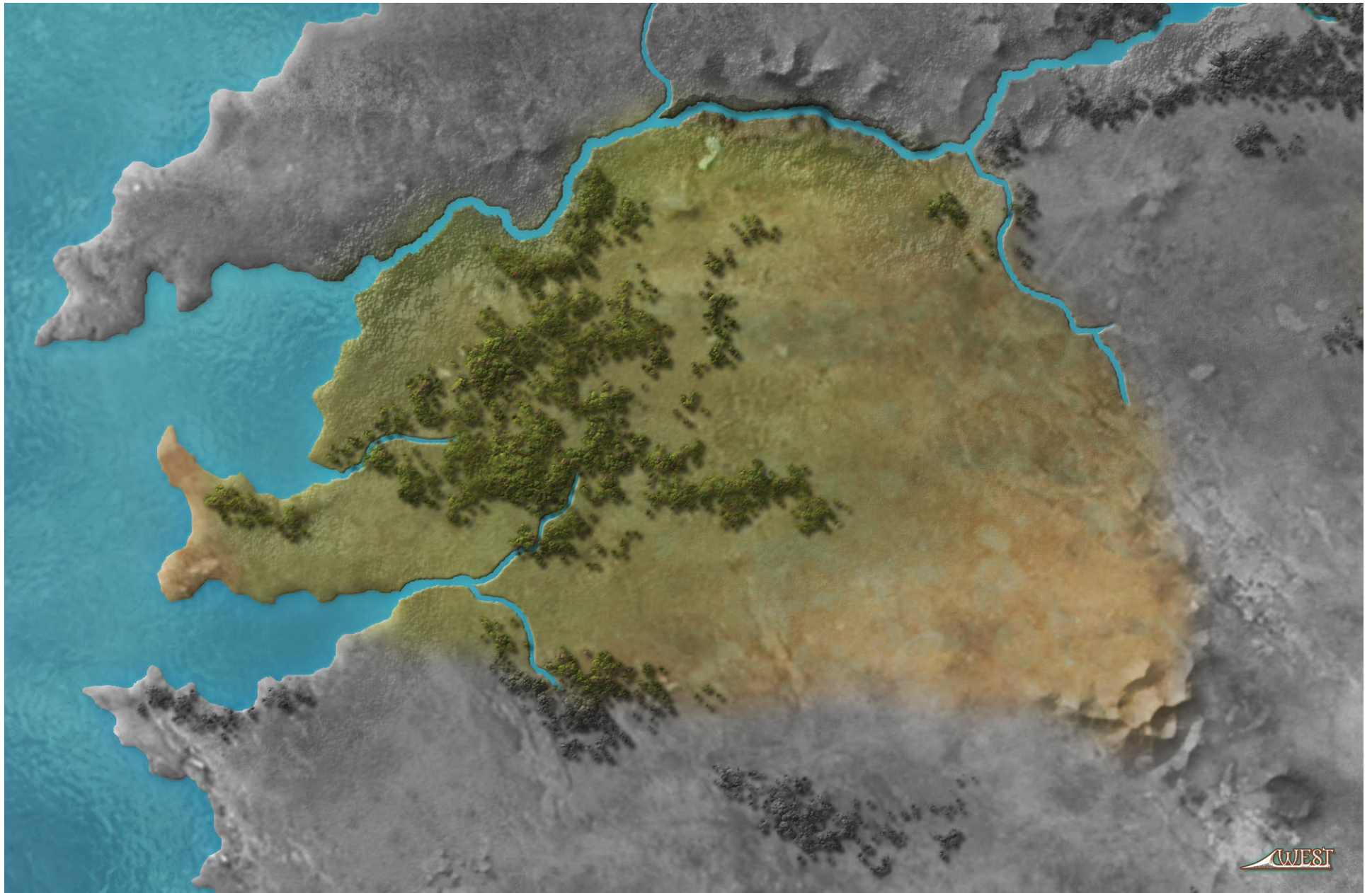










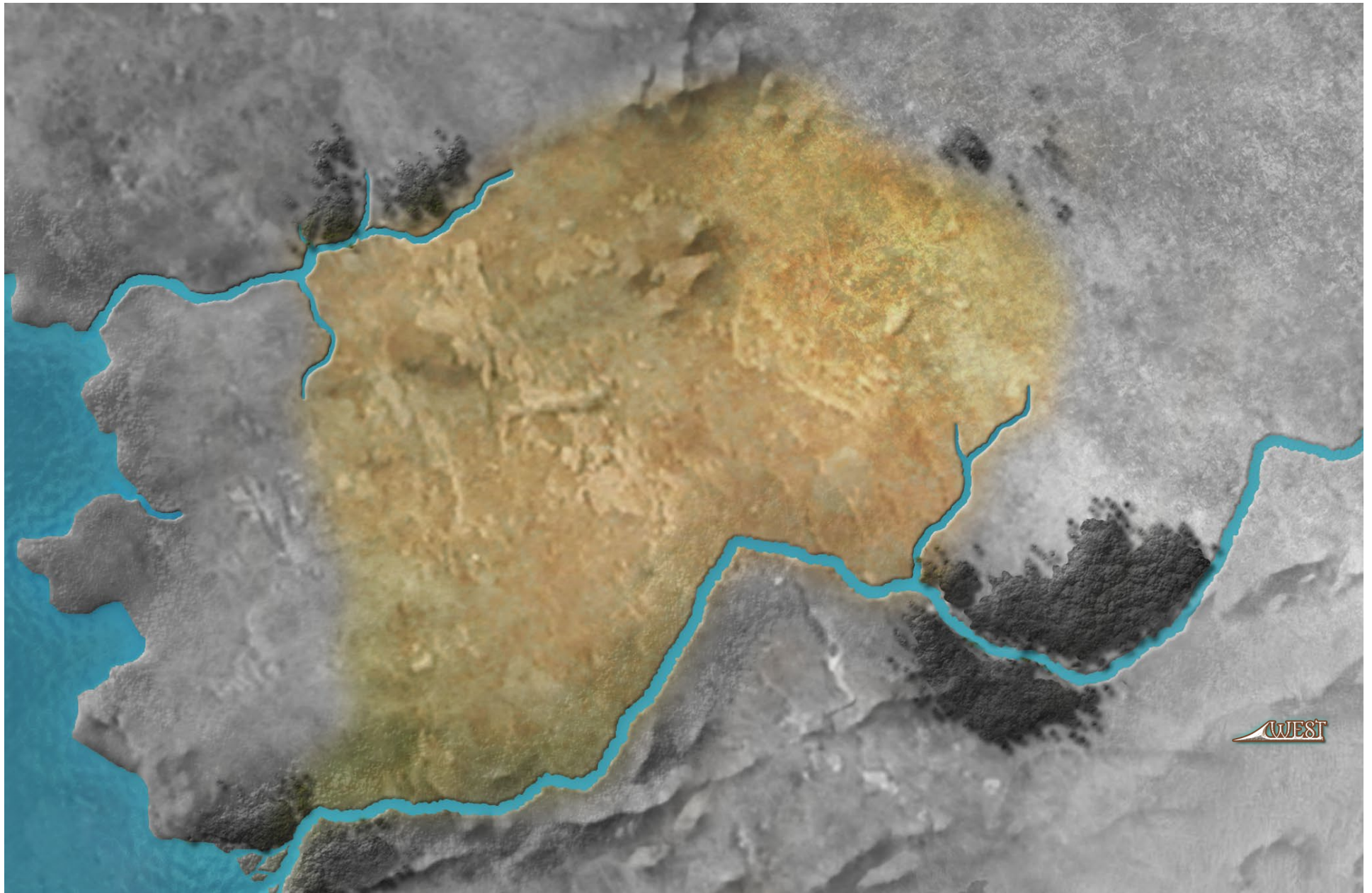


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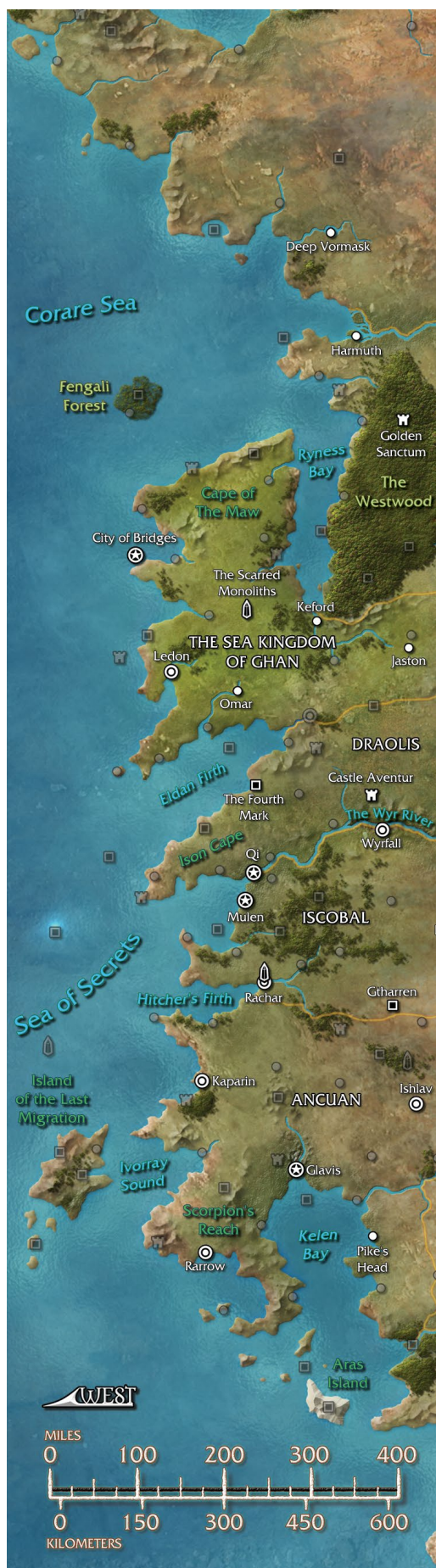


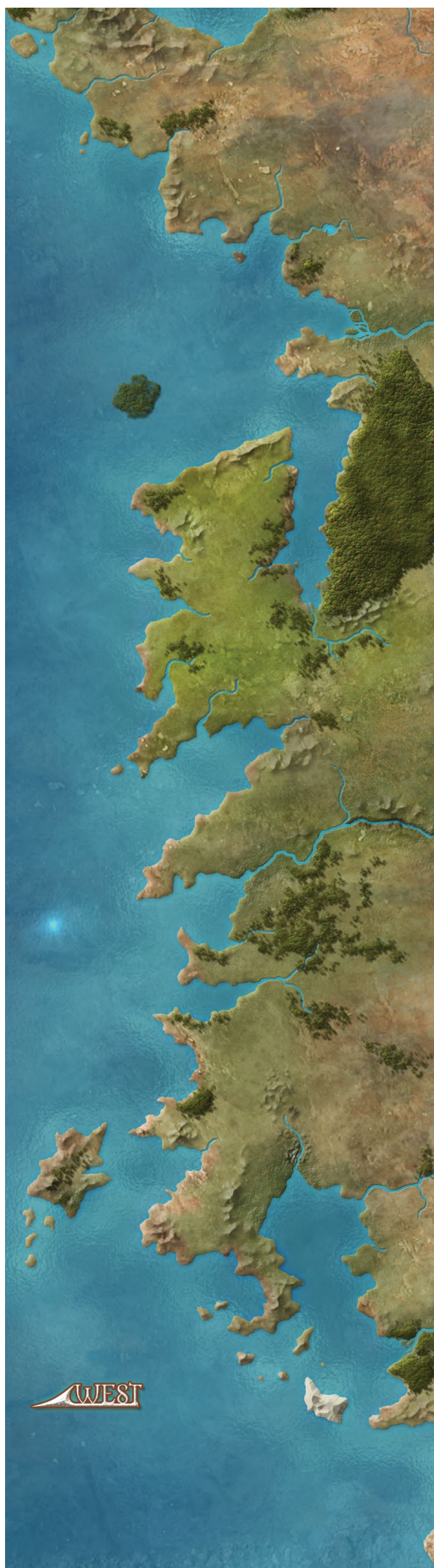




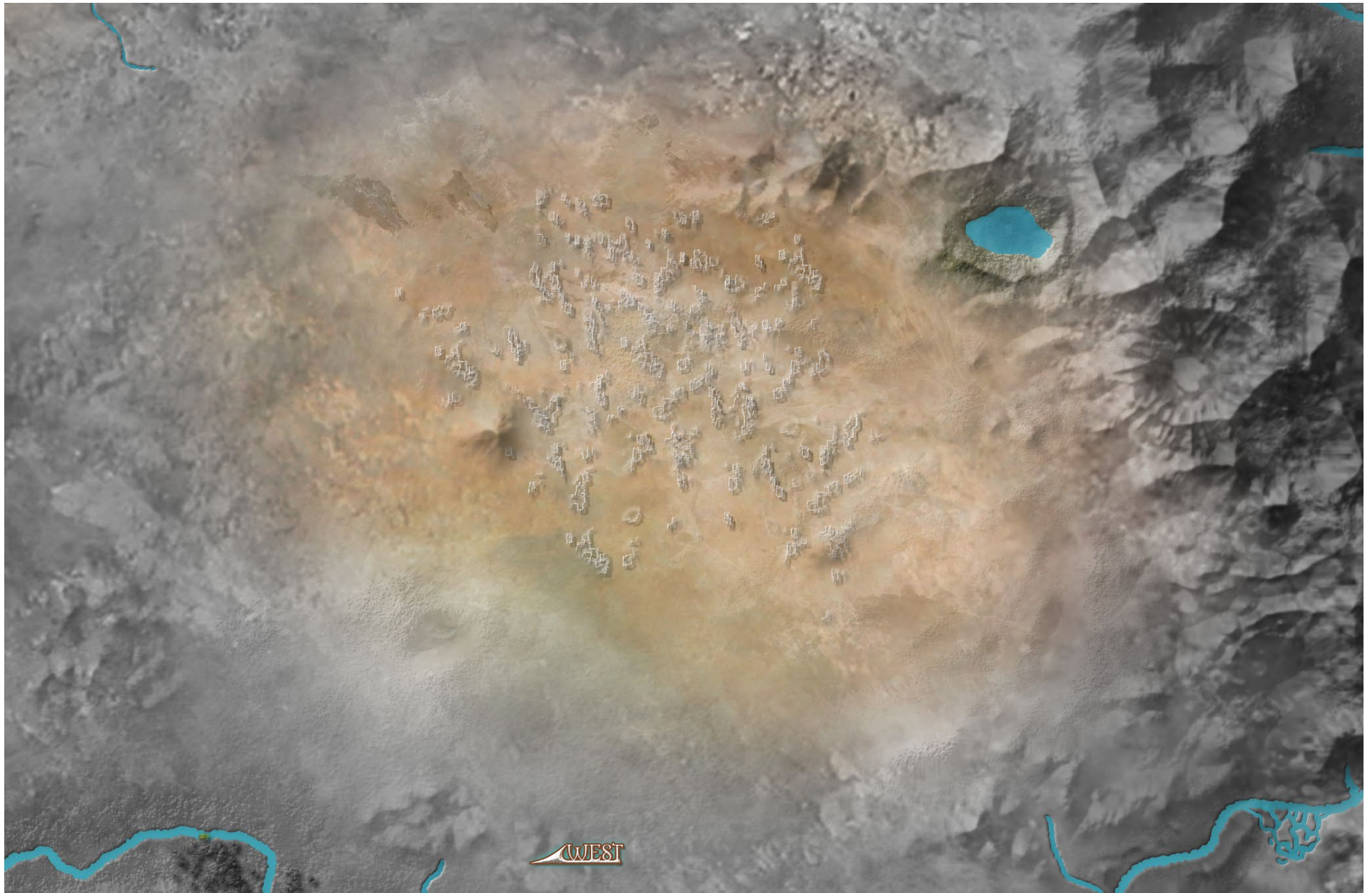
















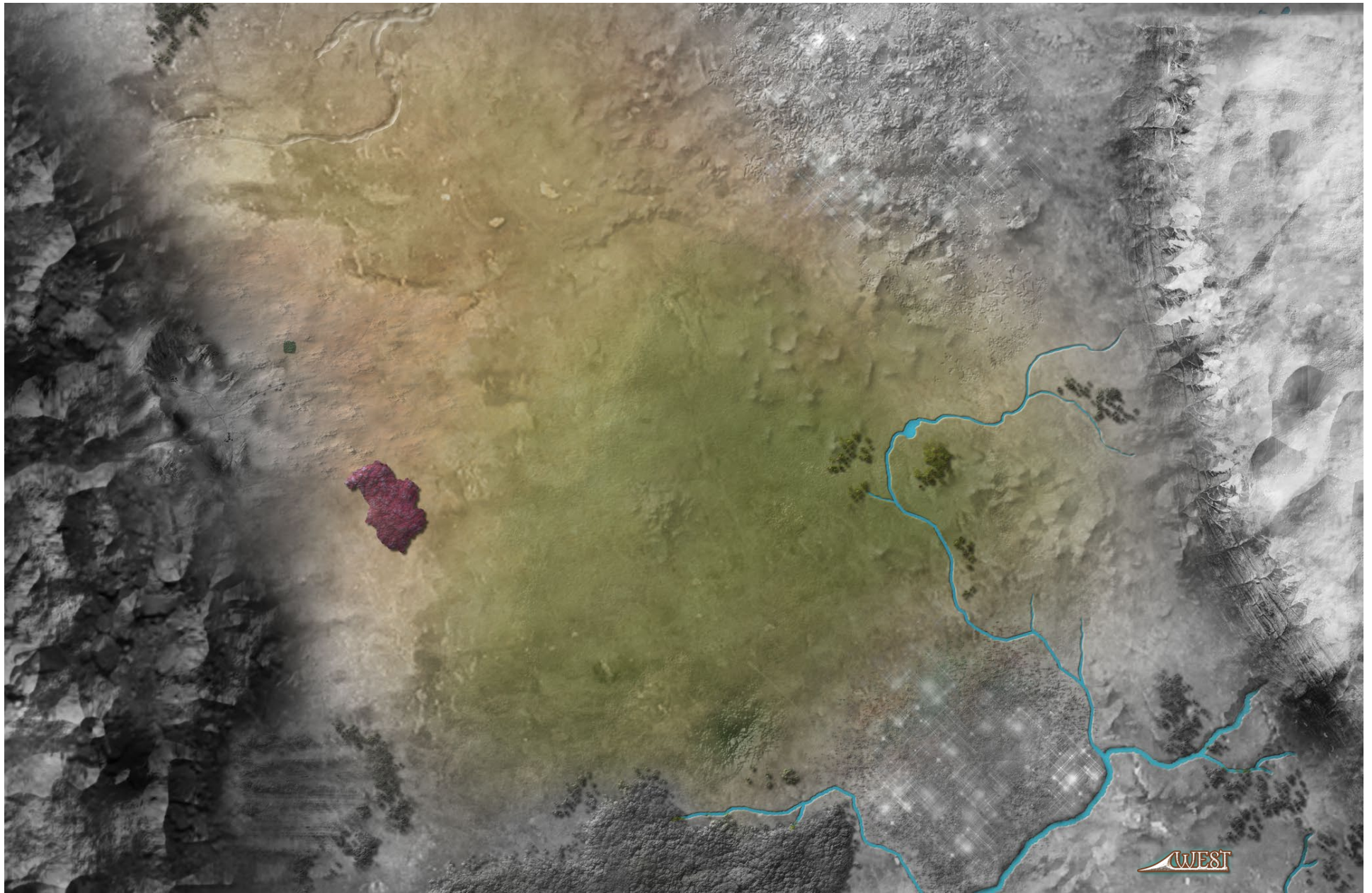




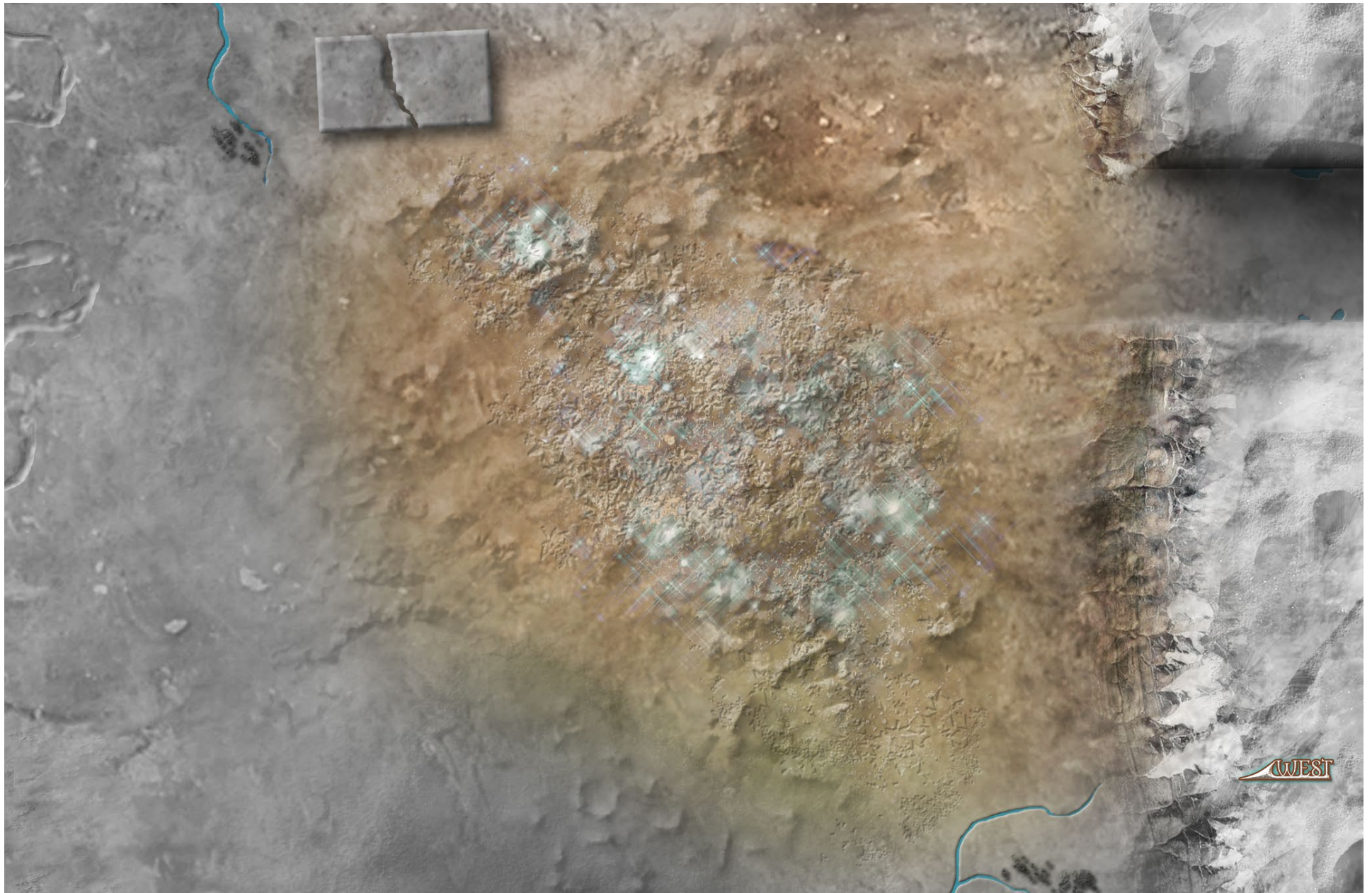


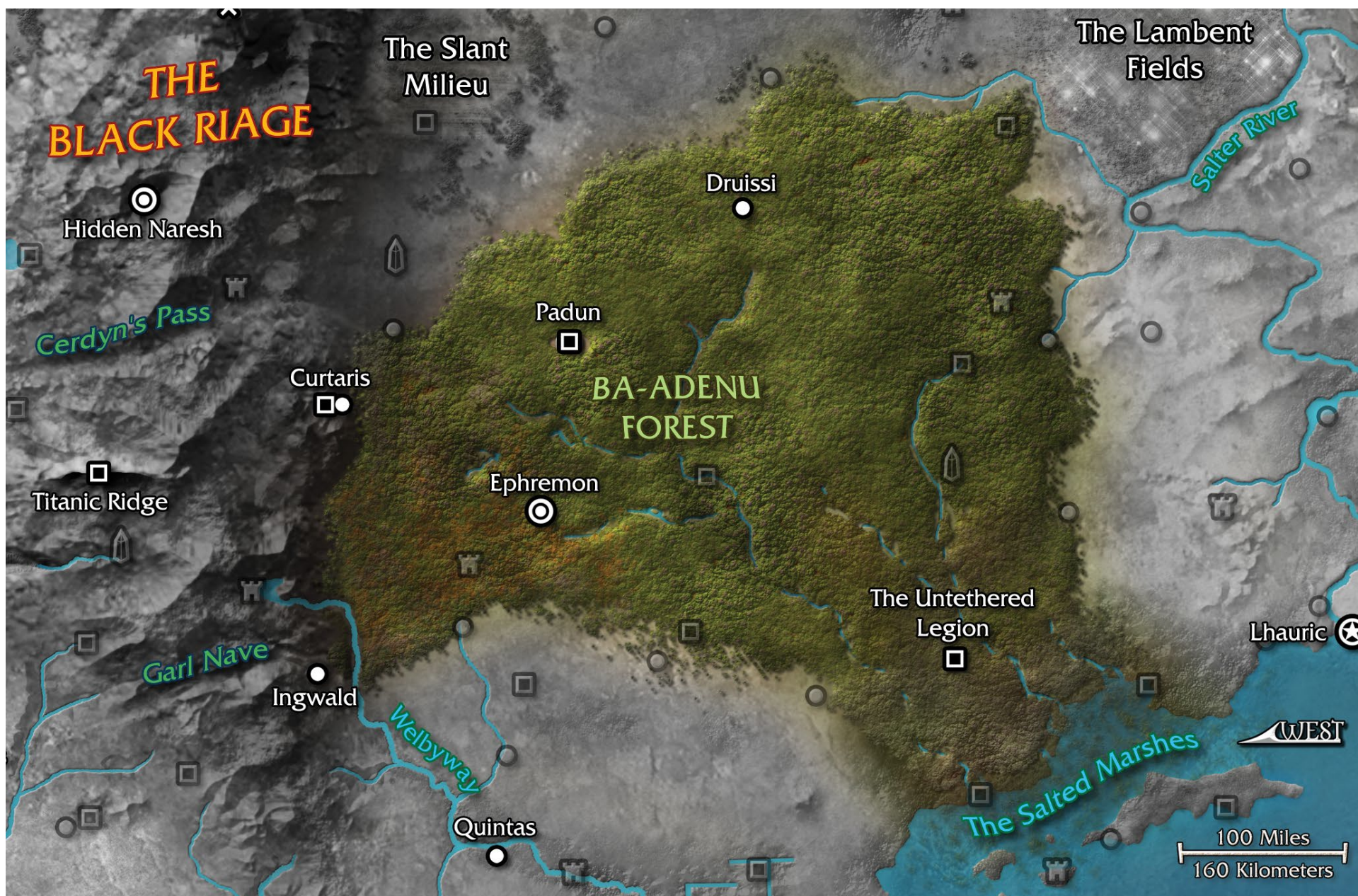










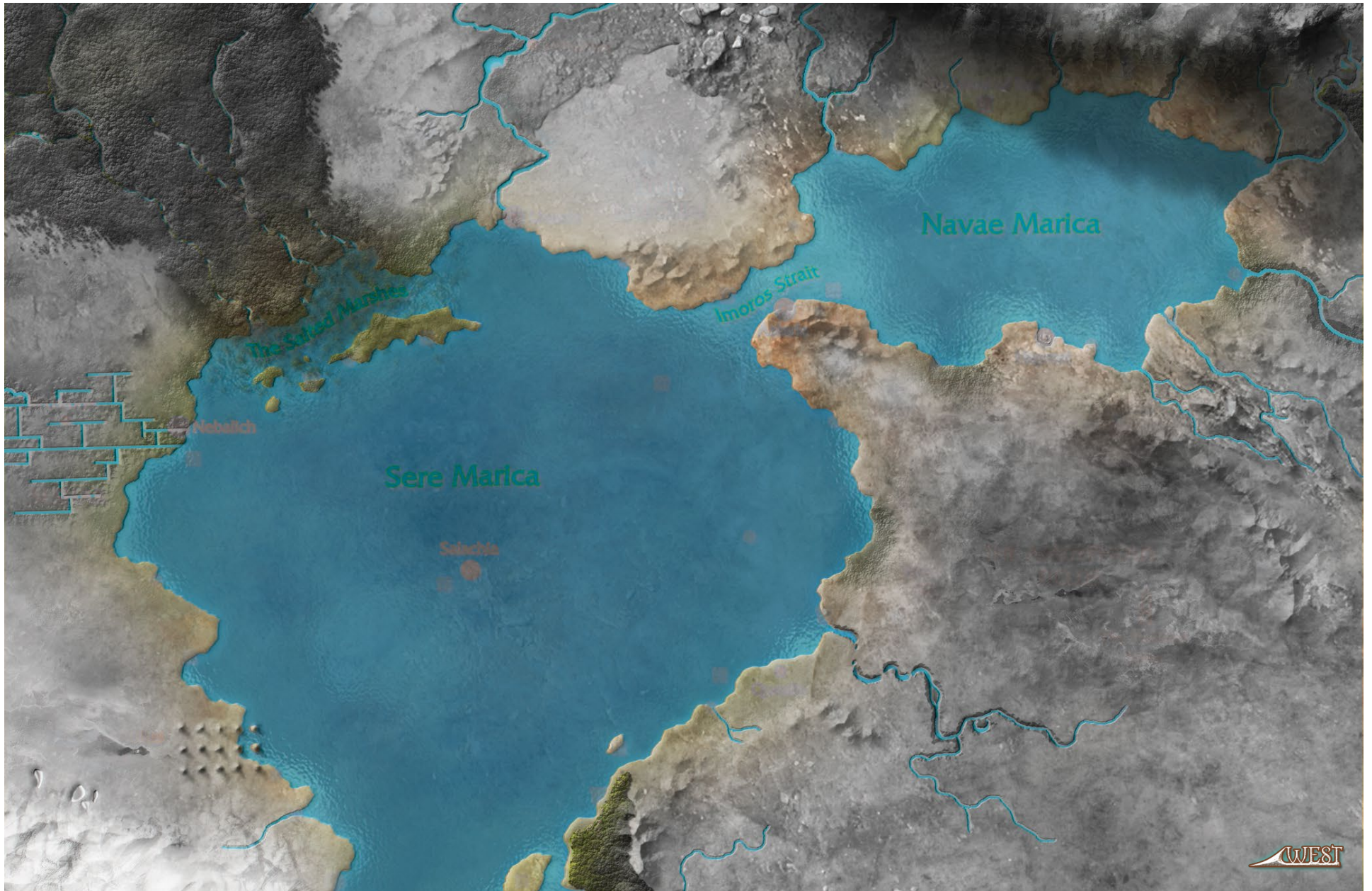




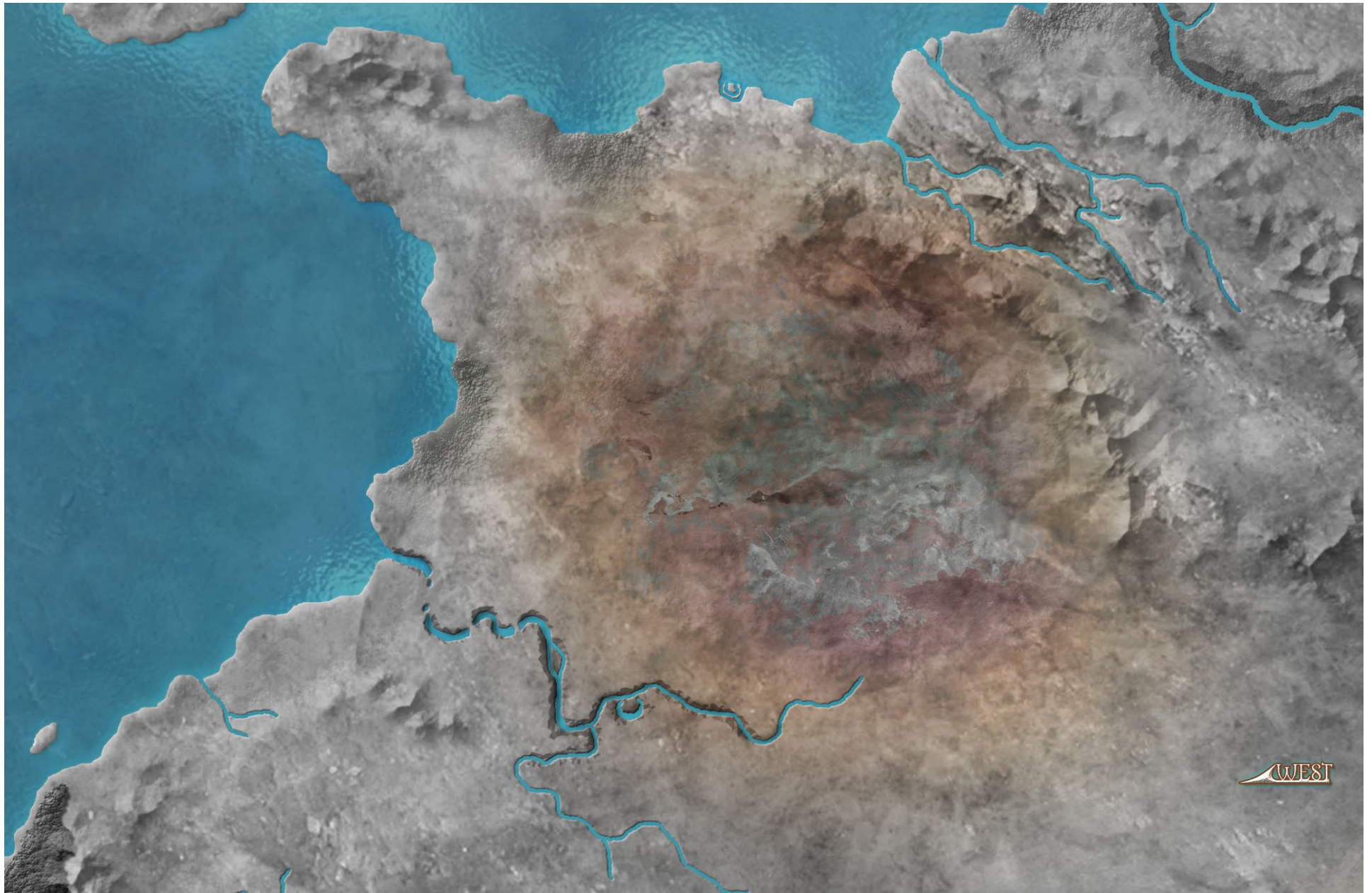












Vebar

The City of Night

Overhead View (Cutaway)

Hanging Market

Surface Access

Hanging Market

Lift Platforms

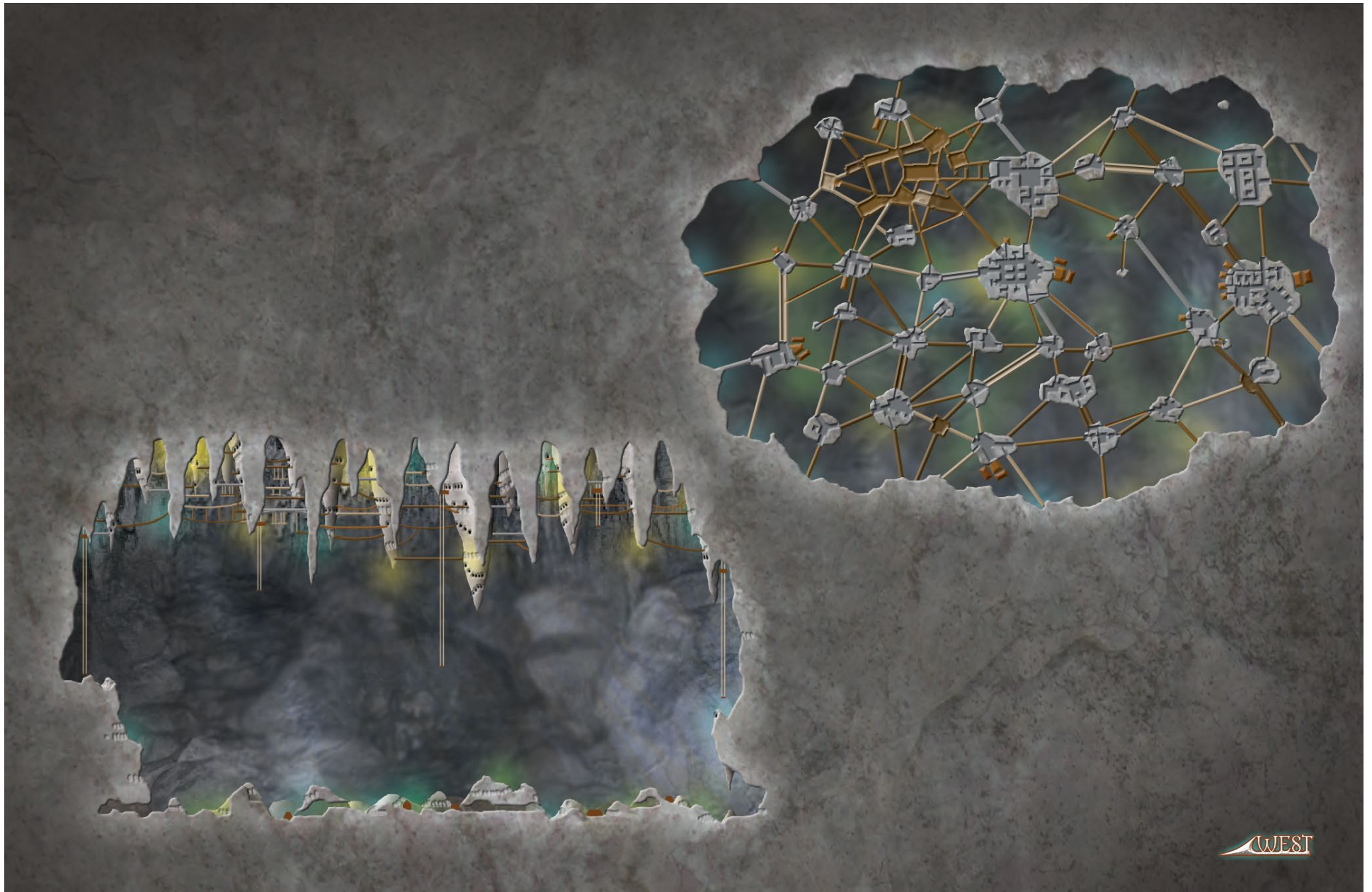
Temple of
Ourthalas

Stalactites

Side View

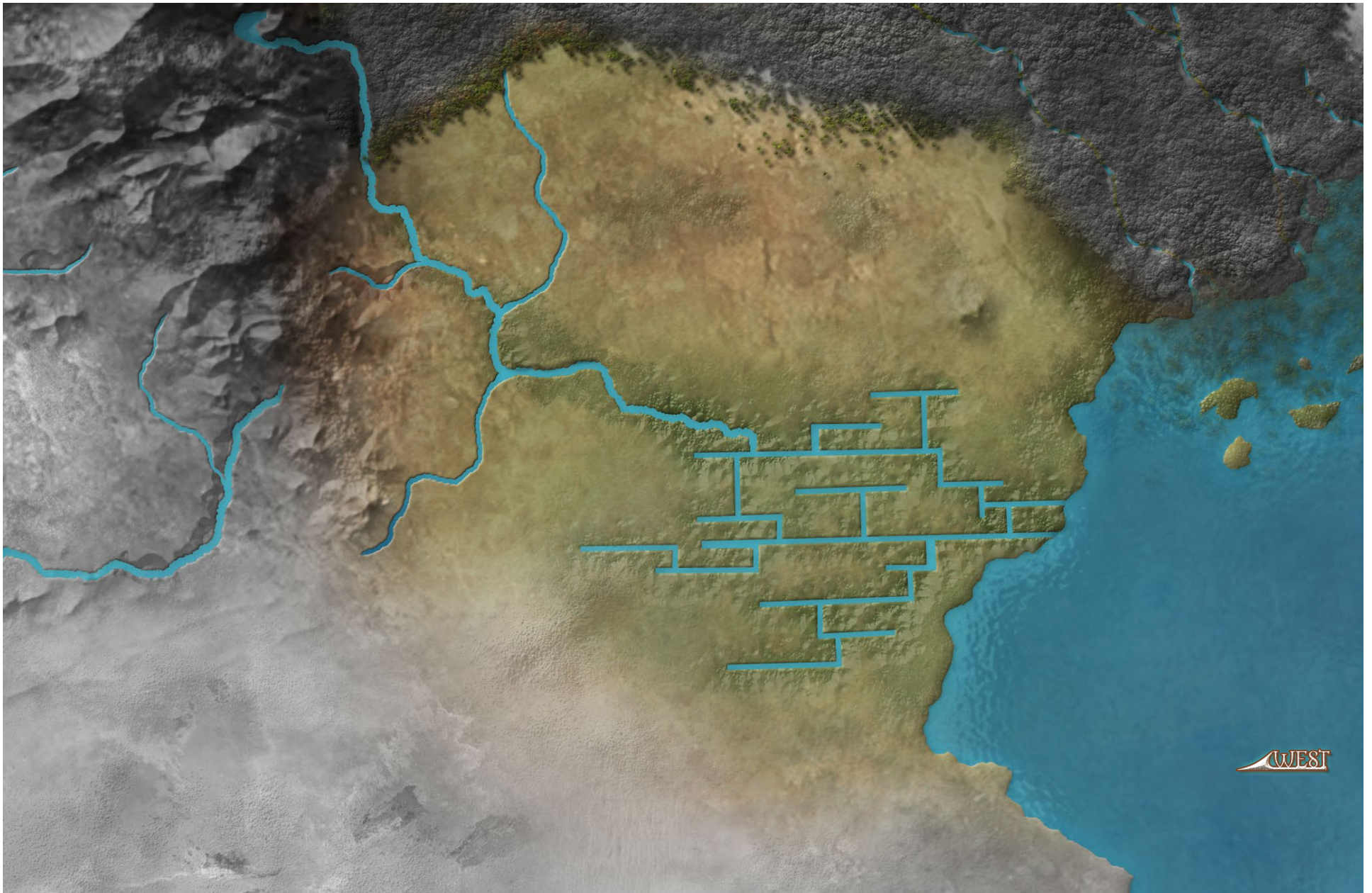
Fungus Farms

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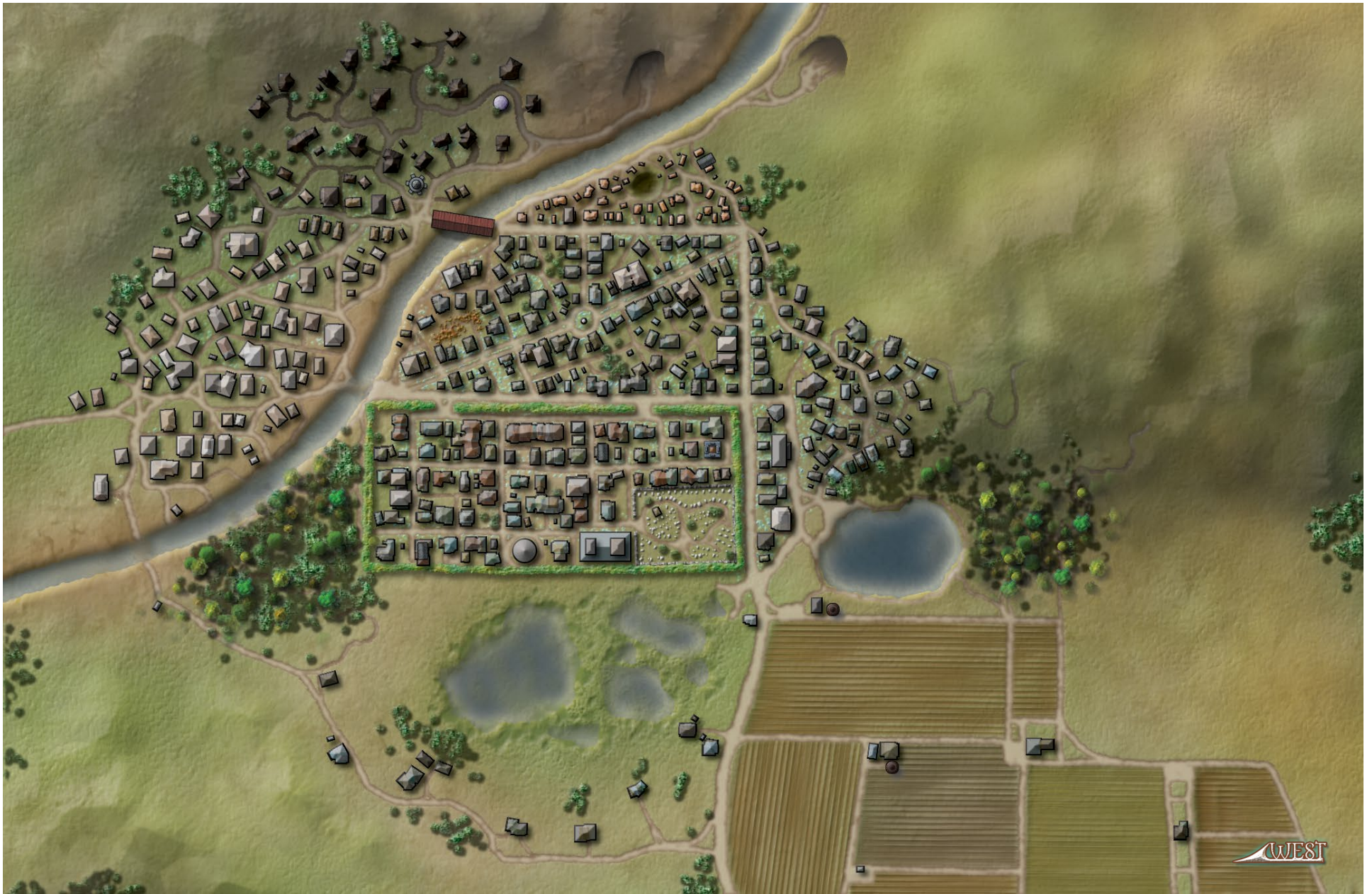


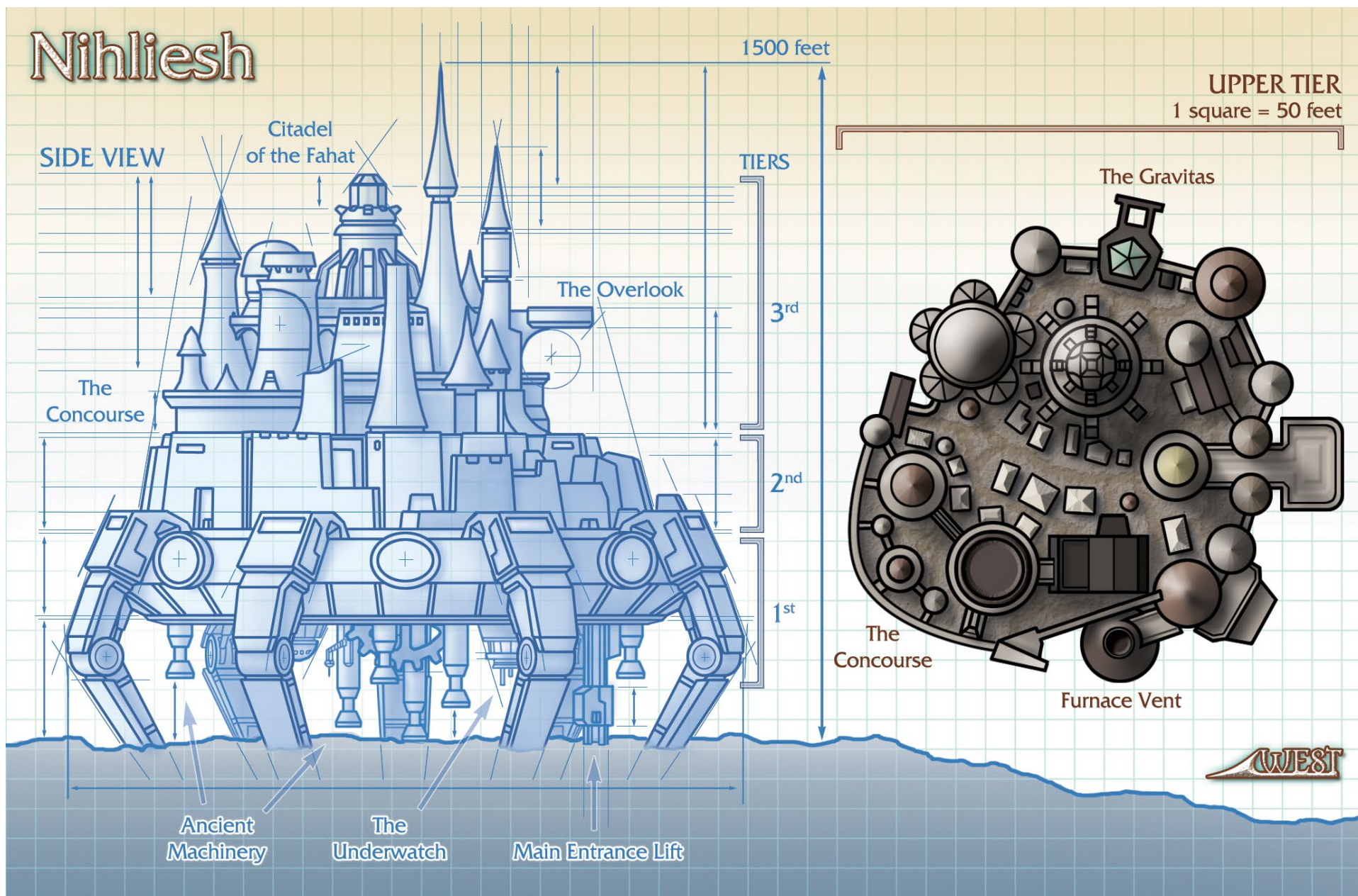
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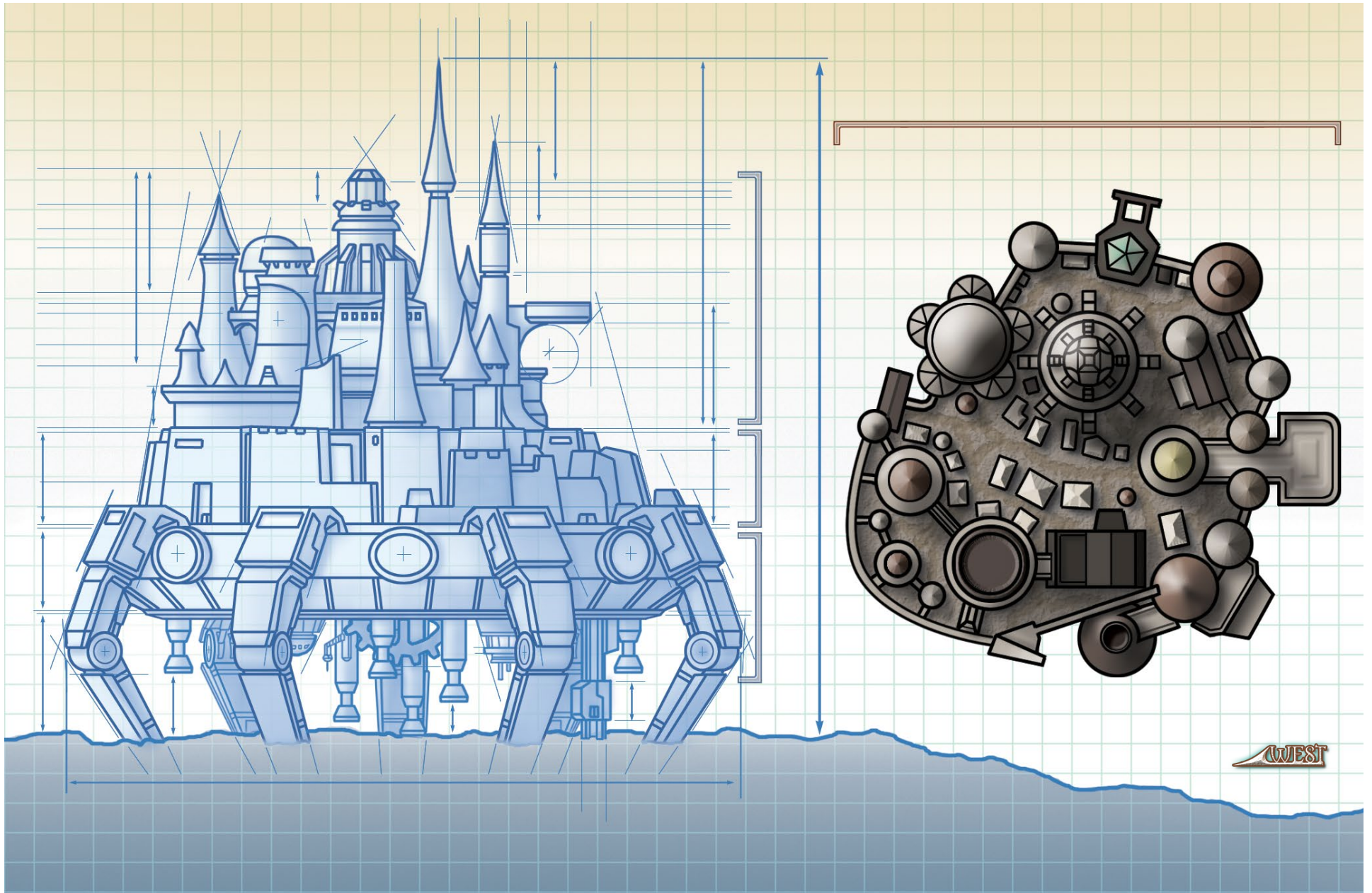




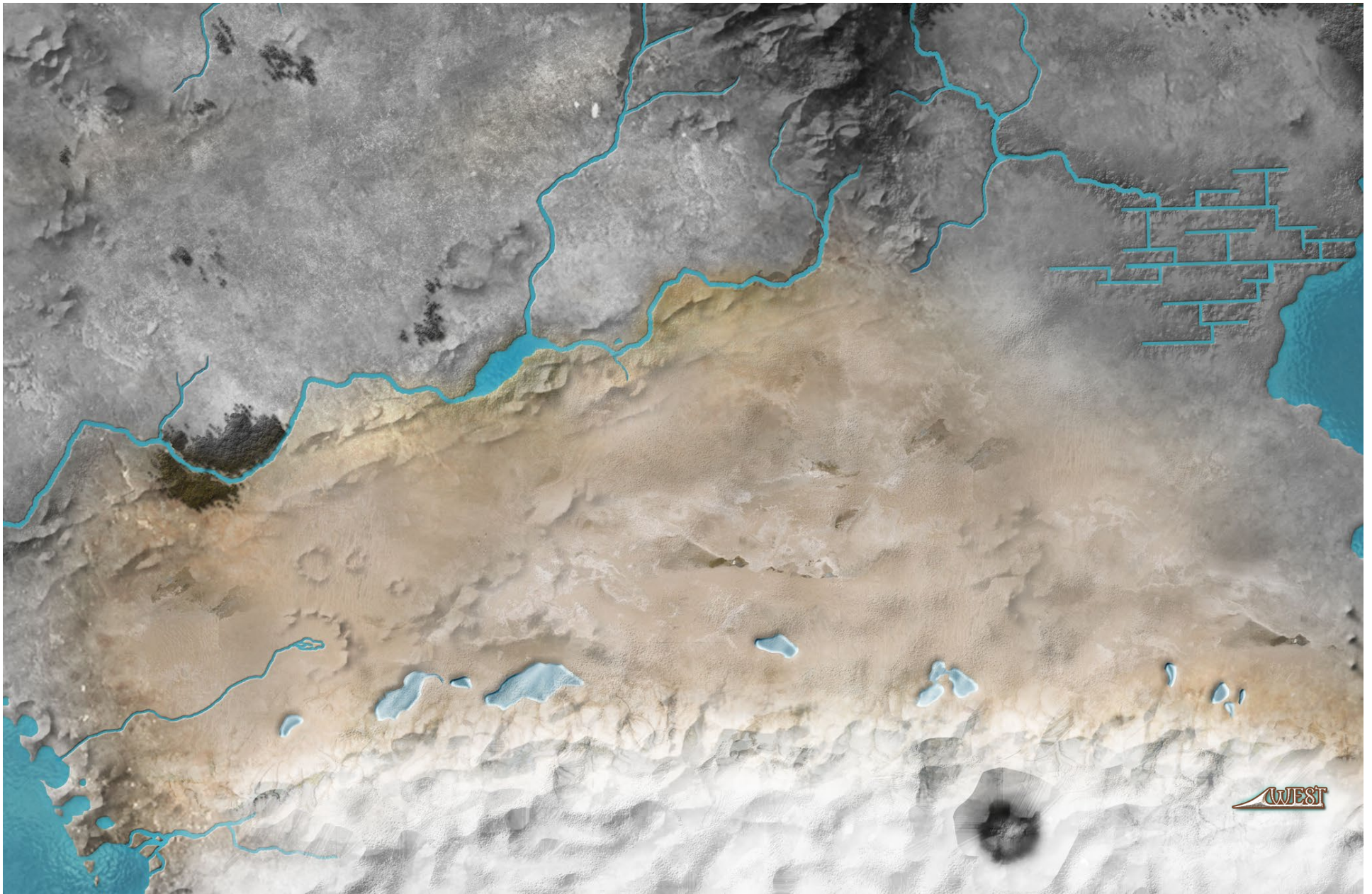




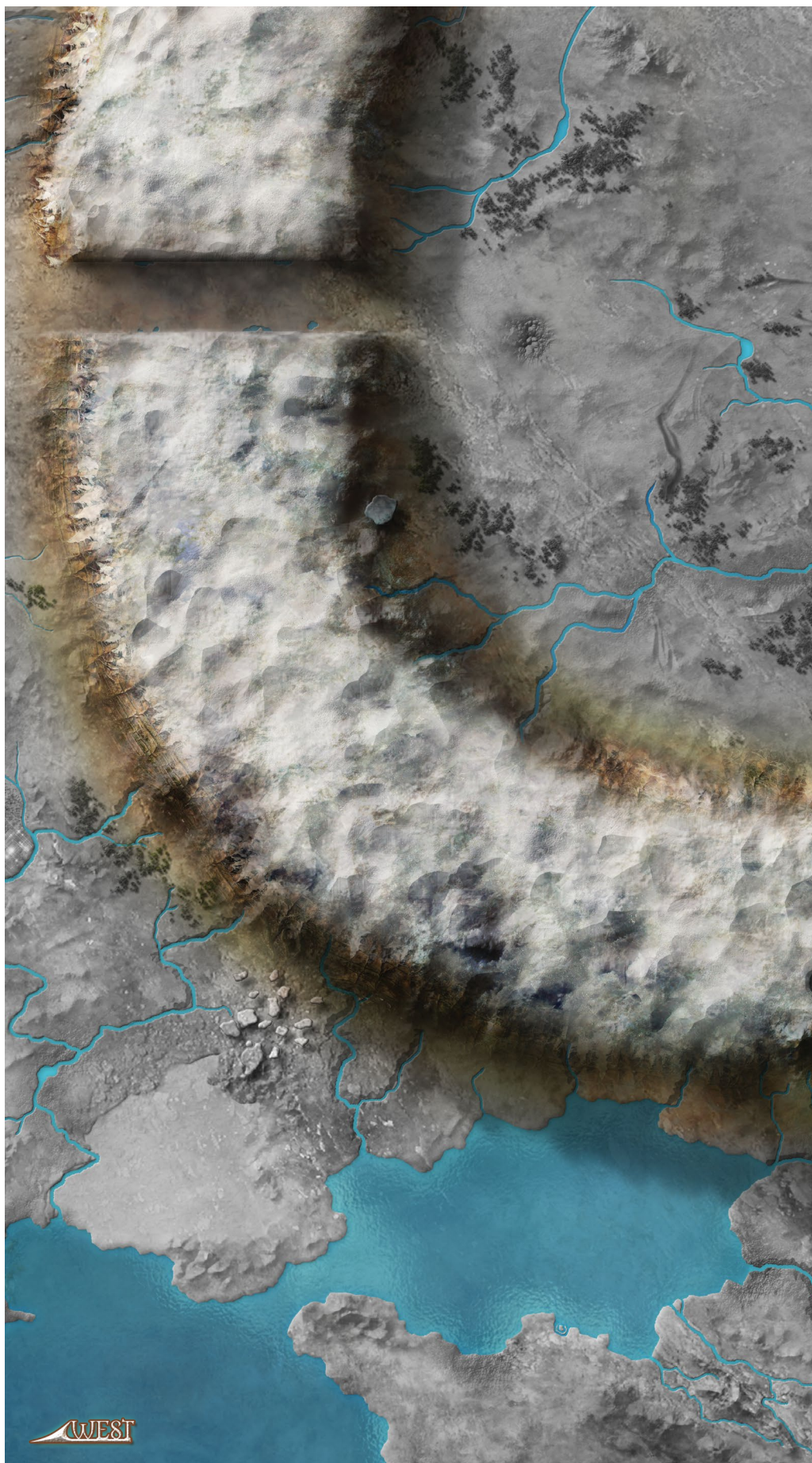














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The setting of *Numenera* is unlike any other gaming setting—and it just got more than twice as big! The *Ninth World Guidebook* takes your campaign into uncharted territory, expanding the setting beyond the borders of regions presented in the *Numenera* corebook. This 256-page tome explores lands hinted at in previous books, opens new territories, and adds detail to the Steadfast and the Beyond.

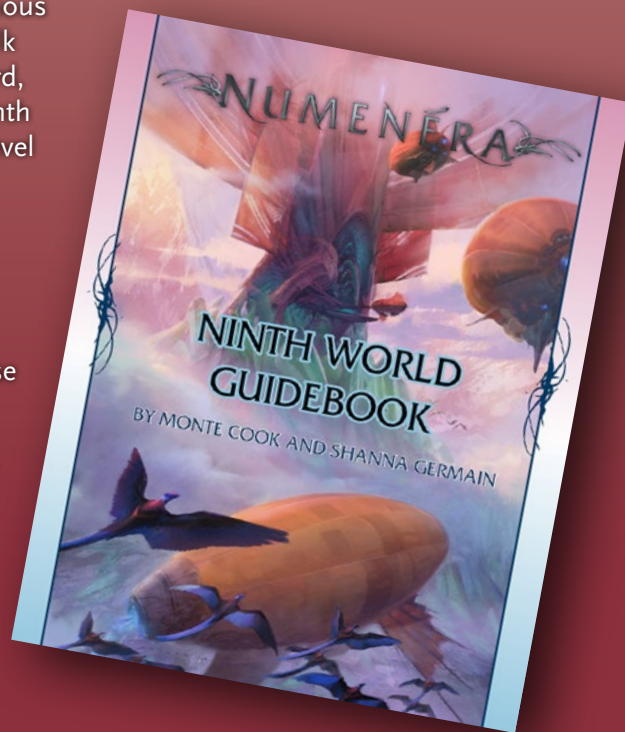
From the frozen lands beyond the Southern Wall to the mysterious archipelago of the Raskel Cays, from the volcanic desert of Vrak and the potential threat of the Gaian land of Lostrei to the weird, faroff realm of Corao and the other Lands of the Dawn, the Ninth World offers adventure hooks, new NPCs, and the incredible level of detail, imagination, and weirdness you already love about *Numenera*!

The *Ninth World Guidebook* also includes:

- More information on the world, the cultures, and the universe of the Ninth World.
- Fully detailed locations ready to be dropped into adventures.
- Over two dozen new creatures for GMs.
- New character options for players.

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