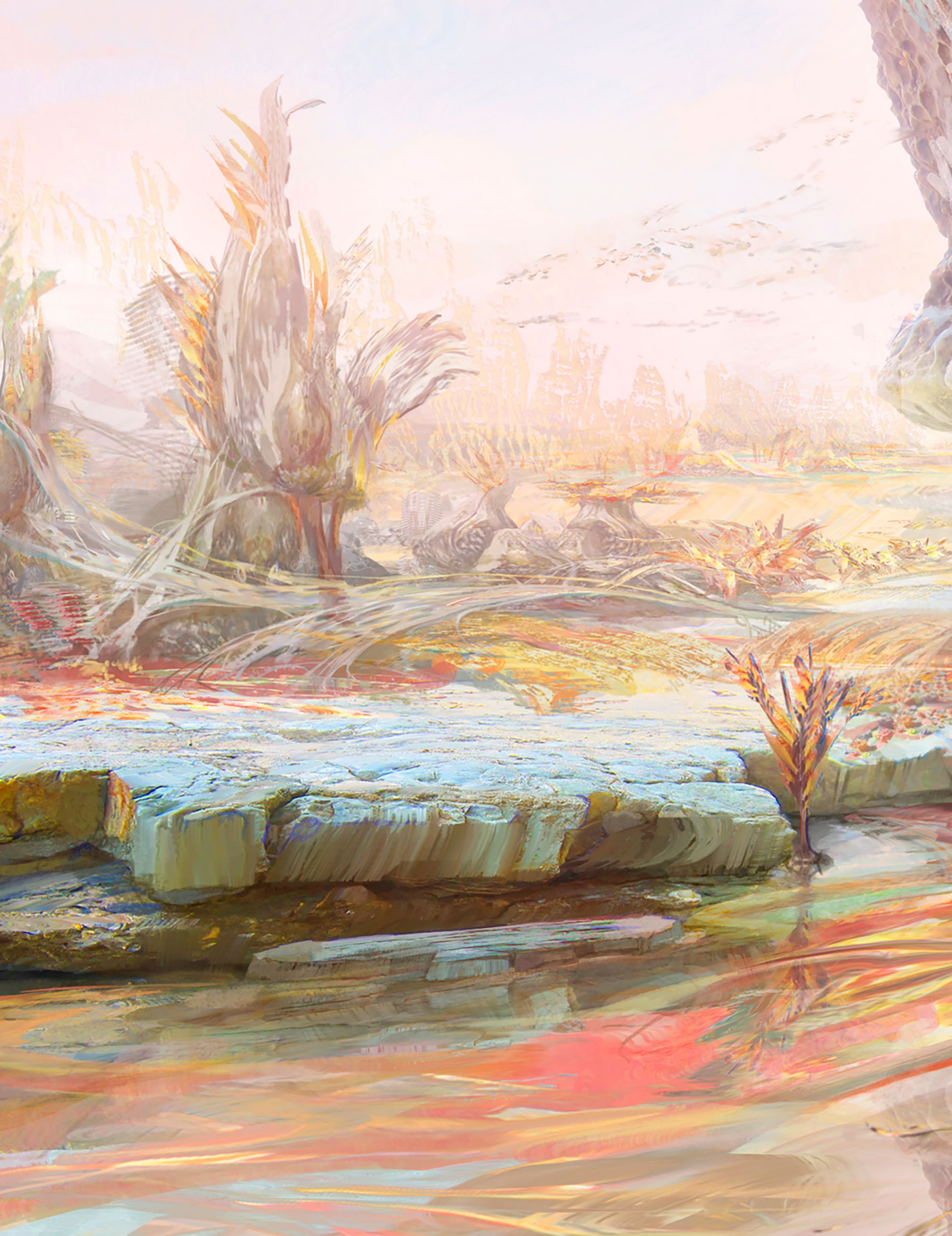

NUMENÉRA™
BUILDING TOMORROW
By Bruce R. Cordell and Sean K. Reynolds







NUMENÉRA™

BUILDING TOMORROW

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ALL TOMORROW'S SONGS

BY BRUCE R. CORDELL

The metallic nodule lodged in Sargonis's right forearm whispered nonsense syllables and flashed amber, indicating in its cryptic way how she was probably going to die soon. Interpreting the sounds and lights, she frowned. "We have only minutes before the babirasa find us again."

Nyth and Dios glanced at Sargonis—they didn't understand the metallic nodule's weird messages, but they knew Sargonis did and they trusted her.

"I say we run for it," Nyth said. "To that cleft." She pointed across the crater's floor to a place where the weirdly flat and smooth walls were cut with a deep slash. Translucent, blocky boulders lay scattered on the crater's floor at the foot of the cleft, obscuring what lay within.

Dios shook his head. "Are you fungus-addled? We can't get back to the top over there—it's too sheer."

Nyth glared back at him. "We can try! It's no worse than the sbaro tree back in Patara. The children constantly climb that."

"It's a *lot* steeper, I wager," said Dios. "But if you want to put a few shins on it . . ." He hefted the thick leather bag always strapped to his harness, jingling it. "Let's say twenty shins that—"

"Shhhhh," said Sargonis, touching Dios's shoulder. "Remember I said we had only minutes? Now it's one minute less. The cleft is our best option. Though perhaps only to hide." Turning on her boot heel, she hurried across the greenish-black plain of material that might have been stone, but probably wasn't.

Dios shrugged when Nyth caught his eye, and they followed, hustling to catch up.

Their footfalls were hollow drumbeats, bouncing around the crater's interior. "What do you think?" said Dios. "I say that this crater is about five times as wide across as Patara. Or maybe ten times. The way the walls pass light makes it hard to judge for sure."

Nyth rolled her eyes.

They kept moving, each darting a backward glance every few dozen strides, looking for signs of the babirasa.

The coal-dark creatures with sparks dancing among their spines had ambushed them just as they'd reached the crater's edge. Sargonis wondered if the things considered the vast cavity to be part of their territory. Probably so. It was the same place she'd led Nyth and Dios to find the particular kind of energy-dense iotum that Patara needed to survive. Babirasa were drawn to places where energy was stored and used, too.

Rather than fight the creatures, they'd run. Nyth used a cypher to drop all of them safely into the deep, wide, and steep-sided hole, leaving the babirasa to howl along the rim. Getting back up would be a challenge, but surviving the babirasa took precedence. Except now Sargonis's divining nodule said that the creatures had found a way down. The storm beasts were hunting them. It unnerved her that she could see no visible sign of them on the crater's flat floor whenever she looked back.

They reached the cleft. Sargonis darted in among the scattered boulders, now revealed to be twice again as tall as she was, and she wasn't short. She stepped down on something that crunched. The cleft's floor was clogged with scrap. Rusted machines, broken conduits, slagged devices . . . whatever ancient force that sheared through the crater wall here had cut deep enough to reveal a rotted artificial marrow. But though the walls here were broken, they remained as vertical and impossible to climb as Dios had warned.

"We'll hide here in the scrap," she decided. "Dig in! And look for wide, flat pieces we can pull over on top of us."

Dios and Nyth began to frantically dig, using their spears to loosen and shift the mounds of debris. Before she started, Sargonis again checked the diviner that protruded like a barnacle from her forearm. Sometimes she needed a few moments to fall into the proper frame of mind to understand what it said. It saw moments ahead, into possible futures. From that, she could discern all kinds of useful information, though it was tricky to know exactly what the nodule was telling her.

Nyth hummed as she dug into the scrap, her voice rising and falling in a single-part harmony. Sargonis recognized the tune. Nyth sang it every night to Kiel, the child Nyth had adopted in Patara.

Sargonis realized that being apart from Kiel must be difficult for Nyth to bear, even though the woman never said as much aloud. She had ties back in the settlement, too, but none so dear as a child.

Without the right kind of iotum—called quantium—to revive Patara's failing force walls, Kiel and everyone in the settlement would have to flee flooding waters that the walls kept at bay. So instead of comforting Nyth, Sargonis saved her breath and dug into the sedimentary layer of mechanical debris.

Dios never saved his breath, of course. "Crail, my hand aches! I didn't agree to this. Dying in the middle of the waste. What was I thinking? Taint-touching, good-for-nothing, murden-fondling—" he broke off mid-sentence.

Sargonis and Nyth glanced up from their work, such was the rarity of Dios rendered speechless.

"It's a hole," he said, pointing. "A tunnel, going down!"

Sargonis and Nyth rushed over. It *was* a tunnel—not merely a chance hollow beneath the scrap, but an actual passage.

"Inside, now," Sargonis said. Her divining nodule's whispers had become a constant hiss of warning about the approaching babirasa pack, and its red glow strobed in frantic alarm. Finally, too, she saw bright flashes pulsing around and through the square, glassy boulders that lay tumbled in the cleft's mouth. She could hear the crackle of electricity and the grunts of bestial rage. She didn't know whether they were coming for her devices or her flesh, but she imagined that it was probably both.

Nyth dove in first, her lithe form disappearing into the darkness. Dios clambered after, muttering about his fear of darkness, the unfairness of the universe, and how weird it smelled down in the tunnel.

Bringing up the rear, Sargonis risked a momentary glance back. The first babirasa was just rounding the corner, its shoulders as high as her head, its spines erect, its many legs scrambling for purchase in the scrap, and its eyeless face somehow focused on her. Another two appeared on the boulder's opposite side. An "Oh!" of surprise escaped Sargonis's lips as the first one leaped toward her.

"Go!" she yelled in a strangled voice, falling backward and into the open mouth of the tunnel a scant moment before fingers of electricity blasted through the scrap pile that covered the tunnel mouth.

The descent was agonizing. Every time they thought they'd gone far enough down the constantly branching, narrow, winding synth passages to lose the hunting pack, scarlet flashes and hisses from Sargonis's nodule revealed that the things still followed. She wasn't sure exactly how the babirasa, which looked so large, especially with their extended spines, could fit down the narrow tunnel. Probably by folding those spines back and squeezing through tight spots just like they were, unfortunately.

The passages they descended were steep. They were also choked with broken devices, ruptures, and loose cables, providing handholds and places to set their feet.

"Do you hear that?" said Dios, as they continued downward. "Sounds like a purr. Some old mech, still thrumming along down here. The walls are vibrating with it. Shaking almost. Can you feel it?"

Nyth said, "How could we not?"

Dios ignored Nyth's jibe, looking speculative. "I hope it isn't something alive. Or hungry."

"Don't," said Nyth, pausing to turn and jab a finger at Dios.

He smiled, but when Nyth kept looking at him the expression slipped. "What is it?"

"You're bleeding."

Dios held up his hands to look at them. A thin line of blood ran down one from a ragged tear on his arm, which was shiny with blood. "Tainted priests! I must have cut it on the way down."

"There's an intersection ahead," said Nyth. "We'll look at it there when we decide which way to turn next."

The illumination of the glowglobe that Nyth clutched in one hand showed that, indeed, there were three choices before them. One was a continuation of their current steep descent. The other two led down at far less treacherous angles.

"How about that way?" Dios pointed to the passage that had the least discernible slope.

"Shhhhh," said Sargonis, "she's thinking."

A mischievous smile played on Dios's lips. But he only rubbed his wounded arm, still red with seeping blood, and sat down on an outcrop of bluish metal and trailing wires without another word.

Sargonis scrambled to where he perched. "Show me your cut," she whispered. "We'll miss your constant chatter after you bleed out."

"Oh, I know you will."

She removed her pack and rifled through it for something suitable. She had a curative cypher, which



would stitch the wound shut and have Dios feeling better in moments. But activating a cypher might alert the things hunting them, which finally seemed to have lost the trail, if only for the moment. Better to stick with the mundane, she decided. She produced a roll of green cloth.

"There's something interesting this way," Nyth announced. She pointed down the passage that was neither the most level nor, to Sargonis's relief, the steepest. "The thrumming shaking the walls is coming from there. Surely it's an ancient machine, still working after all these years."

"That is our way, then," said Sargonis, as she finished bandaging Dios. "We still need to find iotum."

"Are the babirasa still following?" asked Nyth.

Sargonis checked her device. Though the whispers and red light had fallen away, they hadn't gone out. "It wouldn't hurt to put a little more distance between us and the pack, whichever way we go."

Nyth shivered. "I don't want to meet those things again. Those eyeless faces . . . always knowing exactly where we are. I don't like it. We need to find another way out, iotum or no iotum."



They found a vast interstitial space, a place that seemed to be half rupture and half planned hollow within some still-larger structure buried below the crater. Suspended in the cavity was a metallic sphere easily twice the diameter of Patara. The sphere surface was a collection of emerald tiles, interwoven golden wires, and crystal cubes. The purr was coming from the structure, but this close it was more of a roar, shaking the floor and causing a tickle in the back of Sargonis's throat.

Nyth advanced several paces into the cavity but stopped short before walking directly beneath the hovering structure. She looked back at them, looking for advice or instruction.

Sargonis eyed the hovering mass. It was definitely still working, unlike all the scrap they'd waded and climbed through to reach it. It was a prior-world enigma replete with a thousand wondrous possibilities, as well as inexplicable dangers every bit as gruesome as the babirasa. But being an explorer meant taking risks. And if they couldn't find quantium to re-energize the force walls, that would be the end for Patara. They'd become refugees.

Sargonis lifted her divining nodule and let it "sniff" the floating spheroid. After a few moments, whispers and a warm, orange-hued glow informed her what she hoped it would: iotum, of the variety they were looking for, could be found within. She pressed one palm to her heart for a moment, holding in the relief.

"You sure that's wise?" Dios said, as Sargonis walked beneath the huge bulk. "What if it suddenly decides that today is its day to fall? You're brave."

Sargonis ignored him. She moved with one hand upraised to trail lightly across the object's bottom. The vibrations were warm and somehow welcoming against her fingertips. She came to what appeared to be a solid protrusion of opaque greenish crystal that reached lower than any other part. When she touched it, it irised open, revealing a set of short steps leading upward.

"Hah!" exclaimed Dios. "I never doubted you. Well, that's a lie."

Nyth elbowed Dios, then said, "I'll go first."

Sargonis followed Nyth up the stairs.

Dios came behind, his spear drawn. "I'll watch our backs. Not that a flimsy stick with a pointed end will do squat-all if the babirasa corner us in here, but it makes me feel better holding it."



It was quiet inside. Sargonis had worried they would be deafened, but the sphere's roar ceased the moment they entered.

Sky-colored synth corridors slanted to the left as they moved inward, forcing them to lean to avoid constantly colliding with one wall. Every few dozen paces they came to a larger space. Each of these chambers was also tiled in pale blue synth, and all were as empty as the preceding corridors. After only a few minutes, Sargonis's internal map was defeated. It seemed as if they'd gone farther than was possible, given how large the object appeared from outside. It'd been massive, yes, but *this* massive? Maybe the passages were slowly spiraling inward. Who could say? What she did know for certain was that constantly leaning to the left as they trudged was exhausting. And everything was getting heavier, too. When she experimentally dropped a shin, it shattered as if it'd fallen from far higher.

"I'm tired. And . . . hungry," panted Dios. The extra weight was getting to him, as it was all of them. "I've got extra rations . . . which would be a shame to let go to waste. Let's . . . rest."

"One more chamber, and we'll reach . . . something interesting," said Sargonis, referring to her divining nodule.

As she predicted, the corridor opened into a chamber that wasn't empty.

A machine filled the space, chirping, trilling, and humming. Pulsing yellow and orange lights, hundreds of meters of wires, attached metallic devices, and oddities covered the mech. Taken together, the sounds it made were almost like musical tones.

"Ugh," muttered Dios, taking a few heavy steps closer. "It's even heavier . . . in here."

Sargonis followed, and sure enough, felt even more phantom weight settle on her shoulders. She opened her mouth to warn the others to be careful when they—

Nyth gasped, "That can't be!"

Sargonis glanced around. "What?"

The other woman still stood in the corridor, looking at the machine, her mouth gaping. "Unless I'm losing my mind, the machine is singing. And it's *my* song!"

Sargonis listened. There *was* something familiar about the noises. Almost like a tune that she'd heard before—

"It's 'Cloud Blanket,' the lullaby I sing to Kiel," said Nyth. "But how is that possible?"

"Not so mysterious," said Dios, finally getting his breath back. "You were humming it under your breath the entire time we've been in here. It must have heard. Now it's playing it back. Well, that's my guess."

Sargonis slowly nodded. "Dios could be right. You do hum that tune a lot."

Dios snapped his fingers. "Let's try a different song, and see if it picks up on that? How about 'Yellowboots?'"

She raised a hand to forestall him, but Dios was already singing a ridiculous ditty about boots that danced when no one was wearing them, and the trouble that caused. It was a simple verse, and repetitive, and—

And the machine changed its tune. Instead of the nursery song, the jaunty, somewhat ridiculous notes of a song about self-dancing footwear poured out of the massive artifact.

Dios laughed, clapping his hands in time to the music.

"It can hear us," Sargonis said. "And mimic what it hears. Though somehow I doubt that this elaborate device was built simply to play music. It's likely only a minor side effect."

"Side effect?" said Nyth. "Of what?"

"Of something we're going to learn," vowed Sargonis.

"Let's just salvage the quantium and get out of here," said Nyth, after another hand of minutes had passed during which time Sargonis did nothing but consult her whispering device.

Sargonis frowned. "We *might* be able to do that, but my diviner whispers against that tactic. We have to"—she waved her palms in small circles as she sought for an analogy—"*entice* the machine to produce what we want. If we don't, we might just break it, which would the spoil the quantium, too. Quantium is powerful but delicate stuff. From what I understand, it trickles energy out of time itself. If we don't salvage it just so, it won't retain that property. It'll become just so much dead synth."

Nyth sighed. "Energy from time itself? I have no idea what that means. But all right. What do you need us to do?"

"Dios, keep watch. Nyth, help me investigate each of these attached devices. One of them—or maybe some subset of them—is the control surface. I hope."

Sargonis and Nyth began their survey, gingerly checking out each component, and when nothing happened, moving on to the next one. As they worked, the thing continued to toll out "Yellowboots." She shook her head at Dios's choice.

"What about this?" said Nyth. She pointed at a device of silvery metal connected to the main machine with a coiled white synth cord. An elaborate red sigil marked the device's surface. No other machine part they'd yet found was so marked.

"What does the symbol mean?" called Dios, who remained by the exit. "Is it even a language?"

"Maybe," said Sargonis.

Nyth said, "My guess is that it's either instructions on how to proceed, or a warning to leave this place and never return, on threat of a most painful death. Maybe if you gave her some peace to ponder, she could figure out which one was more likely."

Dios chuckled. "I promise to stay silent until you tell me otherwise."

Sargonis doubted he'd wait so long, but she wasn't about to waste the respite, however short it proved. She extended her nodule-studded arm to the symbol-painted device. When no warnings popped up, she grabbed the silvery object. It came away but remained connected via the synth coil. It was heavier than it looked. The inscription looked important, but the whispers from the diviner offered no additional clues.

So she touched the sigil, tracing it from one end to another.

In response, the device shook. Small wires sprouted from it. Before she could drop the device or toss it away, the wires plunged into her arm and wrist. The sensation was sharp at first, but was immediately replaced by coolness, as if cold liquid were being pumped into her arm.

"Crail, it's got her!" yelled Dios, who raised his spear as if he were going to attack the device, Sargonis's arm, or maybe even Sargonis herself.

Nyth interceded. "No, look at her. It's not eating her, or changing her. It's communicating."

It took all of Sargonis's concentration to nod in agreement. She whispered, "Hold a bit. I'm hearing things . . ."

It seemed to Sargonis that she stood in a vast theater filled with a thousand thousand songs, accompanied by other sensations too alien to comprehend. The two songs they'd triggered the machine to play were the barest edge of a much broader ocean of sound. Sound—and, she realized, knowledge! Lore was embedded in those harmonies, stretching back into deep time. Information swirled in her brain like the tide rushing in. Knowledge, images, feelings, and sensations she couldn't identify threatened to drown her in a tumbling rush.

The machine's rendition of "Yellowboots" sped up, tumbled, shook, and began breaking into dozens of discordant variants.

"What's wrong?" she heard Dios ask, though she could barely hear him amid the tumult of noise.

"I can't—it's not—" Sargonis waved her free hand spasmodically, unable to describe her difficulty in getting a handle on the information. Her other hand remained clamped by the device's needles, from which the cold numbness continued to spread. Tears born of desperate inadequacy rolled down her cheeks.

Nyth moved up, wiped away Sargonis's tears, and grabbed her gesticulating free hand and held it. "Calm; stay calm. You can do this. Take a deep breath." Nyth hummed again her familiar tune, trying to soothe Sargonis's distress.

Sargonis listened.

The flurry of discordant sounds fell away like a curtain being drawn back. The pure, easy tones of "Cloud Blanket" sounded out once more all across the chamber. And in that calm, Sargonis found the solace she required to weather the onslaught, tame it, and tune it to her desire.

Music, ordered and regular, was the key. Picking up Nyth's tune with her own voice, she hummed along and made her simple request. It hurt her to ignore the marvels of knowledge that she guessed lurked in the machine's core. But that's not what they needed today. What they needed was quantium.

The machine's tune slowed as a cavity opened in the machine's base. "There," said Sargonis. "Grab it!"

Nyth bent, fumbled with something, then yanked it free.

The machine's lights dimmed and went dead. A final fluting tone trilled forth, then it went silent. The device connecting Sargonis to the machine retracted the connecting wires and clattered to the floor before she could catch it. Looking at the suddenly inert machine left her cold and sad in a way she hadn't expected. She blew out a shaky breath. One day, she vowed, she'd return. She'd fix the tune maker with quantium from some other source, so that it could sing again.

Nyth turned the bundle of tiny synth boxes over in her hands, examining the glittering points of light within each. "If only salvaging iotum was always so easy."

Dios rubbed his face. "They're waiting for us. I don't need a diviner to tell me that." He waved his spear tip down the final length of corridor, right-leaning now that they were heading out. The same sharp smell that accompanied lightning storms wafted down it. Erratic flashes of light and low-pitched grunting finished the tale. The babirasa pack must have trailed them to the floating sphere, then waited outside it for them to leave.

Nyth guessed what the situation was, but she looked to Sargonis all the same, her expression questioning.

Sargonis checked her nodule, even though she, too, knew what it would tell her. If she and her friends left the floating sphere and entered the vast cavity that contained the structure, the pack would kill them with sharp tusks and crackling electricity. She ran several scenarios through the diviner, including a few where she tried to distract the creatures so the others could get away. But every possibility ended with all of them dying. There just wasn't enough time. Time? What did that remind her of?

Nyth scowled. "To get so far, only to fail at the end. It's unbearable. And what will happen to Kiel when I don't come home? He won't know what ever came of me. And the waters will rise when the force walls fail! What if no one saves him, and he drowns?"

Dios held up his hands. "Hey, hey! Hold on, now. We haven't failed yet. We'll come up with a plan to deal with this. Right, Sargonis?" His eyes found hers, pleading. "The pack isn't trying to get in. They're just waiting. We have time."

"Time," Sargonis repeated. There was something there. What'd she just been telling the others about time? Oh, right, that quantium, by its very nature, had hooks in time . . .

She drew in a sharp breath. "How many units did you get, Nyth? Let me see."

Nyth narrowed her eyes in puzzlement but responded to the sudden urgency in Sargonis's voice. "Six, I think." She handed the entire bundle over to Sargonis.

The six small cubes were as smooth as ice, and almost as cool. They were drawn toward each other, though she was able to pull them apart easily. Each individual unit was only a couple of centimeters across, but even so, weighed less than she expected. The glimmers of light inside were like distant stars.

She divided the six units into two handfuls of three. One handful she returned to Nyth. "Keep these safe. They should be enough to restart the force installations in Patara."

Nyth accepted the three units of quantium and secured them in her pack.

Dios said, "What about the other three? Can you use them against the babirasa? Do they detonate?"

"In a manner of speaking." Sargonis handed one unit of quantium to Nyth, another to Dios, and kept the last for herself.

"What should we do with these?" said Nyth.

"We run out of here, smash them on the ground, and escape through a crack in time."

"What?" exclaimed Dios. "Will that work?"

"It definitely *could* work," Sargonis replied.

"Could? Not *will* work?" pressed Nyth, holding her cube of quantium up to the light of her glowglobe.

Sargonis didn't volunteer that the diviner was mute regarding her plan's outcome, one way or the other. Sometimes different varieties of the numenera were incompatible with each other. Other times her nodule just got tired and stopped working for a time. But a lack of knowledge about the outcome was better than the near certainty that her nodule reported trying anything else she could think of.

"Just smash it?" quizzed Dios. "What if it doesn't break?"

"Then keep smashing it until it does," said Nyth.

Sargonis motioned everyone to follow as she took the lead along the last length of narrow, slanted corridor. Thankfully, the heaviness at the sphere's center had let up when they reached the periphery. Snapping and popping, the sound of electricity dancing in babirasa spines assaulted her ears before they saw the brutes. She wanted to stop but forced herself to move smoothly to the exit.

The stairs leading up into the great floating sphere remained deployed. The pack of at least five coal-black babirasa lounged around the stairs, some stretched out on their sides, others sitting with their feet under them and spiked manes folded back. But one walked sentry, circling the others on sure feet. It was the one that snapped,

popped, and flashed. A few moments after Sargonis spied it, the thing's head slewed around and locked on her. It was somehow aware of her even with no eyes.

Sargonis leaped down the stairs, screaming, "Now!" She hit the ground, letting the momentum of her jump tumble her forward so that she smashed her right hand holding the quantium cube on the ground with all the force of her fall.

When it shattered, it was as if she'd plunged the hand into ice water. The chill raced up her arm, freezing her solid in a moment that lasted forever.

Until she blinked and understood that no time had passed at all. At least not for her.

Dios was on his hands and knees, vomiting beneath the stairs.

Nyth stood, her spear out, spinning slowly around as she examined the area beneath the floating structure. "Where'd they go?" she shouted over the roar that had returned now that they'd left the sphere. The pack was gone as if it had never been there at all.

Sargonis glanced up. The faint flickering reflected from the entrance corridor told the story. When she, Nyth, and Dios had violently triggered their quantium charges, the resulting temporal collapse had pushed each of them forward to a new point in time without passing through any of the intervening moments. The babirasa lost their fix on their prey, because from the point of view of the hunters, she, Nyth, and Dios no longer seemed to exist.

Hungry and raging, the creatures had reacted as she'd hoped. They'd followed the only spoor that remained, which was their most recent traversal of the floating sphere's interior. The babirasa were inside right now. At most, only a minute had passed since they'd fallen through the slender fissure in time that the quantium had pried open.

Sargonis pushed herself up, grabbed Dios by the shoulder, and, with Nyth's help, wrenched him upright as well. It was too loud for her to explain, but the other two had both by now glanced up the stairs and realized where the babirasa were.

They ran.

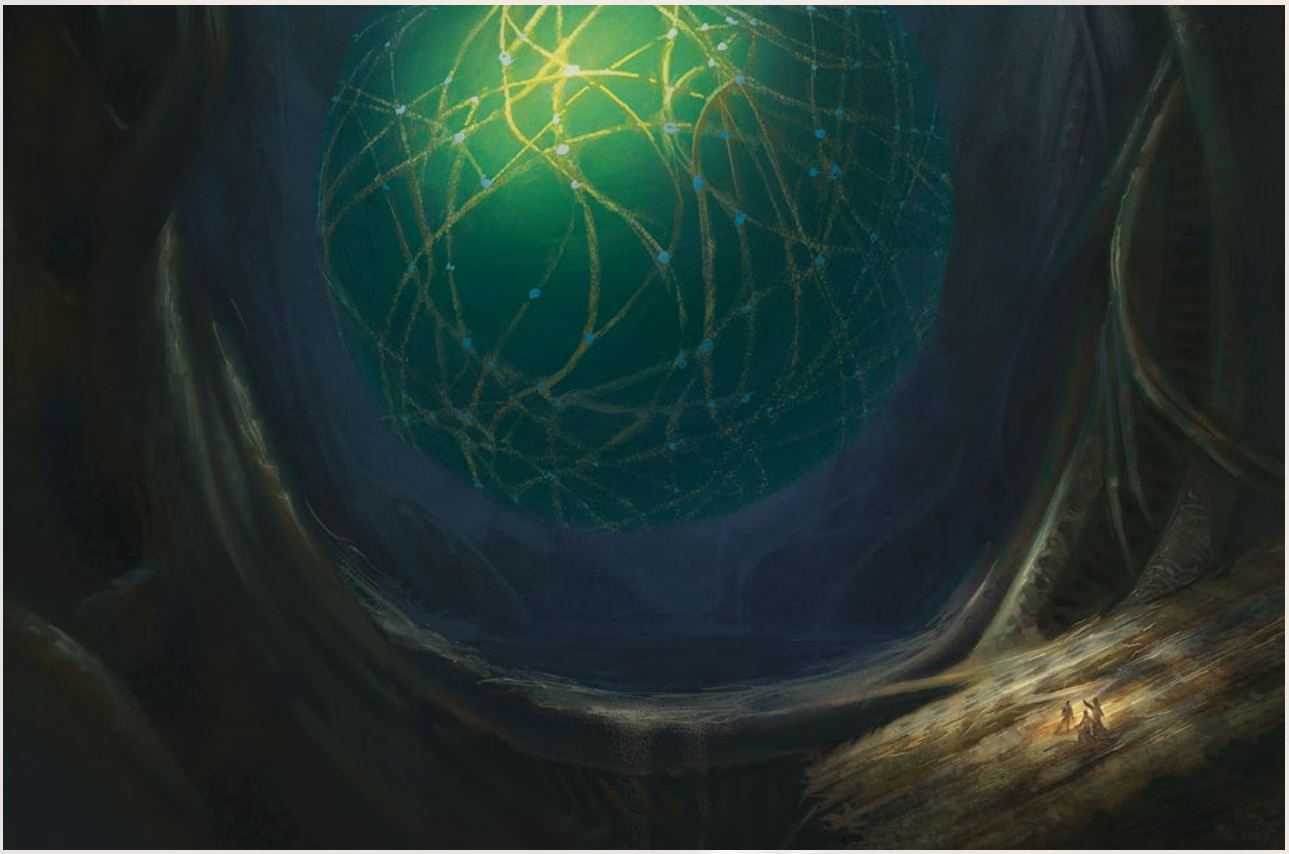
The setting sun shined through the reddish translucent crater walls. The light lent them all a flushed, vital glow as they plugged the tunnel in the cleft floor with scrap. The babirasa would probably dig their way up and out eventually, but not for a while.

Dios wiped his hands on his tunic, then gestured to the nearest vertical crater wall. "We still have to figure out how to climb those."

Sargonis stretched and, just to be sure, glanced at her diviner for the twentieth time. The nodule remained comfortingly quiet. "I know. But we have some time to figure it out."

Dios laughed, nodding. "That we do. Let's head back that way. The babirasa got down over there. If things break our way, we can get back up the same way. Who knows, maybe we can even make it back to Patara before morning!"

Humming a lullaby, Nyth led the way.



INTRODUCTION

If you read the story preceding this introduction, you already know what *Building Tomorrow* is about: hope. Or maybe wonder. And aid rendered to friends. Not to mention how a group working together can overcome problems that would overwhelm someone all alone. When you take that concept and expand it, the topic becomes community. And community means a social covenant, where people hand in hand can hold everyone up, regardless of their circumstance.

Of course, *Numenera Destiny* introduced all these topics, and did so pretty well, thanks to the amazing work of everyone on the Monte Cook Games team who went above and beyond to refine the corebook (and its companion, *Numenera Discovery*) into something special.

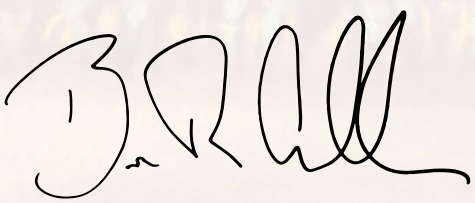
So why *Building Tomorrow?*

The easy answer is that we had more to say on these topics. Lots more! By introducing the ability for characters to craft numenera, we opened a vast realm of possibility that a single corebook couldn't hope to encompass. Which is why this book comes with over two hundred *more* plans for crafting numenera. And not merely the same kinds that came before (though many of those), but also brand-new categories so that crafters can build living devices or devices that access artificial alternate dimensions. Without *Building Tomorrow*, there would be no biologicals and no otherspaces. But hold that thought.

Sure, I could run through a list of all the twists on the topics presented in this book. That would be easy. But you can read the back cover and see those, or just look at the table of contents. No, that's not what I want to do here.

Instead, I want to say thank you. If you're reading this, it's because you're invested in Numenera, so much that you've moved beyond the corebooks in your search. You're exploring the supplements. Exploring, one might say, like a character exploring the ruins of the prior worlds, the lore of alien civilizations, and, of course, the relationships between other characters and the story they find themselves in.

A story that is about, if I may suggest it, building tomorrow.



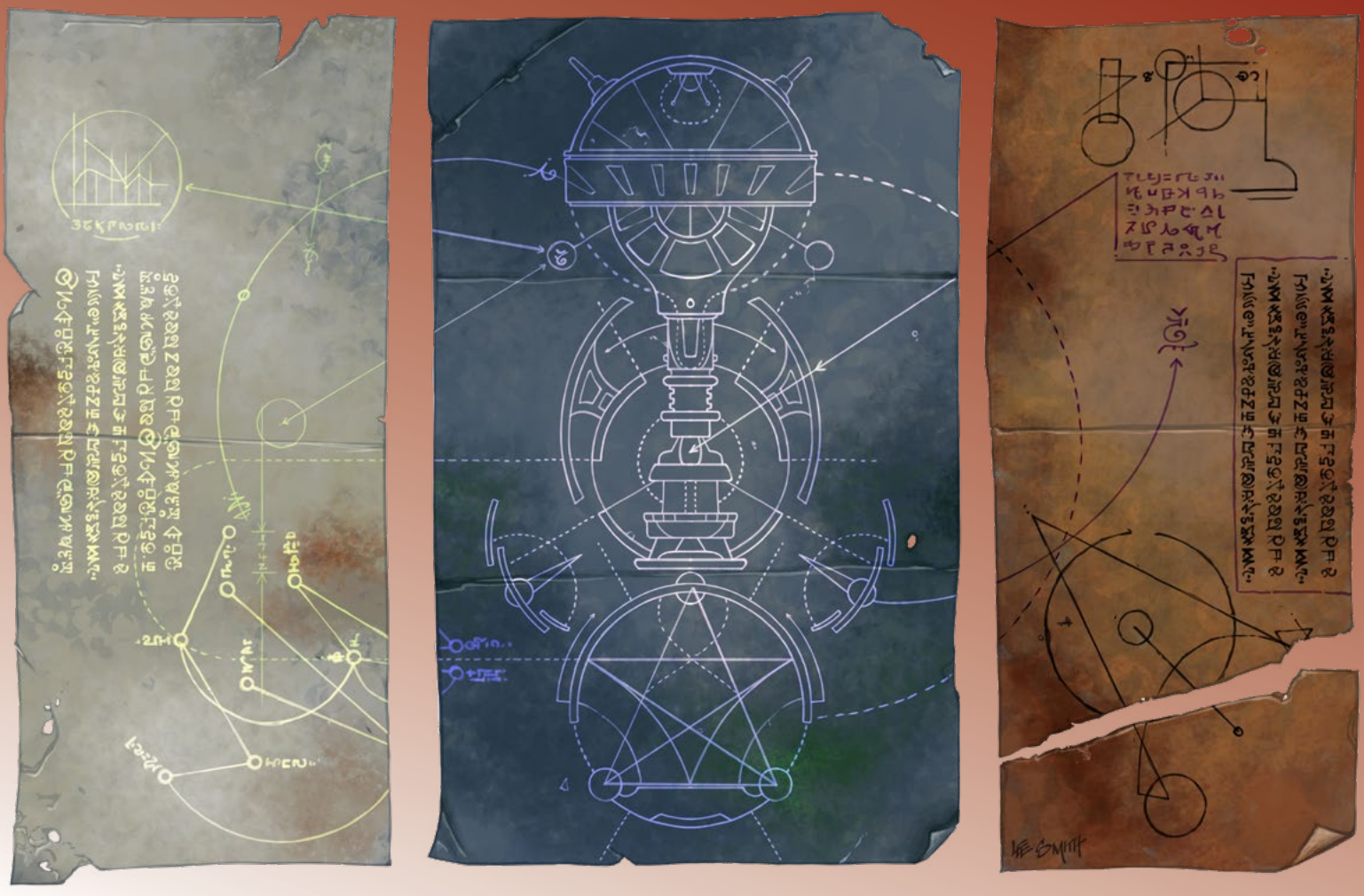


Numenera Discovery *Numenera Destiny*

Throughout this book, you'll see page references to various items accompanied by these two symbols. These are page references to *Numenera Discovery* and *Numenera Destiny*, respectively, where you can find additional details about that rule, ability, creature, or concept. Often, it will be necessary to look up the referenced item to find information you need for character creation and gameplay. Other times, it's not necessary to look up the item, but doing so can deepen your experience and understanding of the game and the setting.

PART 1:

THE NUMENERA



Chapter 1: Using the Numenera 12
Chapter 2: Numenera Plans 21
Chapter 3: Cyphers 90
Chapter 4: Artifacts 100

CHAPTER 1

USING THE NUMENERA

Amazing structures, weird devices, inscrutable automatons, broken vehicles, enigmatic creatures, and portal mouths leading to other dimensions dot the landscape. Most were fashioned by one of the now-vanished civilizations of the prior worlds.

How these wonders were first created is a mystery. But that mystery has given the people of the Ninth World the seeds to create all-new wonders, maybe even a few that challenge the primacy of what came before.

Datasphere, page 355

PLANS AS FOUND NUMENERA

The new numenera plans presented in *Building Tomorrow* are amazingly useful for anyone who wants to craft numenera, especially Wrights. But some PCs have little interest in building installations to help communities grow and prosper, instead preferring to continue exploring ancient ruins and accumulating treasures of the prior worlds. And even Wrights won't complain too much if they discover the finished results of crafting done by others from time to time. Which is why the GM should sometimes use the plans presented here (and in *Numenera Destiny*) as already-built devices and structures found by the PCs while exploring. Specifically, instead of offering them as blueprints, provide the finished products of these plans as found objects and devices during the normal course of the campaign. In the same way that PCs sometimes find cyphers and artifacts, an exploring PC might find an already-crafted body shunt, prudence tree, summoner, headroom helmet, and so on.

Numenera plans, page 135

Temporal chime, page 167

Wright, page 18

Crafting at higher than minimum level, page 142

Assessed difficulty for crafting tasks, page 117

Body shunt, page 51
Prudence tree, page 43
Summoner, page 66
Headroom helmet, page 75

UNDERSTANDING AND USING PLANS

To craft a numenera object or structure, characters need a specialized plan. These so-called numenera plans are developed by some characters—including but not limited to Wrights—using the seeds of knowledge found in the ruins where information is cached, or after making special requests to the datasphere. Once a plan is developed into something a Ninth World crafter can use, someone can attempt to craft the object or structure that the plan describes.

Minimum Crafting Level: Each object or structure has a minimum level that a completed version of it can possess. For instance, a temporal chime has a minimum crafting level of 4, which means it's impossible to craft a temporal chime installation whose level is less than 4.

A crafter could choose to increase the level of the completed crafted object or structure beyond its minimum crafting level, but not to craft an object or structure whose final level is less than this minimum level.

The level at which a crafter builds an object or structure is the basis for determining the assessed difficulty of each crafting task. The assessed difficulty for crafting is higher than the level of the finished numenera object or structure itself. Once the object or structure is completed, its level is equal to the minimum crafting level indicated by the plan, unless the crafter chose to craft the object or structure at higher than minimum level.

Kind: Numenera plans are broadly divided into the following categories.

Installation: A discrete, fixed-in-place artifact that usually provides some kind

of service, such as power, water, defense, offense, and so on. Installations crafted by PCs are often deployed to aid a community.

Automaton: Mechanical entities that range from limited mobile devices created for specialized purposes to fully autonomous and intelligent individual entities with powerful abilities and aspirations.

Vehicle: Something that can transport passengers or riders more quickly and efficiently than a commonplace vehicle ever could. Exotic vehicles can hover, fly, and swim, as well as move in space, between dimensions, or even in time.

Artifact or *cypher:* Artifacts and cyphers are something most PCs are already well aware of.

Biological: A partially or completely living biological construct crafted for a specific purpose.

Otherspace: A small artificial dimension (and access to it) or a portal to a natural alternate dimension.

Iotum: This entry provides a list of components, called iotum, and how many units of each that a PC must have on hand during the crafting process. From these, the entire object or structure can be fabricated, even if it seems like less material goes into the object than what is finally produced—many special components have iterative and self-replication features.

Parts: This entry indicates the units of parts that a character must contribute in order to craft the object or structure. (Biologicals don't require parts, unless nonliving iotum are used or substituted for living iotum during the crafting phase.)

Specifications: A description of the object or structure created by the plan, including its general appearance, nature, background, and uses. If the created object or structure has more than one possible conformation, that is noted here as well. If the completed object has any specific mechanical effects, they are described here.

Depletion: Most numenera objects and structures have a rate of depletion. When an object is used or activated, the player rolls the designated die (1d6, 1d10, 1d20, or 1d100). If the die shows the depletion number(s), the object works, but that is its last use unless it can be repaired. A depletion entry of "—" means that the object never depletes, and an entry of "automatic" means that it can be used only once. An entry of "cypher" means that it can be used only once and also that it counts against a PC's cypher limit.

Cypher limit, page 272

PLAN DETERMINATION

Whenever a PC discovers a plan seed (as opposed to developing a particular plan purposefully, as a Wright can do), the GM determines what it is.

For random determination, first roll on the Plan Seed Kind Table to determine if the plan seed is for a cypher, installation, otherspace, artifact, automaton, vehicle, or biological. The table also randomly determines whether the plan is from *Numenera Destiny* or from *Building Tomorrow.* Simply disregard that location if you have a plan from another source you'd like to use. Finally, roll on the associated plan table in the indicated book to identify the exact plan seed found.

Biological and otherspace plans are new kinds of plans introduced in Building Tomorrow.

Iotum, page 107

Parts, page 107

PLAN SEED KIND TABLE

d100	Kind
01–30	Cypher plan in *Numenera Destiny* (page 153)
31–40	Installation plan in *Numenera Destiny* (page 146)
41–45	Installation plan in *Building Tomorrow* (page 50)
46–55	Otherspace plan in *Building Tomorrow* (page 70)
56–65	Artifact plan in *Numenera Destiny* (page 147)
66–70	Automaton plan in *Numenera Destiny* (page 147)
71–75	Automaton plan in *Building Tomorrow* (page 25)
76–80	Vehicle plan in *Numenera Destiny* (page 147)
81–90	Vehicle plan in *Building Tomorrow* (page 83)
91–00	Biological plan in *Building Tomorrow* (page 33)

A "biological" is the term used by wrights and others interested in building living things to refer to a live construct. Some biologicals are mobile, like automatons. Others are fixed, like installations. Some can be carried and deployed as needed, like artifacts.

BIOLOGICAL CREATIONS

Biological plans, page 33

Crafting a biological is similar in some ways to crafting other kinds of numenera. But there are also important differences. For one thing, the tools and components required—including specialized iotum—are not exactly the same. Once built, biologicals may require additional care, because living things can die. Crafted biologicals can be fully organic or have parts that blend living tissue with machine parts. A biological is often mobile, though some are sessile and don't move because they are attached to something else (often, a user or wearer). Most biologicals have limited intelligence, while a handful have true intelligence at least equal to or sometimes more advanced than humans.

Assessed difficulty for crafting tasks, page 117

Bioreactor, page 50

Gestation pod, page 38

Some wrights have experimented with replacing iotum in plans that create machines with living iotum, in order to create living versions of simple installations like pabulum extruders, or even living cyphers. The results are varied, but there have been enough successes to show that the approach is viable, at least in some cases. That said, cyphers created from living iotum rarely reproduce to form new versions of themselves after being used, like other kinds of biologicals sometimes do.

"A pregnant creature is essentially a biological bioreactor, from a certain point of view."
~Unaers the wright

CRAFTING BIOLOGICALS

Assessed Difficulty	Time to Build
1	~2 weeks
2	~3 weeks
3	~1 month
4	~2 months
5	~4 months
6	~6 months
7	~9 months
8	~1 year
9	~2 years
10	~10 years

The following considerations apply when crafting biologicals.

Assessed Difficulty +4: As difficult as it is to craft numenera objects and structures, it's even more difficult to craft living creatures. If a PC wants to craft a biological, the assessed difficulty for crafting is increased by four steps. A crafter who wants to build biologicals should consider crafting a bioreactor first. Having a bioreactor makes the hard task of creating new life slightly easier, which means that instead of almost impossible, it merely becomes very difficult. Bioreactors allow a crafter to grow organs or entire biologicals inside a protected artificial shell. Many bioreactors are artificial, though a few are biologicals, such as the gestation pod.

Living: Whether fully organic or part living and part machine, a biological is alive and needs to consume material of some sort as food. Many biologicals are symbiotes, gaining nutrition by attaching to a user and passively filtering it from their host. Examples include the claw wings and a vital sword. This somewhat affects the host, inflicting 1 point of damage that can't be recovered while the biological remains attached in some cases (as indicated in any given plan). Unless noted otherwise, detaching a biological is usually as easy as commanding it to disentangle itself from its host, which takes a few rounds to complete.

Claw wings, page 33

Vital sword, page 49

Some biologicals are capable of obtaining their own food from the environment by scavenging vegetation, luring insects, filtering plankton (if in the proper environment), hunting vermin, or even absorbing energy directly from the sun. A few biologicals may be designed to hunt larger food sources, up to and including humans or even larger animals, but such biologicals are the exception.

If a biological is cut off from all resources, it falls into life-sustaining hibernation, drying out and possibly giving the appearance of being dead. However, a biological can survive for decades or even longer in this state if not harmed.

Some biologicals age and eventually die over a period of weeks, months, or years. Unless they are attached to a user and gain nutrition in that fashion, they must also eat and drink. Despite these apparent disadvantages, a biological also enjoys the benefits of being alive. For instance, they automatically heal damage like normal living creatures do.

Reproduction: Some biologicals can produce new versions of themselves before senescence occurs. In fact, most have the capacity to breed or otherwise replicate biologically, but normally only when following a strict replacement policy. The reproduction entry provided for a given biological indicates whether it replicates and, if so, the chance of this happening. If a biological gives rise to a replacement, the offspring matures quickly, becoming fully active and able to function in about a week. (As previously noted, cyphers created as biologicals generally don't replace themselves with progeny after being used.)

For example, a level 4 advisor has a reproduction chance equal to its crafted level × 10 (usually 40), so if it depletes, there is a 40 percent chance that a week later it gives birth to an immature version of itself.

This means that if a biological depletes, check for the chance of reproduction, which in the advisor's case is "equal to the biological's level × 10."

Personality: Many biologicals, even those limited in mind, develop a specific personality. That personality is simple for simple creations. For instance, a given biological may fear the wind, love a particular kind of treat, or purr when petted. More complex biologicals, and especially true biologicals, could develop personality traits just like humans. If desired, the GM can roll or choose a trait from the Biological Sample Trait Table.

BIOLOGICAL SAMPLE TRAIT TABLE

d10	Trait
1	Mutters and whispers random words when first woken or used
2	Squeals loudly when hungry
3	Falls asleep and audibly snores
4	Easily startled by loud noises, like thunder
5	Performs its function only if it gets treats
6	Defecates a bluish fluid that smells like cinnamon
7	Grows hair that needs to be cut regularly
8	Likes to hold a favorite object, like a burned-out piece of numenera or a stick, like a toy
9	Sometimes chews/claws/eats other pieces of equipment that aren't locked down
10	Becomes anxious if separated from main user

Damage: A biological does not take damage like an object, but instead like a creature, which means it has health. Treat a biological as a creature whose level is equal to the biological's level, plus any other exceptions noted in the plan description. All biologicals regain all lost health over the course of ten hours after taking damage (assuming they still retain at least 1 health).

Controlling Biologicals: Biologicals don't have control surfaces or obvious switches or levers. Instead, instructions are usually provided to them via speech. They recognize the language of whoever built them. In some cases, certain biologicals are psychic and can read intentions telepathically. In other cases, they could be controlled by scent, light patterns, touch, and other methods of signaling. On the other hand, some biologicals might actually have physical controls that are merely hidden within them.

Limited vs. True Biologicals: The vast majority of biologicals have limited intellectual capacities, but a handful have (or develop) minds every bit as complex as human minds. Unless a biological

Disabled, minor, and major damage, page 122

Advisor, page 33

Because biologicals can heal, a talented crafter may sometimes want to make simple stuff—like a wall, cart, or well—as a biological, so that it heals rather than needs repair.

Biologicals crafted to hunt humans and other advanced prey are likely designed to control populations or to serve as soldiers.

For additional details about salvaging living iotum and other potential properties each might have, see Additional Salvage Options, page 113.

plan specifies that its subject has true intelligence, the plan produces a limited biological. In some cases where it might be unclear, a plan may still specify that the creation is limited.

Limited: A limited biological can take instruction, but it operates only in a narrow and prescribed intellectual range related to its primary function. For instance, a prim keeps the outside of a structure free of rust, filth, and vermin, but it makes a poor pet. Removing limited biologicals from the environment for which they are designed invites malfunction, escape, or hibernation.

True: A true biological is more general in its intellect and doesn't think along the narrowly prescribed mental lines of a limited biological. It can take on multiple tasks and learn from experience. It is also usually capable of traveling arbitrarily far from where it was first crafted and attempting new tasks or accompanying other creatures who travel. True biologicals are truly conscious of their own existence, giving them a lot more flexibility, but also opening the door for them to simply decide to go their own way and abandon whatever task they were originally built to accomplish. If someone purposefully attempts to craft a true biological, the assessed crafting difficulty increases by four steps.

Prim, page 43

Immorcell colony, page 117

Cognitive weave, page 117

Mother marrow, page 118

Optogenetic muscle, page 118

Metabolic vesicle, page 118

Fecundity matrix, page 120

Pluripotent mass, page 120

Neurofilament plexus, page 121



Bio-circuitry, page 112

Otherspace plans, page 70

Parts: Unlike other crafted numenera objects and structures, a biological doesn't require parts. That said, if a crafter successfully makes one or more iotum substitutions in a biological for normal iotum (such as using mimetic gel for pluripotent mass), they create a hybrid that requires parts like any other creation. Generally speaking, a crafted object or structure requires a number of parts equal to about ten times the level of the completed biological. (If a biological plan calls for nonliving iotum, such as philosophine, parts are not required. It's only if substitutions to the plan are made using nonliving iotum that parts are then required.)



Mimetic gel, page 112

Salvaging Living Iotum: Living iotum may be found during regular salvaging attempts in any environment if a salvager knows to look for it. However, living iotum can also be salvaged from regular living creatures. Doing so maims or kills the subject, potentially making a murderer of the salvager, so such tasks are usually attempted only by those devoid of ethics or empathy. Normal level limits for retrievable iotum apply; iotum whose level is higher than the targeted creature's level can't be salvaged.



Salvaging, page 107

LIVING IOTUM

The following kinds of iotum are considered living iotum.

Iotum	Level
Immorcell colony	1
Cognitive weave	2
Mother marrow	2
Optogenetic muscle	2
Metabolic vesicle	3
Bio-circuitry	4
Fecundity matrix	5
Pluripotent mass	5
Neurofilament plexus	8

OTHERSPACE CREATIONS

There are only a few differences between crafting a standard numenera object or structure and an otherspace. An otherspace creates a limited dimension with specific qualities, provides access to a natural dimension already in existence, or allows the manipulation of artificial or extant dimensions to create interesting effects. Otherspace devices may be transportable like artifacts, while others are fixed in place like installations.

CRAFTING OTHERSPACES

Assessed Difficulty	Time to Build
1	~3 days
2	~5 days
3	~10 days
4	~3 weeks
5	~2 months
6	~4 months
7	~1 year
8	~10 years
9	~20 years
10	~50 years

The following considerations apply when crafting otherspaces.

Assessed Difficulty + 3: If a PC wants to craft an otherspace, the assessed difficulty for crafting is increased by three steps.

Rift: Using an otherspace crafted by wrights or other Ninth World crafters has an increased chance of transdimensional mishap over devices fashioned by entities of prior worlds, presumably because modern otherspaces are crafted with an incomplete knowledge of the underlying principles. Such a mishap is called a rift.

Each time an otherspace crafted by a wright or other contemporary Ninth World crafter is used, there is a rift chance instead of a chance for depletion. To check for a rift, the player rolls the designated die (usually 1d6, 1d10, 1d20, or 1d100). If the die shows the rift number(s), the item works one final time but then is depleted, as normal. But one additional thing happens: a rift event also occurs.

Rift events could include any of the mishaps indicated on the Rift Table. Treat them as GM intrusions.

RIFT TABLE

01–10	Inimical creatures able to sense transdimensional energy usage are drawn to area
11–20	Feedback inflicts Intellect damage equal to otherspace level on user
21–30	Time anomaly knocks user forward in time 1d6 hours
31–40	Anything located in the otherspace's linked dimension is lost/trapped there
41–50	Detonation inflicts damage equal to otherspace level on all creatures in short range
51–60	Transient dimensional overlap confuses senses of user, hindering all tasks for 10 hours
61–70	Anomaly phases user for 10 hours, turning them immaterial
71–80	Nearby PC's cypher or artifact reacts poorly, activating randomly in an impressive energy display
81–90	Nearby installation, vehicle, machine, or similar object is disabled
91–95	Local reality takes on qualities of the otherspace dimension for extended duration or permanently
96–99	User and all nearby creatures are sent to a random alternate dimension
00	Tear in reality opens (a "rip in space") that can grow unless somehow repaired, creating an effect over time similar to an uncontrolled use of a dimensional mixer

Assessed difficulty for crafting tasks, page 117

GM intrusions, page 123

Dimensional mixer, page 72





Long-term play, page 324

Dimensional treader, page 172

Dimensional abode, page 156

Instant refuge, page 189

Pack bracer, page 77
Otherfall armor, page 75
Personal pocket, page 78

Unidentified Otherspaces: Some artifacts, installations, and cyphers can manipulate dimensional interfaces. Thus, technically, these objects are also otherspaces in addition to being artifacts, installations, or cyphers, even if they are not identified as such. For instance, vehicles crafted by wrights that can move through dimensions (such as a dimensional treader), installations that provide access into alternate dimensions (such as a dimensional abode), or artifacts like the instant refuge all qualify as otherspaces. Such objects and structures have the same rift chance when they deplete as do the otherspaces presented in *Building Tomorrow*.

Escaping Otherspaces: If a creature (other than the user) enters an otherspace and doesn't wish to be there, getting out requires that it succeed on an Intellect roll whose difficulty is equal to the otherspace's level, unless indicated otherwise.

CUSTOMIZING OTHERSPACES

Many otherspaces described in Otherspace Plans create artificial dimensions of limited size. Other than the size and perhaps a few guidelines for how those spaces are internally arranged, no additional description is provided for internal appearance. That's fine for otherspace dimensions that merely store objects, but larger spaces are sometimes occupied by creatures (and small spaces are sometimes inadvertently occupied). So what does the interior of an artificial alternate dimension of limited size look like?

Unless customized or noted otherwise, an artificial alternate dimension created by an otherspace is simply a cavity lined with what usually appears to be a synth-like material (formed of responsive synth and an interaction of other iotum and transdimensional material). There is nothing outside the artificial dimension, so puncturing a synth-like wall might lead to a plain hole in the wall, a hole in the opposite wall, or, if things go really badly, an automatic rift event (which destroys the otherspace).

The artificial dimension that a character has access to through an otherspace can be improved and customized. To do so, the owner must spend time and effort to accomplish this as a long-term task.

Any PC with access to an otherspace can engage in these long-term tasks. However, a GM may decide that a given dimension is not capable of being customized. For example, the space within a pack bracer or a set of otherfall armor can't reasonably be customized. The most easily customized otherspace is probably the personal pocket because it's essentially a big empty closet. Some would say it calls out for additional customization.

In addition to time requirements, a GM may decide that the character needs to pay an additional cost, such as using iotum, including other ancillary devices, or engaging the aid of a carpenter, metalworker, and/or wright. Some of the suggested customizations indicate when such additional help would be appropriate.

Basic Theme (1 to 2 months): Through a variety of different methods that the character can specify, they can incorporate a limited theme (or change the theme) in the otherspace. This can include light sources, furniture, decorations and wall hangings, flora (and minor, mundane fauna), and

so on. Additional ideas for basic themes include the following.

d10	Theme
1	Workshop with tools
2	Bar with various kinds of ale and liquor on hand
3	Kitchen with baking appliances
4	Larder with storable foodstuffs
5	Guest room with bed and chair
6	Dressing room with many pairs of clothing and costumes
7	Exercise room with equipment and weights
8	Maze, but only if at least 50 feet (15 m) across
9	Library with shelves and a variety of books
10	Armory with weapons and some armor

Additional Access (1 month): With the aid of a wright and at least 1 unit of quantium, the character can create another access point inside the otherspace. It could lead to an alternate location on Earth or to a different dimension altogether, assuming the character or helping wright has access to that location or has visited it previously.

Connecting the access point to another artificial alternate dimension associated with a different otherspace requires that the character have control over that otherspace, too, at least while this long-term task is underway. For example, if you want to connect your personal pocket to a second similar pocket, you need to have control of both otherspaces.

Dimension Ward (1 month): With the aid of a wright, at least 4 units of quantium, and an expenditure of 2 XP, the character can install a warding mechanism in the artificial dimension. When it is active, it scans unauthorized creatures that enter. If their level is equal to or less than the otherspace's level, they are immediately bounced back out the way they came. Increasing the level to ward against would require crafting the associated otherspace at a higher level.



Home Beacon (3 months): With the aid of a wright, at least 4 units of quantium, and an expenditure of 4 XP, the character can link themselves to the otherspace. If they ever fall into an unknown dimension they don't want to visit or are affected by a transdimensional effect they dislike, they are pulled into the customized otherspace instead.

Shift Access (1 month): With the aid of a wright and at least 1 unit of quantium, the character can customize the access interface so that it shifts from being connected to one object (such as a sheet of fabric or an arch) and becomes connected with another object (such as a satchel, a jug, or a ring). Doing this could risk ruining the function of the otherspace.

For instance, changing the access point of an isonomic hall from a sheet of fabric to a ring means that instead of hanging the fabric on a surface to open the portal, a user would place the ring on a surface to open the portal.

Isonomic hall, page 75

Cyphers, page 272

Cyphers, page 180

Community statistics, page 297

Cyphers, page 90

Upgrade Environment (1 month): With the aid of a wright, at least 4 units of quantium, and an expenditure of 2 XP, the character can install a mechanism in the artificial dimension that provides breathable air, a comfortable air temperature, and, if desired, illumination. (Many otherspaces rely on the air available through the interface, which means that this mechanism also suppresses that air passage while it is active.)

Upgrade Size (2 months): With the aid of a wright and at least 2 units of quantium, the character can increase the volume of the artificial alternate dimension, adding 20 feet (6 m) to its height, width, and depth. Usually, the larger the space, the more difficult it is to continue to expand it without risking a rift. Thus, otherspaces more than a very long distance across are rare.

Artifacts, page 289

Artifacts, page 186

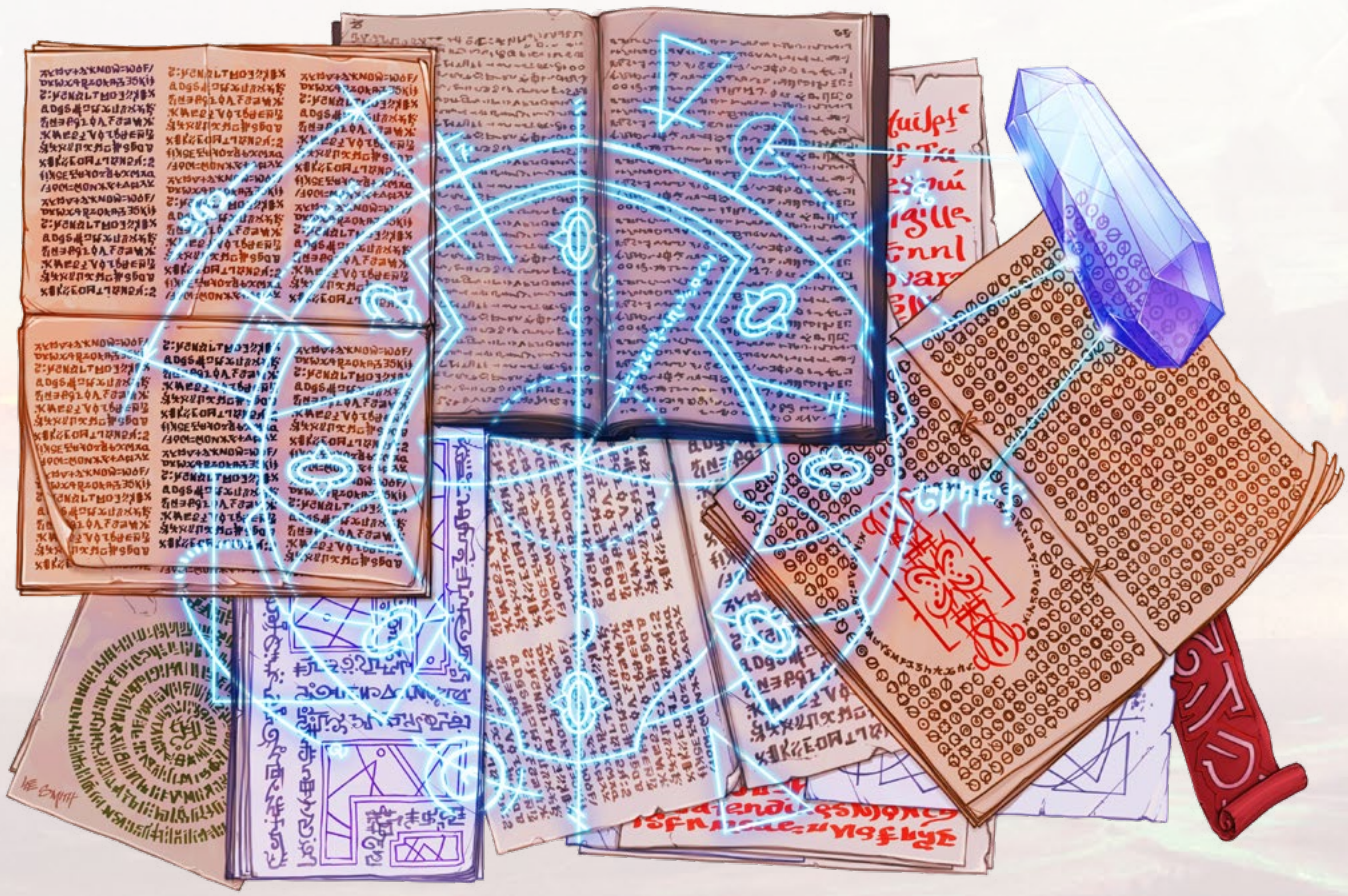
Artifacts, page 100

CYPHERS OF BUILDING TOMORROW

Chapter 3: Cyphers expands the cyphers presented in *Numenera Discovery* and *Numenera Destiny*. The cyphers presented in *Building Tomorrow* often have some kind of connection to building a community, crafting, salvaging, exploration, cooperation, communication, and other familiar themes. Some of these cyphers can also affect the statistics of a ranked community or horde.

ARTIFACTS

As with the new cyphers, the new artifacts in *Building Tomorrow* resonate with the themes of this book. They also can sometimes have dramatic effects on a community that finds itself under threat by a natural disaster or an aggressive horde.



CHAPTER 2

NUMENERA PLANS

PLANS LISTING

Plans for automatons, biologicals, installations, otherspaces, and vehicles are presented in this chapter. Choose one, or use the method for randomly selecting a plan that was presented in Chapter 1: Using the Numenera.



AUTOMATON PLANS

d100	Minimum Crafting Level	Plan
01–05	1	Bibelot
06–10	1	Chrononome
11–14	1	Detonating scuttler
15–20	2	Armor escort
21–25	2	Handy appliance
26–30	2	Messenger
31–35	3	Cultivator
36–40	3	Instigator
41–45	3	Refuse collector
46–50	3	Scanner
51–55	4	Accumulator
56–60	4	Aerial eye
61–65	4	Ambusher
66–70	4	Spirit aide
71–75	4	Vigilant eye
76–80	5	Gatebreaker
81–84	5	Labyrinth runner
85–88	5	Zhev
89–91	6	Machineen
92–94	6	Soaring watcher
95–96	7	Accumulator, zealous
97–98	7	Peacebringer
99–00	8	Synthetic body

Chapter 1: Using the Numenera, page 12

BIOLOGICAL PLANS

d100	Minimum Crafting Level	Plan
01–02	1	Conveyer
03–04	1	Fluttering lamps
05–06	1	Mulch slugs
07–08	1	Scullion
09–10	1	Skin, blending
11–12	1	Torridisome
13–14	1	Trilling cuddler
15–16	1	Whisperer
17–18	2	Crawling eye
19–20	2	Digester
21–22	2	Enthraller
23–24	2	Harmonizer
25–26	2	Inhalasome
27–28	2	Prim
29–30	2	Skin, plate
31–32	2	Skin, protective
33–34	2	Vigisome
35–36	3	Claw wings
37–38	3	Clawed extremity
39–40	3	Cypher sniffer
41–42	3	Defender
43–44	3	Dissembling crown
45–46	3	Eradicator
47–48	3	Loping husk
49–50	3	Mindspeaking implant
51–52	3	Sentinel
53–54	3	Skin, robust
55–56	3	Tentacle injector
57–58	3	Traumasome
59–60	3	Watchful crown
61–62	4	Advisor
63–64	4	Cypher burster
65–66	4	Envisager
67–68	4	Gestation pod
69–70	4	Guardian dyad
71–72	4	Living abode
73–74	4	Mind shard
75–76	4	Portable hive
77–78	4	Psychosome
79–80	4	Vital sword
81–82	5	Breadpod tree
83–84	5	Commensural
85	5	Hypnogogic mantle
86	5	Inveiglator
87	5	Reprisasome
88	5	Reproduction pod
89	5	Synth excreter
90	5	Tentacle inquirer
91	5	Thicket, obscuring
92	5	Thicket, trapping
93	6	Ingresser
94	6	Philebrid
95	6	Vital sword, blood drinking
96	7	Fangdomen
97	7	Living tower
98	8	Evermore tree
99	8	Prudence tree
00	10	Titanomock



INSTALLATION PLANS

d100	Minimum Crafting Level	Plan
01–02	1	Adjustable watchtower
03–04	1	Musical obelisk
05–06	2	Community obelisk
07–08	2	Hunting lure
09–10	3	Bioreactor
11–12	3	Keepsafe case
13–14	3	Memory tailor
15–16	3	Sleepwell emitter
17–18	3	Sonic wall
19–20	4	Body preserver
21–22	4	Community projector
23–24	4	Crystal mind
25–26	4	Dread banner
27–28	4	Drink dispenser
29–30	4	Force orb
31–32	4	Glamor dispenser
33–34	4	Memorial obelisk
35–36	4	Rally banner
37–38	4	Teaching monolith
39–40	4	Wind coaxer
41–42	5	Deferment gate
43–44	5	Gallen caller
45–46	5	Launching ring
47–48	5	Machine calmer
49–50	5	Mindwiper
51–52	5	Penal arch
53–54	5	Reflector orb
55–56	5	Sound suppressor
57–58	5	Supernumerary watchtower
59–60	5	Tracking arch
61–62	5	Tranquility tower
63–64	6	Casting pads
65–66	6	Community translator
67–68	6	Force cage
69	6	Machine overrider
70	6	Mind exciter
71	6	Mind suppressor
72	6	Mindchanger
73	6	Mirrorbright arch
74	6	Missile battery
75	6	Null field generator
76	6	Phase changer
77	6	Power support
78	6	Prosthetifact
79	6	Transdimensional fence
80	7	Air signaler (destruction)
81	7	Bioreactor, grand
82	7	Earth signaler (destruction)
83	7	Fire signaler (suppression)
84	7	Force crane
85	7	Gravity transducer
86	7	Organifact
87	7	Prison simulator
88	7	Reservoir purifier
89	7	Summoner
90	7	Time suppressor
91	7	Water signaler (calming)
92	7	Weathersmith
93	8	Champion forger
94	8	Control arch
95	8	Mind expander
96	8	Moment maker
97	9	Body shunt
98	9	Interrogation tower
99	9	Nectar of life
00	9	Weatherspear

OTHERSPACE PLANS

d100	Minimum Crafting Level	Plan
01–04	1	Dimensional detector
05–08	1	Otherwhere lens
09–13	1	Pocketed object
14–18	2	Big pocket
19–23	2	Death monocle
24–28	2	Empty hand
29–33	2	Pack bracer
34–36	3	Dimensional expander
37–39	3	Endless coil
40–42	3	Endless stomach
43–45	3	Extensile bracer
46–47	4	Accumulator
48–49	4	Headroom helmet
50–51	4	Otherspace lure
52–53	4	Personal pocket
54–55	4	Phantom interrogator
56–57	4	Phase cloak
58–59	4	Psychic refuge
60–61	4	Smoothing knife
62–63	4	Swiftlocator
64–65	5	Deathspeaking orb
66–67	5	Dimensional collapser
68–69	5	Otherfall armor
70–71	5	Otherspace anchor
72–73	5	Otherspace field
74–75	5	Pocket lodge
76–77	5	Psychic atheneum
78–79	5	Timeline divination nodule
80–81	5	Weaponized stomach
82–83	6	Ectopic armor
84–85	6	Ectopic rover
86	6	Fathomless pit
87	6	Ghost tracker
88	6	Ingresser
89	6	Isonomic hall
90	6	Otherspace thief
91	6	Phantom prison
92	6	Transdimensional fence
93	7	Accumulator, zealous
94	7	Ectopic wing
95	7	Portal door
96	7	Transdimensional body
97	7	Ultraterrestrial beacon
98	8	Book of doors
99	9	Crossroads vestibule
00	10	Dimensional mixer

VEHICLE PLANS

d100	Minimum Crafting Level	Plan
01–10	1	Glide wing
11–20	2	Dynamic roller
21–25	3	Flitting board
26–30	3	Growling wing
31–35	3	Powered boots
36–40	4	Pico wheel
41–45	4	Powered exoskeleton
46–50	4	Roving abode
51–55	4	Sailing abode
56–60	5	Chronoboard
61–65	5	Land wheeler
66–70	5	Solo submersible
71–75	5	Tendril crawler
76–80	6	Blue voyager
81–85	6	Ectopic rover
86–90	6	Homecoming vector
91–94	7	Chronolapse
95–97	7	Ectopic wing
98	7	Fiery traverser
99	8	Moving fortress
00	9	Touring city

PLANS IN TWO OR MORE CATEGORIES

A few plans fall into two (or possibly more) categories, such as automaton and otherspace. For purposes of setting the assessed difficulty for the crafting task of such a plan, use the highest assessment. Thus, if crafting an accumulator, which is both a limited automaton (assessed difficulty +2) and an otherspace (assessed difficulty +3), the assessed crafting level is +3.

AUTOMATON PLANS

The following plans all build some variety of automaton.

ACCUMULATOR

Minimum Crafting Level: 4
Kind: Automaton, otherspace
Iotum: Io (2d6 units); responsive synth (15 units); apt clay (12 units); pliable metal (6 units); mimetic gel (6 units); quantium (4 units); kaon dot (4 units)
Parts: 45 units
Specifications: This plan produces a limited automaton that carries an artificial extradimensional pocket perfect for accumulating material. Externally, the automaton is a dull, head-sized sphere that hovers, moving up to a short distance each round. It has a limited ability to camouflage itself; tasks to perceive it are hindered. The plan also produces a small handheld device able to track the accumulator's location and cause the accumulator to expel everything it's gathered if triggered within short range of it.

The active accumulator wanders in a semi-random fashion, looking for a specific material, substance, kind of creature, or other resource it was keyed to gather at the time of its construction. When it finds what it's looking for, it uses manipulators to grab the target or salvage the material (if a cypher, artifact, or iotum) of up to its level. However, the accumulator has about a 50 percent error rate, so it ends up gathering lots of material that only superficially resembles what it's actually looking for. The target or resource is shunted into the automaton's artificial extradimensional space, which is about 15 feet (5 m) in radius. If the space becomes filled, previously gathered items are expelled to make room for new material.

If threatened, the accumulator attempts to flee and hide, though if cornered, it attempts to gather its foe into the artificial space.

Depletion and Rift Chance: 1 in 1d20 (check once per month of operation)

ACCUMULATOR, ZEALOUS

Minimum Crafting Level: 7
Kind: Automaton, otherspace
Iotum: Io (2d6 units); responsive synth (15 units); apt clay (12 units); pliable metal (6 units); mimetic gel (6 units); quantium (4 units); kaon dot (4 units)
Parts: 75 units
Specifications: This plan produces a limited automaton that carries an artificial extradimensional pocket perfect for accumulating material. Externally, the automaton is a black sphere about 10 feet (3 m) in diameter that flies, moving up to a short distance each round. It has 3 Armor. In most other ways, the zealous accumulator is like the smaller accumulator, except for its size, level, and aggression. If threatened, the accumulator doesn't flee first; instead, it charges foes, using its massive bulk to ram them for 12 points of damage, which also stuns targets for one round if they fail a Might defense task. Stunned foes are easily transferred into the zealous accumulator's artificial extradimensional pocket, where they are kept indefinitely.

Depletion and Rift Chance: 1 in 1d20 (check once per year of operation)

If the handheld device that tracks an accumulator is ever lost, the accumulator doesn't know or care, and continues to wander and collect indefinitely.

Destiny Iotum Guide

Io, page 111
Responsive synth, page 111
Apt clay, page 111
Bio-circuitry, page 112
Synthsteel, page 112
Pliable metal, page 112
Azure steel, page 112
Mimetic gel, page 112
Quantium, page 112
Amber crystal, page 112
Protomatter, page 112
Thaum dust, page 112
Smart tissue, page 113
Psiranium, page 113
Kaon dot, page 113
Monopole, page 113
Midnight stone, page 113
Oraculum, page 114
Virtuon particle, page 114
Tamed iron, page 114
Philosophine, page 115
Data orb, page 115
Scalar boson rod, page 115
Cosmic foam, page 115

Building Tomorrow Iotum Guide

Immorcell colony, page 117
Branar lens, page 117
Cognitive weave, page 117
Mother marrow, page 118
Optogenetic muscle, page 118
Metabolic vesicle, page 118
Allophene nodule, page 119
Orthogonalium fiber, page 119
Fecundity matrix, page 120
Pluripotent mass, page 120
Hyperfrustrum compressor, page 121
Neurofilament plexus, page 121

AERIAL EYE

Minimum Crafting Level: 4
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (10 units); apt clay (10 units); pliable metal (10 units); quantium (3 units); psiranium (2 units)
Parts: 42 units
Specifications: This plan produces a handheld device with a screen and controls matched with a level 4 automaton about 3 feet (1 m) tall. The automaton is vaguely cone-shaped and can fly up to a long distance each round, point down. An eyelike device serves as its head. The watchful eye follows instructions the user speaks into the handheld device, which could be to fly to an area up to a very long distance away and watch. Through the screen, the user sees what the automaton sees. If attacked, the automaton abandons any prior instructions and tries to get away and return to its user.
Depletion: 1 in 1d20 (check per week of use)

AMBUSHER

Minimum Crafting Level: 4
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (12 units); apt clay (6 units); pliable metal (4 units); mimetic gel (6 units); quantium (4 units)
Parts: 42 units
Specifications: This plan produces a limited automaton about 4 feet (1 m) tall that moves on four spiked metallic legs. When instructed by a user, it seeks out a creature of the automaton's level or less by name, description, and general location. It scuttles a short distance each round, up to 50 miles (80 km) per day. Upon discovering the target creature, the ambusher spies on it for up to one day, after which it returns to the user to play back a visual report. Alternatively, the device can attack the target from ambush. Each successful attack inflicts 1 point of Speed damage (ignores Armor) due to poison.
Depletion: 1 in 1d20 (check once after any hour the ambusher attacks)



ARMOR ESCORT

Minimum Crafting Level: 2
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (14 units); synthsteel (2 units); apt clay (9 units); pliable metal (4 units)
Parts: 23 units
Specifications: This plan produces an automaton that appears similar to an animate set of heavy armor. It follows a designated user around at a rate of up to a short distance each round, or it remains in one place until told to follow once more. The automaton can also be commanded to open up and envelop a user, effectively covering the user in heavy armor over the course of one round. The armor remains until the user asks it to return to its previous state.
Depletion: 1 in 1d20 (check per week of use)

BIBELOT

Minimum Crafting Level: 1
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (7 units); apt clay (2 units); pliable metal (4 units)
Parts: 15 units
Specifications: This plan produces a multilegged automaton about 3 feet (1 m) tall with the ability to follow a selected user at a rate of up to a short range each round over normal terrain. The bibelot's other functions are limited to carrying an object no larger than a regular-sized pack, providing a source of bright light in a beam that reaches up to a long distance, and serving as a one-time source of power for an artifact that would otherwise be depleted, as long as the artifact's level is no higher than the bibelot's level +4 (this final use depletes the bibelot).
Depletion: 1 in 1d20 (check per week of use)



CHRONONOME

Minimum Crafting Level: 1
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (8 units); apt clay (1 unit); pliable metal (4 units)
Parts: 13 units
Specifications: This plan produces a disc-shaped limited automaton about 3 feet (1 m) in diameter. The automaton hovers on a jet of air up to a short distance each round. When released in an area up to a very long distance in diameter, it begins to trace out an elaborate route that encompasses that area, generally retracing its route about every hour. It changes its aspect (such as its color, its conformation, or the markings on its surface) over 28 hours so that someone who becomes familiar with it can tell the time of day or night by its position and what it looks like. Querying the device also elicits the time of day.
Depletion: 1 in 1d20 (check per year)

CULTIVATOR

Minimum Crafting Level: 3
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (15 units); apt clay (4 units); bio-circuitry (2 units); pliable metal (10 units); quantium (2 units)
Parts: 35 units
Specifications: This plan produces an automaton about 10 feet (3 m) in diameter. The automaton moves on a combination of legs, tilling blades, and self-propelling plows, depending on what it's up to. A cultivator can plant, tend, and harvest 100 acres of crops with minimal oversight, other than directions on what to farm and where to do it. It prepares the soil, plants seeds, waters, removes pests by hand, aerates the soil, and performs all related tasks to help ensure a yield capable of sustaining one thousand people over the course of a year (assuming that something nutritious was farmed, the land being farmed is suitable, and bad weather or drought doesn't adversely affect the yield). A cultivator adds +2 infrastructure to the stats of a community that directly depends on the food it grows.
Depletion: 1 in 1d20 (check per growing season)

Synthsteel, page 112
Apt clay, page 111
Pliable metal, page 112



Community actions, page 305

DETONATING SCUTTLER

Minimum Crafting Level: 1
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (4 units); apt clay (4 units); pliable metal (4 units); quantium (1 unit)
Parts: 15 units
Specifications: This plan produces a palm-sized automaton with about a dozen metallic legs. Upon activation, it follows simple movement instructions provided by the user, moving up to a very long distance and then detonating. Instructions can include moving in a specific pattern, chasing a designated target that the user can see and point out, or following a creature or object making a particular noise. If the user provides more complex instructions that require some judgment on the scuttler's part (such as waiting a period of time, querying potential targets and waiting for an unacceptable answer, and so on), the user must succeed on an Intellect task equal to the level of the target (or whatever the GM decides is appropriate) or the scuttler simply detonates then and there. A detonation affects all creatures and objects within immediate range whose level is no more than the automaton's level. Damage is one of the following types.

d6	Effect
1	Fire
2	Acid
3	Sonic
4	Electrical
5	Transdimensional
6	Shrapnel

Depletion: Automatic

GATEBREAKER

Minimum Crafting Level: 5
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (18 units); apt clay (6 units); pliable metal (4 units); mimetic gel (6 units); quantium (4 units)
Parts: 42 units
Specifications: This plan produces a limited automaton about 20 feet (6 m) long and tall and 6 feet (2 m) wide with a blunt metallic wedge-shaped front. The automaton moves on many legs up to a short distance each round. It follows a designated user around until instructed to break through a barrier within very long range, whereupon it races forward at a long distance per round and attempts to smash through. Its level for breaking down gates and through walls is effectively 1 higher than its crafted level. It can also try to break through force fields, but only fields whose level is lower than its own. If the gatebreaker is successfully used during a conflict between communities, the community whose gate was breached takes any damage received to its health only, instead of splitting it between health and infrastructure for that community action.
Depletion: 1 in 1d20 (check once after any attempt to break through a barrier or wall)

When used during a conflict with a community, the gatebreaker makes it possible for enemies to directly attack the target's health, bypassing the infrastructure because they're using the broken-open gate.

HANDY APPLIANCE

Minimum Crafting Level: 2
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (9 units); apt clay (9 units); pliable metal (4 units)
Parts: 25 units
Specifications: This plan produces a multilegged automaton about 3 feet (1 m) tall with the ability to follow a selected user at a rate of up to a short range each round over most kinds of terrain. The automaton can fulfill all the functions of a bibelot (carry packs, provide light, and potentially provide power), but it can also perform custom tasks within long range of the user, such as retrieving items the user can point at and describe, delivering rote messages to targets the user can easily designate, activating control surfaces the user can describe and point to, and so on.
Depletion: 1 in 1d20 (check per week of use)

INSTIGATOR

Minimum Crafting Level: 3
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (19 units); apt clay (4 units); pliable metal (4 units); mimetic gel (2 units); quantium (2 units)
Parts: 30 units
Specifications: This plan produces a limited automaton about half the size of a human, with a boxy body and jointed metallic limbs. The level 3 creature has 1 Armor. The instigator can follow its user, moving up to a short distance each round. Upon command, it precedes the user into an indicated area within long range and attacks all creatures it finds there for up to one minute, until it is destroyed, or until it destroys all creatures in the target area. The instigator attacks with a short-range projectile weapon that inflicts damage equal to its level.
Depletion: 1 in 1d20 (check once after any hour the instigator attacks)

LABYRINTH RUNNER

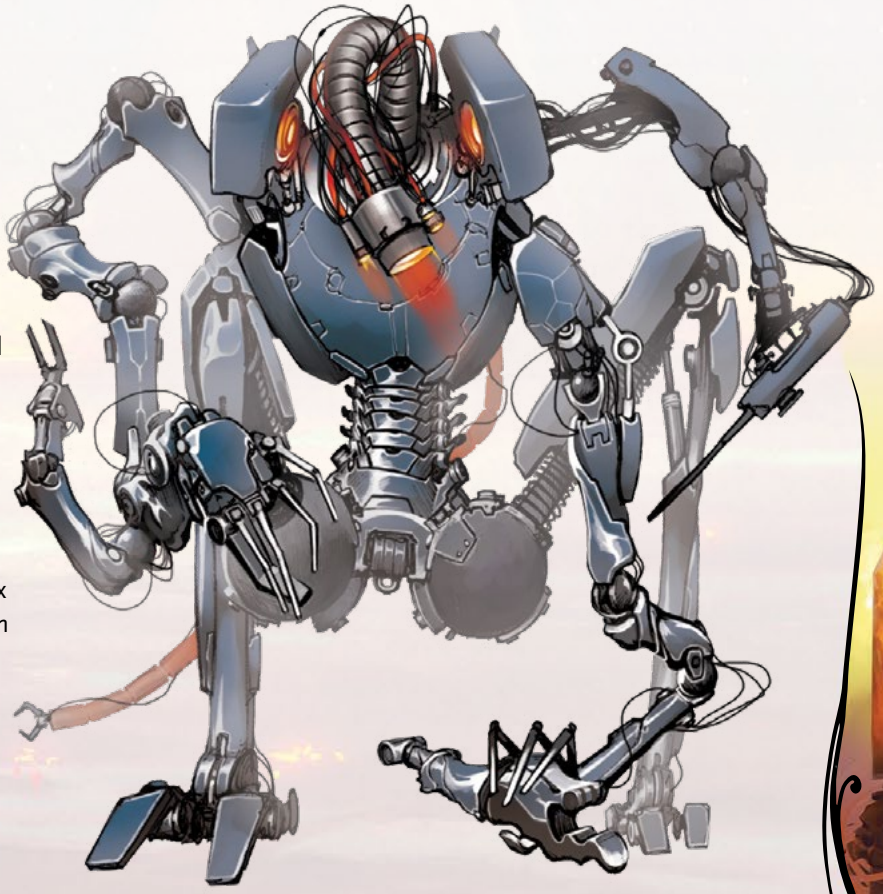
Minimum Crafting Level: 5
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (19 units); apt clay (12 units); pliable metal (4 units); mimetic gel (2 units); quantium (2 units)
Parts: 49 units
Specifications: This plan produces a limited automaton with a segmented body about 7 feet (2 m) long with many legs and a complex array of eyelike protrusions. It can move up to a long distance each round and follows a user until commanded to run ahead in an attempt to find a way through a complex of tunnels and corridors. The automaton can solve mazes as if 1 level higher than its crafted level. Typically, a labyrinth runner must take several wrong paths before it finds the correct one, so a user typically waits for it to return, unless time is of the essence. It typically takes a labyrinth runner one or two hours per level of the maze it seeks to solve. Once it finds the correct path, it guides the user through. If attacked or otherwise threatened, the labyrinth runner flees danger.
Depletion: 1 in 1d20 (check once per hour of use)

MACHINEEN

Minimum Crafting Level: 6
Kind: Automaton
Iotum: Io (2d6 units); cognitive weave (3 units); responsive synth (8 units); synthsteel (10 units); apt clay (10 units); pliable metal (12 units); smart tissue (6 units); midnight stone (1 unit); oraculum (1 unit)
Parts: 63 units
Specifications: This plan produces a limited automaton that is a mechanized replica of an aneen. The machineen serves a designated rider as the perfect mount. In addition to standard aneen abilities, the machineen has +2 Armor and allows the rider to ease any task related to riding it.
Depletion: 1 in 1d20 (check once per year)

Midnight stone, page 113

Aneen, page 225



Community actions, page 305

MESSENGER

Minimum Crafting Level: 2
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (4 units); apt clay (4 units); pliable metal (4 units)
Parts: 15 units
Specifications: This plan produces a palm-sized limited automaton with synth wings stretched on pliable metal. Upon activation, it does one of three things: it records a message provided by the user; it accepts a small parcel provided by the user; or it accepts instructions to spy on a described target for about an hour. In all cases, the user must name and describe the messenger's target (of the automaton's crafted level or less) and a general location where that target might be found, whereupon the automaton seeks out the target. It can fly up to a long distance each round in combat or move up to 50 miles (80 km) per hour during an extended trip. If the messenger finds the target, it carries out its instructions, then returns to the user (assuming the user can be found) to deliver a verbal report.
Depletion: 1 in 1d20 (check per message or report delivered)

GM intrusions for messenger automaton: *The messenger becomes lost, can't find the target, or can't find the user to provide its report.*

PEACEBRINGER

Minimum Crafting Level: 7
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (18 units); apt clay (6 units); pliable metal (4 units); mimetic gel (6 units); quantium (4 units); psiranium (10 units)
Parts: 70 units
Specifications: This plan produces a limited automaton about 20 feet (6 m) long and tall and 6 feet (2 m) wide, with a rotating mast rising an additional 30 feet (9 m). The automaton moves on many legs up to a short distance each round. It follows a designated user around until instructed to send out a pulse of psychic compulsion targeting a location up to 1 mile (1.5 km) away and up to a very long distance across. All creatures in the affected area whose level is less than the automaton's level minus 3 become incapable of taking hostile actions for one hour. If the peacebringer is used during a community conflict, the pacified population does not attack during that community action. If the force attacking the pacified community or horde continues to press its attack, they inflict double normal damage during that community action.
Depletion: 1 in 1d100 (check once per use)

A sustenance synthesizer can turn waste, such as the garbage gathered by a refuse collector, into food.

Sustenance synthesizer, page 166

Community stats, page 297

REFUSE COLLECTOR

Minimum Crafting Level: 3
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (18 units); apt clay (4 units); bio-circuitry (2 units); pliable metal (10 units); quantium (2 units)
Parts: 35 units
Specifications: This plan produces an automaton about 20 feet (6 m) long and tall and 6 feet (2 m) wide. It moves on several legs, extends several strong manipulators, and has a large bin on top in which it gathers a community's trash from designated areas. It can gather, compact, and deliver refuse to a separate designated area with minimal oversight. It can also separate out material that could be composted and used as fertilizer (as well as any iotum that might have been accidentally designated as refuse) and deliver these to other designated areas. A refuse collector adds +1 infrastructure to community stats.
Depletion: 1 in 1d20 (check per year)

SCANNER

Minimum Crafting Level: 3
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (8 units); apt clay (6 units); pliable metal (4 units); quantium (4 units)
Parts: 25 units
Specifications: This plan produces a multilegged limited automaton with a disc-shaped body about 8 inches (20 cm) in diameter with the ability to cling to the user, or move up to an immediate distance each round as directed by the user as long as it doesn't move more than a short distance away. When directed, the automaton can use the Scan esotery at 3 levels higher than its crafted level. It verbally relays the results to the user. Each time it uses Scan again on the same day, the effective level of the Scan decreases by 2.
Depletion: 1 in 1d20 (check per week of use)

Scan, page 40

SOARING WATCHER

Minimum Crafting Level: 6
Kind: Automaton
Iotum: Io (2d6 units); cognitive weave (3 units); responsive synth (8 units); synthsteel (10 units); apt clay (10 units); pliable metal (12 units); smart tissue (6 units); midnight stone (1 unit)
Parts: 63 units
Specifications: This plan produces a somewhat pyramid-shaped limited automaton about 9 feet (3 m) from its broad base to its downward-facing tip with a single spherical, multifaceted eye and four grasping manipulators. A soaring watcher is a level 5 creature with 2 Armor and can fly a long distance each round. It can be commanded to find and watch a particular area or target, to find and attempt to retrieve a particular target or object, or to find and attack a target until the target or the automaton is destroyed. Upon request, the watcher can replay anything it has seen in the same spherical eye it uses to observe.
Depletion: 1 in 1d100 (check per week of use)

SPIRIT AIDE

Minimum Crafting Level: 4 (however, the assessed difficulty for this crafting task is 8 because this plan produces only a true automaton)
Kind: Automaton
Iotum: Io (1d6 units); responsive synth (4 units); apt clay (4 units); pliable metal (4 units); psiranium (2 units); oraculum (4 units); virtuon particle (2 units)
Parts: 42 units
Specifications: This plan produces a palm-sized true automaton.
The spirit aide is a level 4 automaton with full self-consciousness. It is predisposed to serve as a companion and helper to the crafter or to anyone the crafter designates; however, as a true automaton, it can make its own choices on how to proceed over time. In effect, a spirit aide is a fully independent NPC, but a character who crafts one gains the benefit of an additional follower without having to choose a class or focus ability to gain one.
Depletion: 1 in 1d100 (check per decade of activity)

SYNTHETIC BODY

Minimum Crafting Level: 8
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (12 units); apt clay (6 units); pliable metal (10 units); mimetic gel (10 units); oraculum (4 units); psiranium (4 units); tamed iron (2 units)
Parts: 80 units
Specifications: This plan produces a special kind of automaton that closely mimics a specific human used as a model, though aesthetic improvements over the original are possible, such as providing the appearance of youth, removing scars, and so on. The completed automaton is limited (and is crafted as a limited automaton), but it is specifically keyed to receive the consciousness of one human being, usually the one used as a model. Consciousness transferal requires willing participation by the target, whose mind is transferred into the new body by touch. Once the mind is transferred, the original body dies. The synthetic body provides all the abilities the original one did. It may also provide +1 Armor and +1 Might Edge. The synthetic body is mechanical, not organic, though it has healing mechanisms synonymous with biological ones. Instead, they must rely on special healing.
Special Healing: Traditional healing skills, medicines, and techniques work only half as well for synthetic body wearers. Each time they start at full health, the first 5 points of damage taken can never be healed or recovered normally. Instead, they must use repairing skills and abilities to restore those points. For example, if they start with a full Might Pool of 10 and take 8 points of damage, they can use recovery rolls to restore 3 points, but the remaining 5 points must be restored with repair tasks. A synthetic body could last for thousands of years if properly maintained and repaired.
Depletion: 1 in 1d100 (check each hundred years)



Assessed difficulty for crafting tasks, page 117

True automaton, page 149

Spirit aide: *level 4; Speed defense as level 5 due to small size; understanding numenera, history, and pleasant social interactions as level 5; Armor 2; flies a long distance each round; short distance electrical attack inflicts 5 points of damage*

Followers, page 17

The elite peacekeeping force called the Zhev is composed of flying cylindrical automatons created by the Amber Pope more than a hundred years ago.

Zhev, page 262

VIGILANT EYE

Minimum Crafting Level: 4
Kind: Automaton
Iotum: Io (2d6 units); responsive synth (10 units); apt clay (10 units); pliable metal (10 units); quantium (3 units); psiranium (2 units)
Parts: 42 units
Specifications: This plan produces a vaguely cone-shaped automaton about 3 feet (1 m) tall that hovers about a foot (30 cm) above the ground, point down. An eyelike device serves as its head. The vigilant eye follows the user who activates it, moving up to a short distance each round. It automatically scans its surroundings within a short radius, looking for danger, traps, and hidden creatures. If it detects any such threat, it informs the user with a series of clicks and blinking lights.
Depletion: 1 in 1d20 (check per week of use)

ZHEV

Minimum Crafting Level: 5
Kind: Automaton
Iotum: Io (1d6 units); cognitive weave (2 units); responsive synth (6 units); synthsteel (10 units); apt clay (10 units); bio-circuitry (5 units); pliable metal (8 units); smart tissue (3 units)
Parts: 45 units
Specifications: This plan produces a limited automaton about 6 feet (2 m) high and 3 feet (1 m) in diameter known as a zhev that typically hovers 3 feet (1 m) off the ground. Zhev can bring a variety of attacks and effects into play when detecting and deterring threats within a given area, which is their primary purpose. Though clever, zhev are limited and obey instructions from their user (who could be their builder, though the builder can designate a different user). The instructions must be limited to providing general security within a given area, ideally with other zhev present in order to form a network of surveillance. Zhev often fail at other kinds of activities, such as exploration or defending a particular individual, because such tasks involve too many variables.
Depletion: 1 in 1d100 (check per year of use)



BIOLOGICAL PLANS

The following plans build some kind of partly (or completely) living construct called a biological. Biological creations require living iotum, which is generally why they do not require parts.

ADVISOR

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (5 units); cognitive weave (7 units); mother marrow (4 units); optogenetic muscle (10 units); metabolic vesicle (5 units); bio-circuitry (7 units); neurofilament plexus (1 unit)
Specifications: This plan produces a mobile biological that is vaguely humanoid with narrow intelligence and the ability to speak one language its builder knows. The advisor can move a short distance each round. It imprints on its builder or whomever the builder specifies. Thereafter, the advisor accompanies that user everywhere unless instructed otherwise. The advisor remembers everything that happens to the user, can have limited conversations regarding the user and its experiences, and generally makes an ideal sounding board for the user. The advisor provides an asset to Intellect tasks attempted by the user.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

BREADPOD TREE

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (20 units); cognitive weave (2 units); bio-circuitry (10 units); pluripotent mass (20 units); neurofilament plexus (6 units)
Specifications: This plan produces a fixed treelike biological about 20 feet (6 m) high. Each day the tree produces an abundance of pale brown fruits that taste like baked bread when freshly picked. Each ripe breadpod will feed and fully satisfy a person for one day. One tree could fully feed and satisfy a few hundred people per day. A breadpod tree adds +5 health to the stats of a community that directly depends on the fruit that the tree grows.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 15

CLAW WINGS

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (6 units); optogenetic muscle (4 units); metabolic vesicle (1 unit); bio-circuitry (4 units); synthsteel (2 units)
Specifications: This plan produces a sessile biological mass with multiple translucent wing-like tendrils (with claw tips) extending from its core. The claw wings attach to a user's back (possibly requiring customization of standard clothing and/or armor), inflicting 1 point of damage that can't be recovered while the biological remains attached. Once attached, the claw wings provide an asset to tasks related to flying, hovering, gliding, balancing, or falling (but do not grant the ability to fly themselves). In addition, the user can extend the wings to make unarmed attacks. Treat the unarmed attack as a light weapon that inflicts +1 damage (for a total of 3 points of damage in most cases). Claw wings hibernate until attached to a user.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

CLAWED EXTREMITY

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (5 units); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units); synthsteel (1 unit)
Specifications: This plan produces a sessile, handlike, three-fingered biological about three times as large as a human's hand. The clawed extremity is worn like a glove or shoe over the user's hand or foot, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can extend short synthsteel claws from the extremity as part of another action. While the claws are extended (which requires an action), the wearer's unarmed melee attacks inflict +1 damage, but the wearer has an inability for tasks requiring them to hold or manipulate objects using the hand the extremity is attached to, or they are more likely to fall or stumble during combat

Biological creations, page 14
Living iotum, page 16
Parts, page 107
Bio-circuitry, page 112
Immorcell colony, page 117
Cognitive weave, page 117
Mother marrow, page 118
Optogenetic muscle, page 118
Metabolic vesicle, page 118
Fecundity matrix, page 120
Pluripotent mass, page 120
Neurofilament plexus, page 121
Community stats, page 297
Inability, page 333

When a clawed extremity first comes out of hibernation, it often lashes out blindly, so caution is recommended.

(treat as a GM intrusion) if wearing the extremity on the foot. Retracting the claws is also an action. A clawed extremity hibernates until attached to a user.

Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 7



COMMENSURAL

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (5 units); optogenetic muscle (2 units); metabolic vesicle (2 units); bio-circuitry (12 units); pluripotent mass (2 units)
Specifications: This plan produces a sessile mass of stringy, artery-like tubules. The mass can be smoothed out and worn like a body stocking, inflicting 1 point of damage that can't be recovered while the biological remains attached. The wearer can spend points to activate special abilities or apply Effort from any Pool, regardless of the task they are attempting. Damage the wearer takes is inflicted normally and can't be spread among Pools. A commensural hibernates until attached to a user.
Depletion: 1 in 1d20 (check each day)
Reproduction: Equal to biological's level × 10

CONVEYER

Minimum Crafting Level: 1
Kind: Biological
Iotum: Immorcell colony (5 units); cognitive weave (7 units); mother marrow (5 units); optogenetic muscle (10 units); metabolic vesicle (5 units); bio-circuitry (5 units)
Specifications: This plan produces a mobile biological with a thick sheetlike body about 4 feet (1 m) in rough diameter. One side of the sheet is covered in tiny cilia, each bristling with minuscule hairs, which allows the conveyer to move up to a short distance each round over any terrain, including up walls, across ceilings, and over water. The opposite side of the conveyer is semi-rigid, and a user (and up to one other person) can stand (or sit or recline) upon the conveyer and direct its movements. If riders wish, tendrils on this side rise up and secure them to the surface. The conveyer isn't ideal for extended travel because after a few hours of operation, it has to feed on nearby vegetation for at least an hour.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

CRAWLING EYE

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); apt clay (1 unit); optogenetic muscle (2 units); metabolic vesicle (1 unit); bio-circuitry (2 units)
Specifications: This plan produces a sessile biological resembling a thick worm with a massive central eye. The biological crawls around on its user's equipment and gives off a tiny wail when it sees creatures waiting in ambush. This grants the user an asset to initiative tasks, though the crawling eye's limited ability to discern friend from foe means that it sometimes gives false alarms. A crawling eye must be fed a little food each week or it crawls off in search of its own.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10



Sessile: an unmoving organism. In the context of biologicals, a sessile organism is often fixed in place on a character.

CYPHER BURSTER

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (6 units); optogenetic muscle (4 units); metabolic vesicle (6 units); bio-circuitry (10 units); synthsteel (2 units); mimetic gel (3 units)
Specifications: This plan produces a mobile biological about 1 foot (30 cm) long that somewhat resembles a laak with a head on either end of its body. An unused cypher whose level is not more than 1 higher than the biological's level can be fed to the cypher burster, which takes about a minute and destroys the cypher. For the next hour, the biological takes on a brilliant glow and cannot eat any additional cyphers. During this period, a user can command the biological to charge at a specific target within short range and detonate. When it explodes, the target and all creatures within immediate range take acidic damage equal to the level of the destroyed cypher.
Depletion: Automatic
Reproduction (from egg remaining after detonation): Equal to biological's level × 15

CYPHER SNIFFER

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (6 units); optogenetic muscle (4 units); metabolic vesicle (1 unit); bio-circuitry (10 units)
Specifications: This plan produces a mobile biological about 1 foot (30 cm) long with a furred head on either end of its body. If loosed in an area where the user is attempting a salvage task, the cypher sniffer grants an asset to that task.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 5



DEFENDER

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (5 units); cognitive weave (7 units); mother marrow (4 units); optogenetic muscle (8 units); metabolic vesicle (5 units); bio-circuitry (3 units)
Specifications: This plan produces a mobile biological that is vaguely humanoid with only limited intellect and no ability to speak. The defender has 1 Armor and can move a short distance each round. It imprints on its builder or whomever the builder specifies. Thereafter, the defender accompanies that individual everywhere unless instructed otherwise. If the individual is attacked, the defender rushes in and attempts to keep its ward safe, providing an asset to their Speed defense tasks.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 15

DIGESTER

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (1 unit)
Specifications: This plan produces a sessile, snakelike biological 3 feet (1 m) long. The digester attaches like a lamprey to a location somewhere on the user's abdomen, wrapping its excess length around their waist, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can eat prodigious amounts of food without getting full or gaining weight, if the user chooses. In addition, the user gains an asset on all Might defense rolls to resist poison ingested into their body. A digester hibernates until attached to a user.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 5

Laak, page 239

Salvaging, page 107

DISSEMBLING CROWN

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (3 units); apt clay (1 unit); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units); psiranium (3 units)
Specifications: This plan produces a sessile biological resembling a mass of tendrils studded with eyes. The dissembling crown clings to a user's head with its tendrils, inflicting 1 point of damage that can't be recovered while the biological remains attached. The crown is an organism designed for disguise. After a tendril successfully takes a nip of a target creature of about the user's size within immediate range (which inflicts 1 point of damage), the crown can generate an illusory disguise for its wearer resembling that exact creature, including the way it dresses. From a distance, the user seems to be that creature. If the user comes under scrutiny, they gain two assets to pass themselves off as the creature or person they are impersonating. The dissembling crown hibernates until attached to a user.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10



ENTHRALLER

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (2 units); metabolic vesicle (1 unit); bio-circuitry (5 units)
Specifications: This plan produces a sessile, veil-like, partially transparent biological. The enthraller hangs on the user's head, attached by tiny leechlike mouths at each temple, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can pull the veil over their eyes, which doesn't interfere with their vision. However, it does cause the enthraller to display mesmerizing colors while it dispenses a trickle of euphorics into the blood, if the user wishes. While the enthraller dispenses euphorics, the user gains an asset to all positive interaction tasks but is hindered in all tasks requiring physical activity. An enthraller hibernates until attached to a user.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

ENVISAGER

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (6 units); optogenetic muscle (2 units); metabolic vesicle (1 unit); bio-circuitry (6 units); psiranium (4 units)
Specifications: This plan produces a sessile, veil-like, partially transparent biological. The envisager hangs on the user's head, attached by tiny leechlike mouths at each temple, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can pull the veil over their eyes, which enhances their vision in the following ways:

Creatures with conscious, living minds that the wearer sees through the veil seem to be highlighted with a slight glow.

If the wearer uses an action to focus on a creature within short range, the wearer learns its name and possibly one surface thought.

Depletion: 1 in 1d20 (check each week)
Reproduction: Equal to biological's level × 15

ERADICATOR

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (5 units); optogenetic muscle (4 units); metabolic vesicle (1 unit); bio-circuitry (5 units); amber crystal (1 unit)
Parts: 10 units
Specifications: This plan produces a human-sized biological that contains a few machine parts. Once crafted, the eradicator waits mindlessly for activation, which occurs when it is given a target creature's prior possession, hair, or memento. The eradicator moves a long distance each round during combat, or up to 50 miles (80 km) per day during extended travel. Upon discovering the target creature, the eradicator closes the distance and detonates, inflicting damage equal to twice its level on the target and all creatures within immediate range.
Depletion: Automatic
Reproduction: None



EVERMORE TREE

Minimum Crafting Level: 8
Kind: Biological
Iotum: Immorcell colony (100 units); cognitive weave (20 units); bio-circuitry (40 units); pluripotent mass (20 units); psiranium (2 units); neurofilament plexus (6 units); philosophine (4 units)
Specifications: This plan produces a fixed treelike biological about 80 feet (24 m) high. Glowing filaments and nodules line its bark-like exterior. The leaves are translucent structures that flash with images—usually one or more human faces, each in a state of repose. The evermore tree can store tissue and a psychic imprint of several individual creatures. (These are the faces revealed in the leaves.) At a later predetermined date or when instructed to do so, the biological force-grows a copy of a stored individual in a hanging pod. Three days afterward, the pod disgorges a copy of that individual, aged about twenty-five years, with the memories and abilities the original had at the time their imprint was stored, though without equipment or possessions of any kind.
Depletion: 1 in 1d6 (check each use)
Reproduction: Equal to biological's level × 2

FANGDOMEN

Minimum Crafting Level: 7
Kind: Biological
Iotum: Immorcell colony (5 units); mother marrow (2 units); optogenetic muscle (3 units); metabolic vesicle (2 units); bio-circuitry (6 units); pluripotent mass (3 units); smart tissue (2 units); midnight stone (1 unit)
Specifications: This plan produces an oblong mass of living tissue about 16 inches (40 cm) long with a "zipper" of vicious teeth—the mouth—running like a seam down its longest dimension. In this state, it is considered a level 2 creature that can move an immediate distance each round. A fangdomen can be installed in a living creature's abdomen with a successful difficulty 7 healing task that is eased by four steps thanks to the biological's ability to self-bond, inflicting 2 points of damage

Immorcell colony, page 117
Optogenetic muscle, page 118
Metabolic vesicle, page 118
Cognitive weave, page 117
Pluripotent mass, page 120
Neurofilament plexus, page 121
Bio-circuitry, page 112
Amber crystal, page 112
Mother marrow, page 118

Someone with a giant fanged mouth hidden beneath their shirt soon learns not to reveal it casually.

Normally, removing an attached biological is as easy as commanding it to detach. However, removing a fangdomen is usually fatal to the host.



that can't be recovered while it remains attached. When successfully installed, the fangdomen replaces some of the host creature's internal organs (including the stomach) with its own functions.

Impressive fangs stitch a mouthlike line running down the host's chest to just below their belly button. The host can eat through this massive new additional mouth but doesn't need to. Fangdomen hosts gain a new special ability—Fanged Submission.

A fangdomen falls into hibernation if not installed in a host for more than a few days.

Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 5

FANGDOMEN CONFERRED ABILITY

Fanged Submission (5 Might points). If you make a successful unarmed attack against a target, the fangdomen installed in your torso opens and bites the target, inflicting 3 additional points of damage, and holds in place a target up to twice your size. On subsequent rounds, you can choose to use your actions to continue to hold the target so that it can take no physical actions. In addition, you can choose to inflict 8 points of damage on the held target. In either case, the creature remains caught in the fanged grip until it can escape or you release it. Action.

FLUTTERING LAMPS

Minimum Crafting Level: 1
Kind: Biological
Iotum: Immorcell colony (6 units); cognitive weave (3 units); optogenetic muscle (6 units); metabolic vesicle (3 units); bio-circuitry (3 units)
Specifications: This plan produces three mothlike biologicals with 3-foot (1 m) wingspans. The wings give off bright light for up to ten hours at a time (after which the biologicals must sleep and scavenge for nutrients for the same period). These three biologicals are enough to light an area a short distance across with bright light. Once deployed, fluttering lamps remain in the area they are assigned unless driven out, but even then, they eventually try to return.
Depletion: 1 in 1d10 (check each month)
Reproduction: Equal to biological's level × 10

GESTATION POD

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (20 units); cognitive weave (20 units); mother marrow (4 units); optogenetic muscle (4 units); bio-circuitry (10 units); pluripotent mass (10 units); oraculum (2 units)
Specifications: This plan produces a fixed organic pod about 9 feet (3 m) in diameter with various extruded control tendrils and seams for access to the dark, fluid-filled interior, perfect for bringing a biological crafting project to term. If a gestation pod is used as part of a crafting task to build a biological, it provides two assets on the task.
Depletion: 1 in 1d10 (check per biological brought to term)
Reproduction: Equal to gestation pad's level × 15

GUARDIAN DYAD

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (7 units); cognitive weave (9 units); mother marrow (8 units); optogenetic muscle (11 units); metabolic vesicle (9 units); bio-circuitry (6 units)
Specifications: This plan produces a mentally linked and codependent pair of mobile biologicals that resemble great hairless hounds without eyes. (Dyads sense their environment in myriad other nonvisual ways.) Each biological in the dyad has 1 Armor and can move a long distance each round, but never willingly farther than that from each other. The dyad imprints on a location the crafter specifies. Thereafter, the dyad guards the

structure from strangers not vouched for by the dyad's crafter.

Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 5

HARMONIZER

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (3 units)
Specifications: This plan produces a tiny, sessile, snail-like biological. The harmonizer attaches to the user's body, usually behind one ear, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can mentally direct the biological to release relaxing chemicals into their body at varying intensities for a period of about one hour. At the lowest intensity, the user has an asset on tasks related to pleasant social interaction. At the middle intensity, the user can still interact with their surroundings, but all tasks are hindered. At the highest intensity, the user essentially can't move under their own power or interact meaningfully with other creatures, but they gain an asset to all Intellect defense rolls. A harmonizer hibernates until attached to a user.
Depletion: 1 in 1d20 (check per week of life)
Reproduction: Equal to biological level × 20

HYPNOGOGIC MANTLE

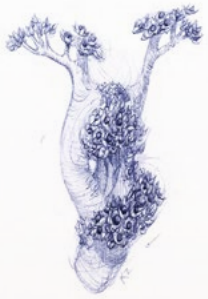
Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (2 units); metabolic vesicle (1 unit); bio-circuitry (5 units); pluripotent mass (2 units)
Specifications: This plan produces a sessile, scarf-like biological. The mantle wraps about the user's neck and lies on their shoulders, attached by tiny leechlike mouths, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can cause the "head" of the mantle to rise up, which appears somewhat like a hooded snake, and stare with a single crystalline eye at a target within immediate range. The stare is an attack causing the target to see the wearer as whatever would be most useful to the wearer (the wearer doesn't choose; the unconscious mind of the target chooses), which might grant the wearer anonymity, friendship, or authority. For example, the mantle might give the wearer the semblance of a random traveler, an anonymous Aeon Priest, a member of the city watch, and so on, for up to one minute. If the wearer has someone fooled, they can make a demand of the target using whatever influence or authority their seeming provides. This facade is threatened each time the wearer says or does something out of character for how the target sees the situation. A mantle falls into hibernation if left unattached to a wearer for more than a few days.
Depletion: 1 in 1d20 (check per use)
Reproduction: Equal to biological's level × 15

INGRESSER

Minimum Crafting Level: 6
Kind: Biological, otherspace
Iotum: Immorcell colony (10 units); optogenetic muscle (12 units); metabolic vesicle (2 units); bio-circuitry (12 units); pluripotent mass (2 units); quantium (4 units); kaon dot (4 units)
Specifications: This plan creates a free-roaming limited biological that resembles a hairless human with large eyes. The ingresser is level 3 and follows its crafter or designated companion up to a short distance each round. When verbally commanded by its companion, the ingresser throws out its arms wide as its body transforms into a free-standing portal to an alternate dimension (artificial or natural) that the ingresser was linked to when it was crafted. The portal lasts for up to 28 hours or until the companion asks the ingresser to close it, whereupon the portal collapses and the ingresser returns to material form. Treat the ingresser as a follower with only one modification, which is dimensional knowledge specific to the dimension the ingresser is keyed to.
Depletion: 1 in 1d10 (check per dimensional portal created)
Reproduction: Equal to biological's level × 2

Limited vs. True Biologicals, page 15

Followers, page 17



INHALASOME

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (3 units)
Specifications: This plan produces a sessile, starfish-like biological that is 1 foot (30 cm) long. The inhalasome attaches to a user's back, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, for one hour per activation, the user can function normally in poisonous and toxic environments, areas without breathable air, or underwater. (The user can survive in a vacuum only if they have additional protection against the environment.) An inhalasome hibernates until attached to a user.
Depletion: 1 in 1d20 (check per day of use)
Reproduction: Equal to biological's level × 10

INVEIGLATOR

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (6 units); optogenetic muscle (4 units); apt clay (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units); midnight stone (2 units)
Specifications: This plan produces a sessile cube about 5 inches (13 cm) on a side composed of bone. Crevices spiral across each face of the cube, decorative in nature, but also the means by which the biological can extend a forest of tiny tendrils to interact with its environment to a distance of about 20 feet (6 m) in all directions. If placed in an area containing vegetation, the tendrils emerge so the inveiglator can forage. If placed near a closed door, locked container, or numenera device that is somehow locked against tampering, the tendrils extend to that object or surface and attempt to unlock physical locks, access control structures, and otherwise gain access to something that would be locked away. It takes the inveiglator about a minute per attempt. It can unlock objects and devices of its level and lower.
Depletion: 1 in 1d20 (check each week)
Reproduction: Equal to biological's level × 15

LIVING ABODE

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (20 units); cognitive weave (5 units); mother marrow (10 units); optogenetic muscle (4 units); bio-circuitry (10 units); pluripotent mass (10 units)
Specifications: This plan produces a fixed limited biological structure of leathery tissue up to 30 feet (9 m) in diameter. The interior can be made to conform to nearly anything the user verbally requests, though the underlying structure is flesh supported by bone, which means alterations take a few weeks to implement because new growth, even though accelerated, takes time. Facilities for providing water (assuming there is an external source), providing food (assuming raw materials are fed into an external mouthlike opening), piping away waste, providing heat or cooling, and providing bioluminescent light can be requested and grown within a few weeks. The living abode can also open eyelike windows that project what the abode sees onto interior surfaces. Doors can be configured in whatever manner the user wishes, but they begin as mouthlike apertures.
Depletion: 1 in 1d20 (check each year)
Reproduction: Equal to biological's level × 10

Finding a true biological NPC, one that can think but without any memory of its past, is something that might intrigue PCs.

LIVING TOWER

Minimum Crafting Level: 7
Kind: Biological
Iotum: Immorcell colony (40 units); cognitive weave (15 units); mother marrow (40 units); optogenetic muscle (15 units); bio-circuitry (20 units); pluripotent mass (20 units); smart tissue (20 units)
Specifications: As living abode; however, the structure can be up to 100 feet (30 m) tall.
Depletion: 1 in 1d00 (check each year)
Reproduction: Equal to biological's level × 5

One of the advantages of living structures is that they routinely clean themselves.

LOPING HUSK

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (6 units); cognitive weave (7 units); mother marrow (5 units); optogenetic muscle (12 units); metabolic vesicle (5 units); bio-circuitry (6 units)
Specifications: This plan produces a mobile biological with several long, muscular legs attached to a thick central body that is headless except for a single long stalk with a feeding mouth at the end. Eyes and other sensory organs line the legs. The central body is ideal for attaching saddles or small howdahs, or even accommodating bareback riders, given its broad, concave expanse of about 5 feet (1.5 m). A user verbally controls the loping husk's movements, which can be up to a long distance each round. Its long legs can manage most kinds of terrain without difficulty. On extended trips, it can manage about 50 miles (80 km) per hour for about four hours before it must stop to rest and graze vegetation for a couple of hours.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

MIND SHARD

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (3 units); apt clay (1 unit); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (10 units); neurofilament plexus (4 units)
Specifications: This plan produces a sessile biological resembling a mass of tendrils embedded in a translucent, amber-like shell casement. If attached to a living creature of approximately animal intelligence (which first requires that the subject be subdued or otherwise kept calm over the course of an hour), that creature's intelligence grows to human levels over the following week. The mind shard also provides the ability to understand the language of the biological crafter, but not a means for allowing the subject creature to communicate in return. (A subject creature can make do with writing in the drit, emulating speech in a way it normally doesn't attempt, or something similar.) How the subject creature feels about becoming intelligent is up to the GM to determine.
Depletion: Automatic (the shell casement remains attached to the subject creature)
Reproduction: None

MINDSPEAKING IMPLANT

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (4 units); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units); pluripotent mass (1 unit)
Specifications: This plan produces a sessile biological resembling a 1-inch (2.5 cm) long leech with a single eye. The biological inserts most of its length into a cavity it makes in a user's forehead, inflicting 1 point of damage that can't be recovered while the biological remains attached. The user can mentally communicate with another creature within short range. Communication is two-way, but the

Once installed, a mindspeaking implant gives its user the appearance of having an additional eye, though one that is obviously much different in shape and hue than the eyes they were born with.



Crafters who capture a philethis and use it to create a hybrid risk gaining the enmity of other philethis.

Someone with a mindspeaking implant who also has the Telepathic special ability (such as is conferred by Commands Mental Powers) increases their telepathic range to long range.

Philethis, page 247

Commands Mental Powers, page 60

Telepathic, page 60

other party must be willing and able to communicate. The user doesn't have to see the target, but they must know that it's within range. The user can have more than one active contact at once, but they must establish contact with each target individually. Each contact lasts up to ten minutes. The biological hibernates until attached to a user.

Depletion: 1 in 1d10 (check each month)

Reproduction: Equal to biological's level × 5

MULCH SLUGS

Minimum Crafting Level: 1

Kind: Biological

Iotum: Immorcell colony (12 units); cognitive weave (6 units); optogenetic muscle (12 units); metabolic vesicle (6 units); bio-circuitry (6 units)

Specifications: This plan produces a pack of six sluglike creatures, each about 1 foot (30 cm) long. When released in an area where tended plants are already growing, the slugs burrow into the ground and tend to the plant needs within an area up to a short distance across. They eat pests, aerate the soil, fertilize as they move about, and, generally speaking, ensure the health of plants grown in the area. Plants tended by mulch slugs that survive to maturity are much larger and healthier than normal and yield twice as much as expected. A pack of mulch slugs adds +1 infrastructure to the stats of a community that directly depends on the food it grows.

Depletion: 1 in 1d10 (check per month of life for each pack)

Reproduction: Equal to biological level × 10

Community stats, page 297

PHILEBRID

Minimum Crafting Level: 6

Kind: Biological

Iotum: Bio-circuitry (15 units); pluripotent mass (5 units); neurofilament plexus (2 units)

Special Requirement: Philethis (1); human (1)

Specifications: This plan produces a limited biological that's an audacious hybrid of human and philethis: a philebrid. The philebrid is a level 5 creature with 2 Armor. It usually displays abilities that the crafter didn't plan for specifically, because philethis are not really comprehensible by human minds. Examples include the ability to teleport and sometimes to modify probability in small ways, such as influencing a door to close, a rope to break, or a strange item to be found. The philebrid appears mostly human except that its face is transparent and glowing symbols (never the same twice) dance behind it in a void. It follows its crafter's verbal commands to the best of its ability.

Depletion: 1 in 1d20 (check per day of service; on depletion the philebrid becomes a true biological and teleports away or attacks its builder if it has been mistreated)

Reproduction: None

PORTABLE HIVE

Minimum Crafting Level: 4

Kind: Biological

Iotum: Immorcell colony (3 units); apt clay (1 unit); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (10 units); neurofilament plexus (4 units)

Specifications: This plan produces a sessile biological resembling an insect hive about 1 foot (30 cm) long and 6 inches (15 cm) in diameter. As an action, a user can command a level 4 swarm of insects living inside to emerge and attack a target within long range. The swarm flies up to a short distance each round, inflicts 4 points of damage on a target, and then returns to the hive. (If an attacking swarm is harmed or destroyed, additional insects within the hive remain available for future uses; however, it requires an additional depletion roll.) Targets must also succeed on a Might defense task or be affected in a specific fashion, which depends on the particular kind of portable hive crafted.

Each effect persists over subsequent rounds until the victim can shake it off with a successful Might-based task.

d6	Effect
1	Poison inflicts an additional 4 points of damage each round
2	Poison causes a living creature's limbs to swell up, hindering all physical tasks
3	Poison paralyzes the creature, preventing them from taking physical actions
4	Poison inflicts 2 points of Intellect damage (ignores Armor) each round
5	Poison inflicts 2 points of Speed damage (ignores Armor) each round
6	Poison causes victim to become violently paranoid and delusional for one hour

Depletion: 1 in 1d20 (check each use)
Reproduction: None

PRIM

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (4 units); cognitive weave (2 units); mother marrow (2 units); optogenetic muscle (4 units); metabolic vesicle (3 units); bio-circuitry (2 units)
Specifications: This plan produces a biological about 1 foot (30 cm) long covered in pale fur. The prim has many eyes and several limbs perfect for climbing on any surface, allowing it to move or climb up to a short distance each round. With its elongated mouth and extendible tongue, the prim keeps an area inside an artificial structure (or on the exterior of an artificial structure) up to a short distance across free of rust, filth, vermin, algae, mildew, and similar unsightly infestations or buildups of drit and refuse.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 20

PRUDENCE TREE

Minimum Crafting Level: 8
Kind: Biological
Iotum: Immorcell colony (100 units); cognitive weave (20 units); bio-circuitry (40 units); pluripotent mass (20 units); psiranium (2 units); neurofilament plexus (6 units); oraculum (2 units); data orb (1 unit)
Specifications: This plan produces a fixed, treelike limited biological about 40 feet (12 m) high. Glowing filaments and nodules line its bark-like exterior. The leaves are translucent structures that tremble and shake, producing a relaxing songlike sound even when no wind is present. If queried, the prudence tree can offer advice on nearly any subject, providing an asset to any non-combat task attempted in its presence. In addition, the prudence tree can make a direct connection to the datasphere if asked and provide one answer on nearly any topic to the questioner, though this severely taxes the biological.
Depletion: 1 in 1d10 (check per connection made to the datasphere)
Reproduction: Equal to biological's level × 1

Datasphere, page 355

PSYCHOSOME

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (2 units); metabolic vesicle (4 units); bio-circuitry (3 units); neurofilament plexus (4 units)
Specifications: This plan produces a sessile, starfish-like biological that is 1 foot (30 cm) long. The psychosome attaches to the user's back, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, if the user's mind is compromised by psychic, nanite, or neurochemical means, the psychosome triggers. It causes the user to take predetermined actions lasting up to one minute rather than whatever action the mental influence would have the user attempt. The predetermined action is usually either to attack whatever attempted to influence the user's mind or to run, but a user could spend about an hour coming up with some other routine that is triggered. A psychosome hibernates until attached to a user.
Depletion: 1 in 1d10 (check per use)
Reproduction: Equal to biological's level × 10



REPRISASOME

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (4 units); midnight stone (2 units)
Specifications: This plan produces a sessile, starfish-like biological that is 1 foot (30 cm) long. The reprisasome attaches to the user's chest, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, each time the user is struck in combat, the reprisasome releases a puff of neurotoxin into the air (if the user wishes it to). All creatures other than the user within immediate range must succeed on a Might defense task with a difficulty equal to the biological's level or suffer 5 points of Speed damage (ignores Armor) from the toxic gas. A reprisasome hibernates until attached to a user.
Depletion: 1 in 1d20 (check per use)
Reproduction: Equal to biological's level × 5



REPRODUCTION POD

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (22 units); cognitive weave (20 units); mother marrow (4 units); optogenetic muscle (4 units); bio-circuitry (10 units); pluripotent mass (10 units); oraculum (2 units)
Specifications: This plan produces a fixed organic pod about 9 feet (3 m) in diameter with various extruded control tendrils and seams for access to the dark, fluid-filled interior. The reproduction pod can be used in a few different ways. First, a pregnant person who spends several hours in the pod will emerge no longer pregnant, having transferred the fetus to the pod. The fetus comes to term naturally inside the pod.

Second, two people can spend several hours in the pod; when they emerge, a fetus is left behind that is genetically their child, and it comes to term naturally.

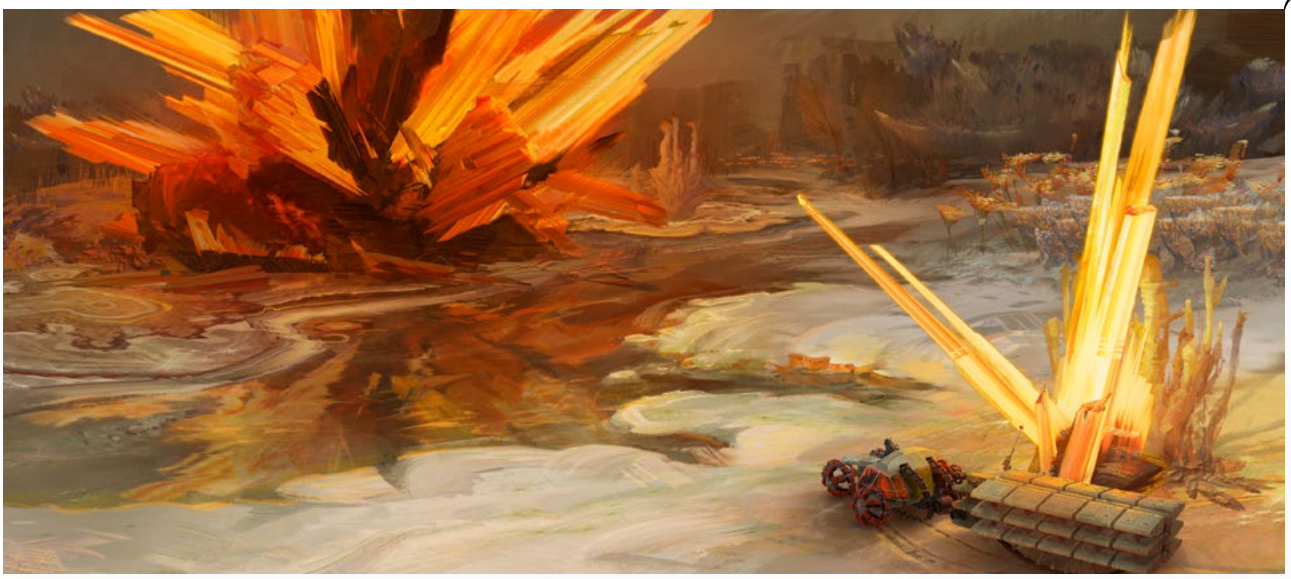
Finally, a single non-pregnant person who spends several hours in the pod also leaves behind a fetus, which is that person's child alone and comes to term naturally. (In this final case, the child grows up to look almost identical to its single parent.)

Depletion: 1 in 1d20 (check per fetus brought to term)
Reproduction: Equal to biological's level × 5

SCULLION

Minimum Crafting Level: 1
Kind: Biological
Iotum: Immorcell colony (4 units); cognitive weave (1 unit); mother marrow (2 units); optogenetic muscle (1 unit); bio-circuitry (2 units)
Specifications: This plan produces a sessile, amoeba-like biological with waving tendrils and tubes that provides air to a user in underwater environments. The scullion can be fitted over a user's mouth and nose to form a watertight seal, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the wearer can breathe underwater indefinitely while the scullion remains attached. Most creatures forced to rely on a scullion find that it doesn't make quite enough air for comfort, and Might- and Speed-based rolls, including attacks and defenses, are hindered while relying on it for air. The biological hibernates until attached to a user.
Depletion: 1 in 1d10 (check each month)
Reproduction: Equal to biological's level × 15

Another version of the reproduction pod at the same minimum crafting level rapidly advances immature creatures placed in it, so that a newborn creature becomes an adult version of itself in just a few days. However, this doesn't affect psychological development.



SENTINEL

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (10 units); cognitive weave (10 units); mother marrow (4 units); optogenetic muscle (4 units); bio-circuitry (5 units); psiranium (2 units)
Specifications: This plan produces a fixed organic pod about 6 feet (2 m) tall from which a whiplike tendril trails. The sentinel is level 6 for perception tasks and can be given very general or very specific guidance on what kind of creatures within short range it should react to. If it detects a creature that falls within the parameters, the sentinel sounds an audible alarm (which amounts to it screaming out in a booming voice "Intruder! Alert!" over and over) and attacks a target within short range with its whip tendril. If it hits with the tendril, it inflicts 5 damage, pulls the target to it, and holds the target until the target can escape.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

SKIN, BLENDING

Minimum Crafting Level: 1
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (2 units); metabolic vesicle (2 units); bio-circuitry (3 units)
Specifications: This plan produces a sessile, fist-sized biological blob that can be deployed to completely cover a human-sized creature's skin (but not clothing or equipment) as an action. The blending skin is permeable enough that the wearer can breathe and see through it. The exterior surface of the skin perfectly mimics its surroundings, effectively rendering the user invisible as long as they limit their movement to an immediate distance each round and they remove excess clothing and equipment. Taking other physical actions—including moving more quickly, attacking, or operating a device—reveals the user because the skin can't update its camouflage that quickly. After about an hour of use, the skin returns to its initial blob-like state and must rest for several hours and be fed a few handfuls of something organic before it can be used again.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 15

SKIN, PLATE

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); mother marrow (1 unit); optogenetic muscle (2 units); metabolic vesicle (2 units); bio-circuitry (5 units)
Specifications: As blending skin, but provides 1 Armor while worn.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 15



SKIN, PROTECTIVE

Minimum Crafting Level: 2
Kind: Biological
Iotum: Immorcell colony (3 units); mother marrow (1 unit); optogenetic muscle (2 units); metabolic vesicle (2 units); bio-circuitry (5 units)
Specifications: As blending skin, but provides 5 Armor against fire, cold, or electricity—as chosen when the biological was crafted—while worn.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 15

SKIN, ROBUST

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (4 units); mother marrow (4 units); optogenetic muscle (7 units); metabolic vesicle (2 units); bio-circuitry (5 units)
Specifications: As blending skin, but provides +1 Might Edge while worn.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 15

SYNTH EXCRETER

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (50 units); cognitive weave (10 units); bio-circuitry (15 units); pluripotent mass (20 units); midnight stone (2 units)
Specifications: This plan produces a massive, hair-covered creature about 20 feet (6 m) tall at the shoulder that can eat almost anything fed to it (of up to its level). Eating is the only thing it does, and if not kept in food, it begins to graze on any material or vegetation at hand, or it wanders off in search of better fodder. Assuming the biological is sufficiently fed, it can excrete up to 10 units of responsive synth each day, though the material must be recovered from less useful droppings.
Depletion: 1 in 1d20 (check per year)
Reproduction: Equal to biological's level × 5

TENTACLE INQUIRER

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (4 units); pluripotent mass (3 units); smart tissue (4 units); tamed iron (1 unit)
Specifications: This plan produces a thin tentacle-like biological that is 1 foot (30 cm) long. The biological attaches at its base to the user's forearm, inflicting 1 point of damage that can't be recovered while it remains attached. Thereafter, the user controls the tentacle, which can extend the wearer's reach a bit. The user can also attack with the tentacle, inflicting 1 point of damage as the tentacle end bites a bit of material from the target. On the following round, the user learns the level of the target and any special abilities it possesses. If it has special abilities, as an action the user can transfer one of those abilities to themselves for one minute if the target's level is no higher than the biological's level. The biological hibernates until attached to a user.
Depletion: 1 in 1d20 (check each time a special ability is transferred)
Reproduction: Equal to biological's level × 15

TENTACLE INJECTOR

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (4 units); pluripotent mass (3 units)
Specifications: As tentacle inquirer, but on the round following a successful bite attack that initially inflicts 1 point of damage, the target must succeed on a Might defense task or be affected by the tentacle's venom. The type of venom a tentacle can inject is determined when the biological is first crafted. Venom types and effects include the following, only one of which is active in any given tentacle injector.

d6	Effect
1	Overwhelming fear. Target flees in terror for one minute.
2	Paralysis. Target collapses and is unable to move until it can regain control of its limbs (or until a minute has passed).
3	Poison. For three rounds, target takes damage each round equal to biological's level.
4	Calming. Target is prevented from taking hostile actions for one minute.
5	Persuasive. Target becomes susceptible to suggestion and attempts the next task suggested to it if that task doesn't involve inflicting direct harm on itself or an ally.
6	Mortal venom. Target whose level is no higher than the biological's level dies.

Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

THICKET, OBSCURING

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (50 units); cognitive weave (10 units); bio-circuitry (15 units); pluripotent mass (20 units); psiranium (12 units)
Specifications: This plan produces a thicket of sapling-like growths that sparsely fill an area a short distance across. The saplings grow in drit and similar surfaces, but usually not on hard surfaces. Over successive weeks, the saplings grow larger as if natural growth. Regardless of how long the thicket has had to mature, it gains its obscuring ability immediately. All creatures within the thicket are shielded from passive external electronic and psychic observation, tracking, or compulsion effects of up to 1 level higher than the thicket's level.
Depletion: 1 in 1d20 (check per year)
Reproduction: Equal to biological's level × 10

THICKET, TRAPPING

Minimum Crafting Level: 5
Kind: Biological
Iotum: Immorcell colony (50 units); cognitive weave (10 units); bio-circuitry (15 units); pluripotent mass (20 units); thaum dust (6 units)
Specifications: As obscuring thicket, but it gains a temporal trapping ability instead of an obscuring ability. A pulse of temporal energy generated by the thicket envelops any creature that enters. If affected, a trapped creature experiences only one round of time per hour that passes outside the thicket until they can escape (which they can attempt each round—or from the point of view of someone outside the thicket, once per hour). Two creatures caught in the thicket attack and defend against each other normally, though very slowly from the point of view of an outside observer.
Depletion: 1 in 1d20 (check per year)
Reproduction: Equal to biological's level × 5

TITANOMOCK

Minimum Crafting Level: 10
Kind: Biological
Iotum: Immorcell colony (200 units); cognitive weave (22 units); mother marrow (14 units); optogenetic muscle (15 units); metabolic vesicle (10 units); bio-circuitry (40 units); pluripotent mass (25 units); neurofilament plexus (6 units); tamed iron (4 units); cosmic foam (1 unit)
Special Material: 1 pound (450 g) of brain matter from a titanothaur
Specifications: This plan produces a monstrously shaped mobile biological at least 200 feet (60 m) tall with 5 Armor that is built for destruction. A titanomock is active for only brief periods, during which it can target communities, large structures, or natural features and attempt to demolish them. It can move a very long distance

The obscuring thicket can be enhanced to shield against higher-level effects by crafting the biological at higher levels.



For more information on titanothaurs, see page 126 of The Ninth World Bestiary.

Titanomocks are related to titanothaurs, though the specifics of that relationship remain ineffable.

per round, sometimes leaping to clear obstructions. Titanomocks use brute strength and mass to get the job done, typically inflicting 20 points of damage on all targets within immediate range each round. A titanomock can remain active for about six hours at a time, after which it must retreat and find someplace to burrow and hide, then rest for several days or even longer.

Depletion: 1 in 1d20 (check per week of use; on depletion it turns on creator and everything around it)

Reproduction: None

TORRIDISOME

Torridisome pronunciation: *tor-RID-i-soam*

Minimum Crafting Level: 1

Kind: Biological

Iotum: Immorcell colony (3 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (1 unit)

Specifications: This plan produces a sessile, starfish-like biological that is 1 foot (30 cm) long. The torridisome attaches to the user's lower back, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, the user can function otherwise in cold and even freezing environmental conditions that would normally require warm clothing and shelter to survive. The torridisome effectively grants Armor against cold equal to the biological's level divided by 2 (minimum 1). A torridisome hibernates until attached to a user.

Depletion: 1 in 1d20 (check per day of use)

Reproduction: Equal to biological's level × 20)

TRAUMASOME

Some causes of death—being burned in a fire, eaten, dissolved, and similar methods—are too extreme for a traumasome to recover a user.

Minimum Crafting Level: 3

Kind: Biological

Iotum: Immorcell colony (4 units); optogenetic muscle (5 units); metabolic vesicle (4 units); bio-circuitry (4 units)

Specifications: This plan produces a sessile, starfish-like biological that is 1 foot (30 cm) long. The traumasome attaches to the user's back, inflicting 1 point of damage that can't be recovered while the biological remains attached. Thereafter, if the user would die in a way that leaves their body mostly intact, they instead go into a biologically induced coma that lasts for at least a week, during which time their nutrition and air needs are minimal. At the end of this period or if roused, the user makes a Might defense roll with a difficulty equal to the level of the effect or attack that first laid them low, though if they receive care and healing before being roused, the roll is eased by three steps. If they fail the roll, they die, but on a success, treat the user as if merely debilitated. A traumasome hibernates until attached to a user.

Depletion: Automatic (when triggered)

Reproduction: Equal to biological's level × 10

TRILLING CUDDLER

Minimum Crafting Level: 1

Kind: Biological

Iotum: Immorcell colony (3 units); cognitive weave (6 units); mother marrow (3 units); metabolic vesicle (2 units); bio-circuitry (2 units)

Specifications: This plan produces a small furry creature with big eyes, just large enough to fit comfortably in a human lap. It can move up to an immediate distance each round on stubby legs. The cuddler is designed to calm its owner with a trilling purr, an instinct to cuddle, and the ability to recognize when its owner is feeling down or ill. Trilling cuddlers generally hide if threatened, but if no other help is on offer, they attempt to defend their owner or at least go find help from other people they have seen associated with their owner.

Depletion: 1 in 1d20 (check each month)

Reproduction: Equal to biological's level × 50

VIGISOME

Minimum Crafting Level: 2

Kind: Biological

Iotum: Immorcell colony (3 units); optogenetic muscle (4 units); metabolic vesicle (4 units); bio-circuitry (3 units)

Specifications: This plan produces a sessile, starfish-like biological that is 1 foot (30 cm) long. The vigisome can be attached temporarily to any hard surface. Once attached, it opens a single eye on its back and watches an area up to a short

distance across for up to ten hours. If anything not previously cleared intrudes across its field of vision, it screams an alarm loud enough to be heard clearly up to a very long distance away, and farther in quiet environments. A vigisome must be fed at least once a day or it depletes with no chance of reproducing.

Depletion: 1 in 1d10 (check per use)
Reproduction: Equal to biological's level × 10

VITAL SWORD

Minimum Crafting Level: 4
Kind: Biological
Iotum: Immorcell colony (5 units); cognitive weave (6 units); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units); synthsteel (3 units)
Specifications: This plan produces a sessile length of bone-like material shaped like a greatsword that can be used as a heavy weapon. The hilt of the sword has a tiny row of eyes and needlelike teeth, and any time a wielder uses the vital sword, the hilt bites down on the hand holding it, inflicting 1 point of damage that can't be recovered while the biological remains attached. However, while it is attached, the wielder gains an asset to attacks made with the sword, and when they apply Effort to attacks or damage made with the sword, they can apply a free level of Effort. A vital sword falls into hibernation if unattached to a user for more than a few days.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

VITAL SWORD, BLOOD DRINKING

Minimum Crafting Level: 6
Kind: Biological
Iotum: Immorcell colony (5 units); cognitive weave (6 units); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units); synthsteel (3 units)
Specifications: As vital sword, except whenever the wielder successfully hits a living target, the sword sucks blood from the target's wound, inflicting +2 points of damage.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 10

Wearers of watchful crowns are sometimes misidentified as mutants.

WATCHFUL CROWN

Minimum Crafting Level: 3
Kind: Biological
Iotum: Immorcell colony (3 units); apt clay (1 unit); optogenetic muscle (3 units); metabolic vesicle (1 unit); bio-circuitry (6 units)
Specifications: This plan produces a sessile biological resembling a mass of tendrils studded with eyes. The watchful crown clings to a user's head with its tendrils, inflicting 1 point of damage that can't be recovered while the biological remains attached. The crown gives its wearer full visual acuity, even if the wearer is normally blind. Watchful crowns can see colors that normal humans cannot, which provides an asset to perception tasks related to salvaging numenera and to initiative tasks. A watchful crown falls into hibernation if unattached to a user for more than a few days.
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 20

A creature wielding a vital sword usually can't be disarmed of the weapon.

WHISPERER

Minimum Crafting Level: 1
Kind: Biological
Iotum: Immorcell colony (2 units); cognitive weave (2 units); mother marrow (1 unit); metabolic vesicle (2 units); bio-circuitry (1 unit)
Specifications: This plan produces a 4-inch (10 cm) disc-shaped biological covered in a shell-like layer. The disc is able to track time and remember a few dozen phrases spoken to it. At any later date, it can reproduce those phrases upon request, at a preprogrammed time, or in response to a specific event occurring within short range. Whisperers are used as alarms, to store information, and as messengers (if delivered to someone in another location by a third party).
Depletion: 1 in 1d20 (check each month)
Reproduction: Equal to biological's level × 30

Free level of Effort, page 103

Installations, page 154

INSTALLATION PLANS

The following plans all build some variety of fixed installation.

ADJUSTABLE WATCHTOWER

Minimum Crafting Level: 1
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); apt clay (4 units); synthsteel (5 units)
Parts: 22 units
Specifications: This plan produces a 10-foot (3 m) square platform with a raised control surface and guardrail. A user can raise or lower the upper surface of the platform on a repulsive field, up to a maximum height of a very long distance. (The platform moves about a long distance up or down per round.) Normally, the raised platform is relatively stable, though it is subject to being dislodged by attacks or ranked disasters with a rank greater than the installation's level.
Depletion: 1 in 1d20 (check per year of use)

Ranked disasters, page 309

AIR SIGNALER (DESTRUCTION)

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (22 units); synthsteel (8 units); pliable metal (6 units); thaum dust (3 units); monopole (2 units); virtuon particle (5 units)
Parts: 71 units
Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side with a crystalline antenna that extends about 50 feet (15 m) into the air above. The device emits a pulse that propagates and builds in the air, becoming a destructive signal. The signal can travel in the atmosphere in any direction that has clear line of sight, including straight up to a distance of some 50 miles (80 km), after which the atmosphere attenuates too much. It can target a single flying creature or vehicle whose level is up to 2 less than this installation's level, causing it to fall from the sky as the result of extreme air turbulence.
Depletion: 1 in 1d20 (check once after any week the device was used)

A crafter who wants to build biologicals should start with a bioreactor first.

BIOREACTOR

Minimum Crafting Level: 3
Kind: Installation
Iotum: Io (1d6 units); responsive synth (15 units); bio-circuitry (20 units); apt clay (2 units); pliable metal (5 units); mimetic gel (10 units); pluripotent mass (5 units)
Parts: 34 units
Specifications: This plan produces a cylindrical structure lying on its side about 9 feet (3 m) long and 4 feet (1 m) wide, with transparent panels for viewing the interior and a complex control surface. Various intake hatches stud the exterior, and manipulation arms controllable from the outside can be used within the bioreactor's interior spaces. If a bioreactor is used as part of a crafting task to build a biological, it provides one asset, easing the task.
Depletion: 1 in 1d20 (check each month of use)

BIOREACTOR, GRAND

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (25 units); bio-circuitry (25 units); apt clay (4 units); pliable metal (15 units); mimetic gel (15 units); pluripotent mass (15 units); quantium (3 units); kaon dot (3 units)
Parts: 68 units
Specifications: As bioreactor, except the structure created is about 30 feet (9 m) long and 15 feet (5 m) wide. The grand bioreactor allows biological crafting of larger portions of constituent elements at the same time. If a grand bioreactor is used as part of a crafting task to build a biological, it provides two assets on the task.
Depletion: 1 in 1d100 (check each year of use)

BODY PRESERVER

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (15 units); synthsteel (5 units); apt clay (4 units); pliable metal (4 units); psiranium (1 unit)



Parts: 44 units

Specifications: This plan produces a fixed solid 30 feet (9 m) on a side with transparent synth windows allowing passers-by to see what's stored within: people "floating" in a vitrified glassy solid. An airlock-like entry with an associated control surface provides access to the installation and its functions. Upon entry, human forms are perfectly preserved in immobile stasis. However, should someone be removed—which the control surface can selectively accomplish—the body freed from the preservative matrix is considered to have no health or points in its Pools, and must be healed in some fashion within a few rounds. Otherwise it dies and begins the process of decomposition normally. If the installation is ever damaged or depleted, the bodies remain in perfect vitrified stasis until such time as they are somehow freed from the glassy matrix.

Depletion: 1 in 1d100 (check each century of use)

BODY SHUNT

Minimum Crafting Level: 9

Kind: Installation

Iotum: Io (2d6 units); immorcell colony (13 units); mother marrow (5 units); optogenetic muscle (12 units); responsive synth (15 units); apt clay (5 units); bio-circuitry (20 units); pliable metal (6 units); pluripotent mass (20 units); smart tissue (5 units); oraculum (2 units); data orb (2 units)

Parts: 88 units

Specifications: This plan produces a fixed metallic installation approximately 20 feet (6 m) tall featuring various mechanisms, including a control surface and a partially transparent pod filled with milky fluid. A user can activate the control surface to trigger the installation to take a tissue and brain sample, while simultaneously implanting a metallic disc in their skull. This procedure inflicts 1 point of Intellect damage that can't be recovered while the disc remains. Recovered tissue is shunted to the pod, where a duplicate of the user is grown over the course of one hour. The duplicate remains unconscious and inactive in the pod until the user dies; if both are on the same world at that time, the user's mind is transmitted into the duplicate, who wakes up. (If the metallic skull disc from the dead user is later returned to the world, the duplicate also wakes.)

Depletion: Immediate (at time of consciousness transfer)

CASTING PADS

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (4 units); pliable metal (8 units); mimetic gel (7 units); kaon dot (2 units); monopole (1 unit); quantium (5 units); oraculum (2 units)
Parts: 60 units
Specifications: This plan produces two endpoints of a teleportation circuit between two synth pads about 6 feet (2 m) in diameter, each directly connected to a fixed solid at least 10 feet (3 m) on a side. If the two pads are located within a very long distance of each other, whatever is placed on (or whoever steps on) one pad is transferred to the other, assuming the receiving pad is clear. A series of several pads could be linked to extend the distance one could transfer with each step taken.
Depletion: 1 in 1d100 (check each year of use)

CHAMPION FORGER

Minimum Crafting Level: 8
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); synthsteel (5 units); apt clay (2 units); pliable metal (2 units); psiranium (1 unit); midnight stone (5 units)
Parts: 82 units
Specifications: This plan produces a fixed solid no less than 30 feet (9 m) on a side with human-sized cavities lining the sides and one set of controls. Up to twenty-four people at a time can fit in all the cavities. When activated, the device operates for about an hour, after which each participant gains +4 Armor and +10 health or points to one Pool for ten hours. If successfully used before the end of a ranked conflict, a community that raises a group of twenty-four champions in this fashion gains +3 Armor and is treated as if 1 rank higher than normal for ten hours.
Depletion: 1 in 1d100 (check after each week the installation is used)

COMMUNITY OBELISK

Minimum Crafting Level: 2
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); apt clay (5 units); synthsteel (3 units)
Parts: 24 units
Specifications: This plan produces a 3-foot (1 m) long synth-and-metal obelisk that can verbally deliver messages to a specific individual who comes within short range (or a general message to anyone who comes within short range), remember specific facts that users ask it to recall, and play simple word games. Anyone can ask the community obelisk to deliver a message to anyone else, either by name or by description, though the installation is limited and sometimes misidentifies people and delivers the wrong message.
Depletion: 1 in 1d20 (check per year of use)



A community projector is an ideal way to get an important message out to an entire community. Alternatively, it can be used to project entertainment.

COMMUNITY PROJECTOR

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (2d6 units); responsive synth (15 units); apt clay (4 units); synthsteel (4 units); mimetic gel (10 units); quantium (2 units); kaon dot (1 unit)
Parts: 42 units
Specifications: This plan produces a fixed pedestal about 10 feet (3 m) on a side surmounted with a massive funnel-like cylinder on a swivel. A control surface allows a user to project an image up to 2 miles (3 km) away in the air or onto the surface of a structure or landform. The image can be up to a very long distance across and lasts for four hours. It is of whatever is currently standing on the platform. Audio projection accompanies the visual projection, though at distances longer than half a mile (1 km), it's difficult to hear. If the user has access to a prerecorded image or display, they can attempt to play it through the community projector by placing it on the installation's projector platform.
Depletion: 1 in 1d100 (check each use)

COMMUNITY TRANSLATOR

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (9 units); synthsteel (5 units); apt clay (4 units); pliable metal (2 units); psiranium (6 units); midnight stone (2 units)
Parts: 61 units
Specifications: This plan produces a fixed solid no less than 15 feet (5 m) on a side with several metallic antennas protruding at odd angles. The device operates continually once activated, allowing all creatures with a language in an area up to 1 mile (1.5 km) across to speak with each other, even if they don't normally know each other's language.
Depletion: 1 in 1d20 (check each year of use)

CONTROL ARCH

Minimum Crafting Level: 8
Kind: Installation
Iotum: Io (2d6 units); responsive synth (12 units); bio-circuitry (10 units); synthsteel (5 units); mimetic gel (8 units); quantium (6 units); psiranium (10 units); midnight stone (4 units)
Parts: 78 units
Specifications: This plan produces a fixed solid that is similar to a tracking arch, which means that passing through the arch implants a metallic strip in the target. The strip allows anyone using the arch's control surface to track the target within a 50-mile (80 km) radius. Removing the implant requires radical surgery to avoid killing the host in the process. In addition, the user operating the control arch can attempt to take direct control of a host each round that they use their action to do so. Once control is established, it lasts for up to a minute. The user operating the arch can see what the target sees and hears and control the target's actions.
Depletion: 1 in 1d20 (check after each year of use)

Tracking arch, page 67

CRYSTAL MIND

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (20 units); synthsteel (10 units); psiranium (1 unit); kaon dot (2 units)
Parts: 44 units
Specifications: This plan produces a fixed crystal obelisk about 9 feet (3 m) tall and 3 feet (1 m) wide and deep. A control surface allows a user to store information in the crystal mind or call it up. The information can be stored visually, audibly, or via direct machine connection (or some combination of all of these). Hundreds of hours of video and a large library of text can be stored and called up.
Depletion: 1 in 1d20 (check each year the crystal mind is used)

The community translator is essentially a more advanced version of the language translator.

Language translator, page 160

Wrights who construct crystal minds often do so to store numenera plans.



DEFERMENT GATE

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (2d6 units); responsive synth (12 units); bio-circuitry (10 units); synthsteel (5 units); mimetic gel (8 units); quantium (6 units); thaum dust (10 units)
Parts: 50 units
Specifications: This plan produces a gatelike opening set with wide metallic double doors about 20 feet (6 m) across and 12 feet (4 m) tall in a 3-foot (1 m) thick frame. Anything that passes through the open doors of the gate disappears, reappearing on the opposite side of the gate about one month later. From the perspective of the creatures or objects passing through the gate, no time has passed.
Depletion: 1 in 1d20 (check after each month of use)

DREAD BANNER

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); apt clay (4 units); synthsteel (5 units); psiranium (6 units)
Parts: 42 units
Specifications: This plan produces a 10-foot (3 m) square platform with a control surface and a central pedestal. A user can cause the pedestal to project an image up to a very long distance into the air overhead. The image is brilliant but ominous, radiating dreadful, spine-tingling tones. The combination of auditory, visual, and psychic stimulation emanating from the projected image affects all creatures within a mile (1.5 km) who see it, hindering all defense tasks they attempt for the next hour. If deployed against a ranked horde or enemy community, treat the target horde or community as if 1 rank lower than normal during that community action.
Depletion: 1 in 1d20 (check per month of use)

Community action, page 305

DRINK DISPENSER

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (13 units); bio-circuitry (3 units); synthsteel (1 unit); mimetic gel (6 units)
Parts: 44 units
Specifications: This plan produces a fixed solid about 5 feet (1.5 m) on a side. Each day, it produces a plain glass bottle, sealed with a synth cork, that holds a gallon of pure alcohol. No inputs are required.
Depletion: 1 in 1d20 (check each month of use)

EARTH SIGNALER (DESTRUCTION)

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (22 units); synthsteel (8 units); pliable metal (6 units); thaum dust (3 units); monopole (2 units); virtuon particle (5 units)
Parts: 71 units
Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side with a crystalline spike that must be dug 50 feet (15 m) into the ground beneath the installation. The device emits a pulse that propagates and builds in the ground, becoming a destructive signal. The signal can travel outward in a specified direction for about 50 miles (80 km) before the pulse attenuates. With precise coordinates, the user can selectively destroy one structure of up to level 5 that rests on the ground within range by essentially shaking it to rubble.
Depletion: 1 in 1d20 (check once after any week the device was used)

FIRE SIGNALER (SUPPRESSION)

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (22 units); synthsteel (8 units); pliable metal (6 units); thaum dust (3 units); monopole (2 units); virtuon particle (5 units)
Parts: 68 units
Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side. A forest of crystal antennas grows from its top. The device emits a pulse that propagates and builds in the air, becoming a fire-suppression signal. The signal can travel in

any direction in a radius of 10 miles (16 km). It puts out any fires with a rank no higher than 2 less than this installation's level.

Depletion: 1 in 1d20 (check once after any week the device was used)

FORCE CAGE

Minimum Crafting Level: 6

Kind: Installation

Iotum: Io (1d6 units); responsive synth (23 units); synthsteel (5 units); bio-circuitry (5 units); mimetic gel (2 units); pliable metal (10 units); quantium (5 units); amber crystal (5 units)

Parts: 60 units

Specifications: This plan produces a fixed square metallic platform 30 feet (9 m) on a side with an associated control surface. A user can cause a force field to encase all creatures on the platform in a single enclosure, or individually cage creatures on the platform in up to ten separate force compartments within the larger cage. The force cage, or any of its individual compartments, can be selectively made opaque, translucent, or transparent. Creatures can be guided to stand at certain spots on the platform (or be ejected) by moving fields of force.

Depletion: 1 in 1d20 (check each year of use)

FORCE CRANE

Minimum Crafting Level: 7

Kind: Installation

Iotum: Io (1d6 units); responsive synth (27 units); synthsteel (5 units); apt clay (6 units); pliable metal (3 units); monopole (2 units)

Parts: 62 units

Specifications: This plan produces a fixed platform 30 feet (9 m) on a side on which a slender articulated machine reaches about 50 feet (15 m) into the air. The articulated span produces an invisible beam of force up to a very long distance away that can be used to grab, manipulate, and move massive objects that weigh up to 20 tons (18 t). A user standing at the controls can direct the lifting and manipulating force to build structures in a community (or knock them down). Generally, a force crane provides an asset to tasks to build other structures and installations, whether commonplace or numenera.

The force crane could also be used in a community's defense, becoming a sort of force repulsor. When used in this way, it can target a location within very long range, and all creatures in short range of that location are knocked back an additional short distance, taking damage equal to the installation's level. On their subsequent three turns, affected targets are slowed, moving only an immediate distance each round, and their tasks are hindered as well. Generally, if used to defend a community from a conflict during a community action, a force crane increases the community's damage inflicted by +1.

Depletion: 1 in 1d20 (check once after any day that the force crane was used in combat)

FORCE ORB

Minimum Crafting Level: 4

Kind: Installation

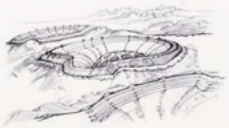
Iotum: Io (1d6 units); responsive synth (20 units); synthsteel (3 units); mimetic gel (6 units); pliable metal (5 units); quantium (4 units)

Parts: 41 units

Specifications: This plan produces a floating metallic orb some 5 feet (1.5 m) in diameter that hangs over a fixed point no more than 20 feet (6 m) above the ground. When activated, a force orb creates an immobile plane of solid force up to 20 feet by 20 feet (6 m by 6 m) that intersects the floating orb. The plane otherwise conforms to the space available. Several force orbs can be strung together to form an arbitrarily long force wall, one that could potentially surround an entire community. If that is done, the unbroken wall adds +1 Armor to the community stats.

Depletion: 1 in 1d20 (check each year of use)

Ranked disasters, page 309



Some people say they can feel their skin tingle as they walk past active force orbs that are maintaining a force field.



Gallen, page 141

The cliff-face community known as Ernath relies on a gravity transducer set to low gravity, allowing people to leap and soar between levels with ease.

Gravity effects, page 117

GALLEN CALLER

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); synthsteel (2 units); mimetic gel (3 units); quantium (1 unit); kaon dot (1 unit); psiranium (2 units)
Parts: 51 units
Specifications: This plan produces a fixed pedestal about 5 feet (1.5 m) on a side that sprouts an array of slender metallic arms that reach up to 20 feet (6 m) into the sky. Upon activation, it lures a selection of gallen in a 50-mile (80 km) radius to the area, which form a herd around the installation in about a day. The caller usually brings about ten gallen (assuming any wild gallen were in range to begin with). The creatures act as if domestic for about a day. After that, they disperse to their original territory if not collected or otherwise dealt with.
Depletion: 1 in 1d20 (check each use)

GLAMOR DISPENSER

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (2d6 units); responsive synth (23 units); mimetic gel (10 units); quantium (5 units); midnight stone (2 units)
Parts: 38 units
Specifications: This plan produces a fixed solid no less than 10 feet (3 m) on a side with a control surface that features a touchscreen and an extendable arm with an injection head on the end. The installation produces addictive injections that make a user beautiful, at least subjectively. The imbued beauty lasts for about a week. Multiple doses have no added effect. While someone enjoys the imbued beauty, tasks for positive social interaction are eased. Once an injection wears off, the user must succeed on a Might defense task or become driven to get another injection as soon as possible. This constant itch hinders all tasks until the user gets another injection or until they beat the addiction.
Depletion: 1 in 1d20 (check each month of use)

GRAVITY TRANSDUCER

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); synthsteel (10 units); apt clay (5 units); amber crystal (2 units); midnight stone (4 units); tamed iron (2 units)
Parts: 70 units
Specifications: This plan produces a metallic mast that reaches 50 feet (15 m) into the air. At the top of the mast is a 3-foot (1 m) cube of dark material. The installation creates a variation in local gravity out to a very long distance in one of the following ways.

d6	Effect
1	Normal gravity (no change unless constructed somewhere without normal gravity)
2–3	Low gravity
4–5	High gravity
6	Zero gravity

Depletion: 1 in 1d100 (check per year of use)

HUNTING LURE

Minimum Crafting Level: 2
Kind: Installation
Iotum: Io (1d6 units); cognitive weave (3 units); responsive synth (13 units); synthsteel (3 units); psiranium (1 unit)
Parts: 15 units
Specifications: This plan produces a fixed solid no less than 4 feet (1 m) on a side that sprouts several dozen 1-foot (30 cm) long metallic antennas. The installation constantly sends out a psychic call that lures a specified kind of animal toward it along a set path. If used in the water, the installation could draw fish into nets. If used on land, it could lure vermin or small creatures into traps. Changing the animal a hunting lure is designed to attract is a difficulty 6 understanding numenera task. In all cases, only creatures of up to level 1 with no more than animal intelligence can be lured.
Depletion: 1 in 1d20 (check after each week of use)



INTERROGATION TOWER

Minimum Crafting Level: 9
Kind: Installation
Iotum: 10 (1d6 units); responsive synth (20 units); synthsteel (10 units); apt clay (2 units); pliable metal (2 units); psiranium (10 units); midnight stone (5 units); data orb (1 unit)
Parts: 92 units
Specifications: This plan produces a fixed solid no less than 30 feet (9 m) on a side and 90 feet (27 m) tall with a single cavity on one side at ground level and a set of controls. One dead creature of roughly human size can fit in the cavity, though much smaller objects (such as a jaw bone or some other fragment of a dead creature) can be inserted. When activated, the device works for a while (ranging from a few minutes if the remains are essentially intact to a few hours if only bone fragments were inserted). At the end of this period, a user at the control surface can query the memories of the subject by asking one question. The answer is provided if the subject knew it while alive and if the subject's level is no higher than the tower's level.
Depletion: 1 in 1d20 (check after each use)

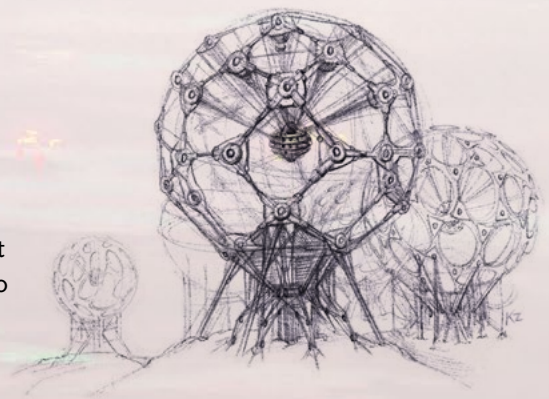
An interrogation tower temporarily simulates its dead subject by interpolating from its remains, querying the datasphere, and perhaps even peering into alternate dimensions to answer the question asked.

KEEPSAFE CASE

Minimum Crafting Level: 3
Kind: Installation
Iotum: 10 (1d6 units); responsive synth (18 units); synthsteel (8 units); thaum dust (3 units)
Parts: 25 units
Specifications: This plan produces a fixed solid no less than 20 feet (9 m) on a side with an interior cavity almost as large that can be closed. When closed, no time passes within the cavity for a period of up to a year outside. At the end of the year, the cavity hatch opens and must be reset.
Depletion: 1 in 1d20 (check after each year of use)

A keepsafe case is much larger than a keepsafe bin and is useful for storing large quantities of food for extended periods.

Keepsafe bin, page 160



Setting up two launching rings pointed in opposite directions at either end of a matched trajectory arc allows aerial travel between distant points that is quick and relatively safe—if initially terrifying to an unprepared creature.

LAUNCHING RING

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); synthsteel (10 units); apt clay (5 units); amber crystal (2 units); midnight stone (4 units); tamed iron (2 units)
Parts: 50 units
Specifications: This plan produces a fixed metallic ring about 20 feet (6 m) in diameter. Anything that enters the ring is instantly accelerated to an incredibly high speed and sent along whatever trajectory the ring was set to, toward a location up to 5 miles (8 km) away in normal gravity over the course of one round. The instant acceleration doesn't harm the object or creature, but the instant deceleration that occurs if it hits the ground or another surface is usually lethal (or completely destroys objects not in stasis). The struck ground or surface takes damage equal to this installation's level × 3.
Depletion: 1 in 1d100 (check per month of use)

MACHINE CALMER

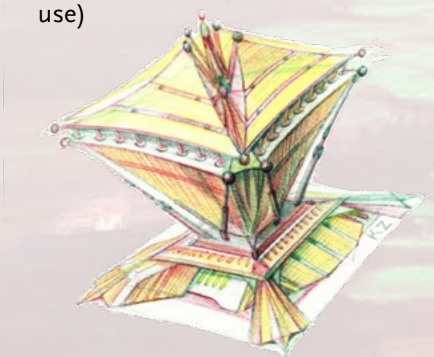
Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); apt clay (10 units); quantium (10 units); amber crystal (4 units); psiranium (4 units); oraculum (2 units)
Parts: 52 units
Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side with a large rotating antenna array on top. If used, a pulse causes all machines—including automatons, installations, otherspaces, and vehicles—within long range to stop working for about an hour if their level is no higher than this installation's level. The machines aren't damaged; they simply go into standby mode. The only machine not affected is this installation. The nature of the effect means that if other machines come into the area before the initial hour has expired, they are not affected unless the installation is used again.
Depletion: 1 in 1d20 (check per week of use)

MACHINE OVERRIDER

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); apt clay (10 units); quantium (10 units); amber crystal (4 units); psiranium (4 units); oraculum (2 units)
Parts: 58 units
Specifications: As machine calmer, except that someone operating the installation can selectively take control of one automaton, installation, or other machine during the one-hour period of calm and direct it remotely.
Depletion: 1 in 1d20 (check per week of use)

MEMORIAL OBELISK

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); apt clay (5 units); synthsteel (3 units); psiranium (4 units)
Parts: 26 units
Specifications: This plan produces a fixed 3-foot (1 m) long synth-and-metal obelisk that can scan a willing living subject (a process requiring about an hour). Thereafter, the obelisk can produce an interactive visual and auditory illusion of the subject for up to one hour per activation that must stay within immediate range of the obelisk. The image has the subject's surface personality and knowledge. However, the image is very limited, and tasks attempted to gain specific knowledge from it are hindered by two steps. Generally speaking, the image serves as a realistic memorial but little more. A memorial obelisk can store about a thousand memorials per level in this fashion.
Depletion: 1 in 1d100 (check per century of use)



MEMORY TAILOR

Minimum Crafting Level: 3
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); bio-circuitry (10 units); quantium (10 units); amber crystal (4 units); psiranium (4 units)
Parts: 41 units
Specifications: This plan produces a fixed metallic monolith rising from the ground to a height of 9 feet (3 m), with an attached control surface. A user can attempt to remove one bad memory of their choice from their own mind, permanently. If a psychosis, tic, depression, or other adverse mental state resulted from that memory, the user's brain heals over the next several days until they no longer suffer from the condition associated with the removed memory.
Depletion: 1 in 1d20 (check each use)

MIND EXCITER

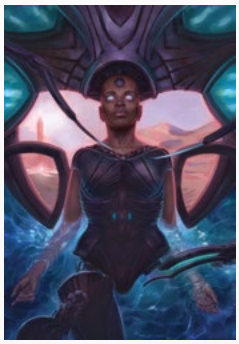
Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); bio-circuitry (10 units); quantium (10 units); amber crystal (4 units); psiranium (4 units); midnight stone (1 unit); oraculum (2 units)
Parts: 61 units
Specifications: This plan produces a fixed metallic monolith rising from the ground to a height of 9 feet (3 m), with a mast extending upward an additional 30 feet (9 m). When activated, Intellect-based tasks of all creatures within very long range are eased by three steps for one hour, except for creatures within short range of the installation. At the end of this period, all affected creatures must succeed on a Might defense task or suffer mental fatigue lasting until after their next ten-hour recovery roll. This fatigue results in all Intellect-based tasks being hindered by three steps for those suffering burnout. A community or horde affected by this installation is effectively 1 rank higher than normal for all tasks, and 3 ranks higher for tasks requiring thought, diplomacy, and the like until fatigue sets in, which reverses the benefits.
Depletion: 1 in 1d20 (check each use)

MIND EXPANDER

Minimum Crafting Level: 8
Kind: Installation
Iotum: Io (2d6 units); responsive synth (10 units); pliable metal (4 units); bio-circuitry (16 units); quantium (7 units); amber crystal (5 units); psiranium (6 units); neurofilament plexus (2 units); data orb (1 unit)
Parts: 77 units
Specifications: This plan produces a fixed throne-like installation on a pedestal 20 feet (6 m) in diameter and 6 feet (2 m) high. The throne is a complex mechanism with molded cavities that are sized for a human's head, arms, torso, and legs. Control surfaces allow the device to be activated, though doing so correctly requires an Intellect task. If successfully activated, the user falls into a one-hour coma while the device works. After a successful treatment, the subject gains enhanced mental capacities for 28 hours. While enhanced, they can pose up to three questions to the datasphere and get simple answers, telepathically talk to creatures within short range, gain +1 to their Intellect Edge, and gain +1 Armor against effects that specifically damage Intellect.
Depletion: 1 in 1d20 (check each use)



"How did I get here?" ~memory tailor user immediately after successful memory extraction



Explorers who come upon mindchangers might accidentally trigger a switch, but because the consciousnesses are not transferred immediately, they might not realize what caused it.

MIND SUPPRESSOR

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); bio-circuitry (10 units); quantium (10 units); amber crystal (4 units); psiranium (4 units); midnight stone (1 unit); oraculum (2 units)
Parts: 61 units
Specifications: This plan produces a fixed metallic monolith rising from the ground to the height of 9 feet (3 m), with a mast extending upward an additional 30 feet (9 m). When activated, all creatures within very long range are hindered by three steps on Intellect-based tasks for one hour, except creatures within short range of the installation. A community or horde affected by this installation is effectively 1 rank less than normal for all tasks, and 3 ranks less for tasks requiring deep thought, diplomacy, and similar kinds of activity.
Depletion: 1 in 1d20 (check each use)

Someone with enough skill and crafting expertise might be able to devise a method to decant memories stored in a mindwiper into another device or a custom-built body.

MINDCHANGER

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); bio-circuitry (10 units); quantium (10 units); amber crystal (4 units); psiranium (4 units); neurofilament plexus (2 units)
Parts: 60 units
Specifications: This plan produces a fixed amber pylon rising from the ground to a height of 9 feet (3 m). Two control surfaces lie on opposite sides of the pylon, each with a screen that shows an image. If two users access both control surfaces simultaneously, each sees the face of the other user in their own screen. Over the course of the next 28 hours, the two consciousnesses change place, no matter how far apart the two users move after activating the installation. During this transition period, both users are privy to random secrets and knowledge of the other, though not nearly everything. It is enough, however, for each user to attempt knowledge tasks to retrieve memories from the other person that they otherwise would have no way to know. When the transfer is complete, each user can still attempt the recollection task, but they are hindered.
Depletion: 1 in 1d20 (check each use)

MINDWIPER

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (8 units); pliable metal (12 units); bio-circuitry (6 units); quantium (7 units); amber crystal (4 units); psiranium (2 units); neurofilament plexus (2 units)
Parts: 52 units
Specifications: This plan produces a fixed amber pylon rising from the ground to a height of 6 feet (2 m). Flexible metallic restraints allow a creature to be forcibly detained in a position that requires them to stare into a control surface, which shows a disturbing symbol that slowly changes over time. Someone forced to watch (even if they close their eyes) must succeed on an Intellect defense roll each hour or their memories are wiped away. The memories are stored in the installation and can be played out on the screen, but they are replaced the next time the mindwiper is used on a new victim.
Depletion: 1 in 1d20 (check each use)

MIRRORBRIGHT ARCH

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); bio-circuitry (5 units); synthsteel (4 units); mimetic gel (5 units); quantium (5 units); midnight stone (4 units)
Parts: 62 units
Specifications: This plan produces a thick arch some 9 feet (3 m) tall and 3 feet (1 m) wide on a fixed platform 10 feet (3 m) on a side. Creatures that pass through it are coated with a thin film that gives them mirror-bright skin. Subjects gain Armor equal to the installation's level. However, the Armor so gained is ephemeral; each time it provides protection from damage, the Armor is reduced by 1 until the film is worn away. The film makes it difficult for others to recognize a subject (tasks to do so are hindered).
Depletion: 1 in 1d100 (check per use)

MISSILE BATTERY

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (1d6 units); responsive synth (27 units); synthsteel (5 units); apt clay (6 units); pliable metal (3 units); monopole (2 units)
Parts: 62 units
Specifications: This plan produces a fixed platform 15 feet (5 m) on a side on which a beefy articulated machine stands with a "head" composed of a cube about 20 feet (6 m) on a side. The cube has six cavities. A user standing at the controls of this machine can launch one missile per round (from one of the cavities on the "head") at a target within very long range. A missile inflicts 20 points of damage on the target and 5 points of damage on everything within short range of the target. If used against a ranked community or horde, one missile inflicts 1 point of damage to a community's health and 1 point to infrastructure, or 2 points of damage to a horde's health. This use doesn't require a user to engage in a community task to gain the result.
Depletion: Automatic after six missiles have been launched

MOMENT MAKER

Minimum Crafting Level: 8
Kind: Installation
Iotum: Io (1d6 units); responsive synth (13 units); synthsteel (3 units); pliable metal (4 units); mimetic gel (10 units); thaum dust (12 units); kaon dot (4 units); virtuon particle (1 unit)
Parts: 83 units
Specifications: This plan produces a fixed solid no less than 15 feet (5 m) on a side with a control surface and an output cavity. Up to once per day, if a living creature uses the control surface, they can induce the installation to create a "moment in time" in the form of a complex circular glowing mark that appears on the user's skin. Treat the mark as a cypher. When the cypher is used as part of another action, the user can immediately take another action during that same round.
If anyone uses the installation to make another moment before 28 hours have elapsed since the last moment was produced, the user gains a mark that glows blood red. This mark sucks time from the user for ten hours. During this period, all time-dependent tasks (which include attacks and defense) are hindered. After ten hours, the mark fades.
Depletion: 1 in 1d100 (check per use)

MUSICAL OBELISK

Minimum Crafting Level: 1
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); synthsteel (1 unit)
Parts: 11 units
Specifications: This plan produces a 3-foot (1 m) long synth-and-metal fixed obelisk that produces music. If built in an open area, the music is loud enough to be heard within long range. If built inside a structure, the volume moderates so that it comfortably fills the chamber. The music is instrumental but constantly improvises around a particular theme determined by the builder.
Depletion: 1 in 1d20 (check per year of use)



Rank, page 297

Community tasks any PC can attempt, page 310



Multiple drinks from the nectar of life over the course of a few days have no additional effect, but if spaced out by many decades between each drink, an imbiber could survive for thousands of years, as long as the installation doesn't deplete.

NECTAR OF LIFE

Minimum Crafting Level: 9
Kind: Installation
Iotum: Io (2d6 units); responsive synth (22 units); pluripotent mass (5 units); amber crystal (5 units); thaum dust (6 units); oraculum (2 units); tamed iron (2 units)
Parts: 91 units
Specifications: This plan produces a fixed crystal bowl about 1 foot (30 cm) across on a short pedestal. A clear, sparkling fluid fills the bottom of the bowl, equal to about 5 ounces (150 ml). If consumed, the fluid rebuilds the imbiber from the inside out, reversing any aging, disease, and physical damage, leaving them with no scars or other impairments, at an apparent physical age of 25 years. It also resets their natural lifespan, giving them five to ten additional decades of life. In addition, the fluid is delicious and refreshing, satisfying the water and food requirements of the imbiber for the next day. The bowl refills slowly once the fluid is consumed, requiring about three days before another 5 ounces (the amount required to produce the effect) collects.
Depletion: 1 in 1d100 (check per century)

NULL FIELD GENERATOR

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (2d6 units); responsive synth (10 units); synthsteel (5 units); quantium (5 units); kaon dot (4 units)
Parts: 55 units
Specifications: This plan produces a 9-foot (3 m) tall synth-and-metal fixed mast studded with devices. The null field generator broadcasts a destructive wave that suppresses the functions of cyphers, artifacts, other installations, vehicles, automatons, otherspaces, and similar devices within short range whose level is equal to or less than the installation's crafted level. (The null field generator affects biologicals only if they have machine parts.) A user who succeeds on an Intellect task can turn the installation on or off.
Depletion: 1 in 1d20 (check per year of use)

ORGANIFACT

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (2d6 units); immorcell colony (13 units); mother marrow (5 units); optogenetic muscle (12 units); responsive synth (15 units); apt clay (5 units); bio-circuitry (20 units); pliable

metal (6 units); pluripotent mass (20 units); smart tissue (5 units); oraculum (2 units)
Parts: 72 units
Specifications: This plan produces a fixed metallic mechanism approximately 15 feet (5 m) on a side with a control surface and an output cavity. Using the controls can trigger the installation to produce a mechanical organ prosthesis—usually a heart, liver, lung, stomach, or intestine (never a brain). The process takes about an hour. The finished organ (a level 6 artifact in its own right with a depletion of —) can be inserted into the body of a target in need of a replacement with a successful difficulty 5 healing task that is eased by two steps thanks to the artifact's ability to self-bond. Once the prosthesis is attached, it acts in all ways like the original, though it leaves a weird scar where it went in and makes clicking or other audible noises.
Depletion: 1 in 1d20 (check per year of use)

PENAL ARCH

Minimum Crafting Level: 5
Kind: Installation
Iotum: 10 (2d6 units); responsive synth (12 units); bio-circuitry (10 units); synthsteel (5 units); mimetic gel (8 units); quantium (6 units); psiranium (10 units)
Parts: 52 units
Specifications: This plan produces a fixed solid that is similar to a tracking arch, which means that passing through the arch implants a metallic strip in the target. The strip allows anyone using the arch's control surface to track the target within a 50-mile (80 km) radius. Removing the implant requires radical surgery to avoid killing the host in the process. In addition, the user operating the penal arch can set a maximum distance that each tracked host can wander away from the arch. Hosts who move beyond this distance suffer 3 points of Intellect damage (ignores Armor) each round until they move back into the allowed range of movement.
Depletion: 1 in 1d20 (check after each year of use)

PHASE CHANGER

Minimum Crafting Level: 6
Kind: Installation
Iotum: 10 (2d6 units); responsive synth (10 units); pliable metal (4 units); bio-circuitry (16 units); quantium (7 units); amber crystal (5 units); psiranium (6 units); midnight stone (2 units)
Parts: 64 units
Specifications: This plan produces a fixed throne-like installation on a pedestal 20 feet (6 m) in diameter and 6 feet (2 m) high. The throne is a complex mechanism with molded cavities that are sized for a human's head, arms, torso, and legs. Control surfaces allow the device to be activated, though doing so correctly requires an Intellect task. If successfully activated, the user becomes effectively phased for up to 28 hours, during which time they can't affect or be affected by normal matter or energy, except as follows. They can attack a target within long range, inflicting transdimensional energy damage equal to the artifact's level; the attack returns the user to normal.
Depletion: 1 in 1d100 (check each use)

POWER SUPPORT

Minimum Crafting Level: 6
Kind: Installation
Iotum: 10 (1d6 units); responsive synth (10 units); synthsteel (10 units); apt clay (5 units); amber crystal (2 units); tamed iron (1 unit)
Parts: 62 units
Specifications: This plan produces a fixed solid about 5 feet (2 m) on a side with a frame set with many metallic tendrils and wires. If a depleted artifact is successfully installed in the frame (a crafting numenera task with a difficulty equal to the level of the depleted artifact), the power support allows the artifact to be used as if not depleted, assuming its use doesn't require that it be moved freely about. Additional depletion rolls made when using the artifact are instead made for the power support installation linked to the artifact.
Depletion: 1 in 1d100 (check per use)

Tracking arch, page 67

Artifacts with an automatic depletion range can't be used with the power support installation.

Crafting setbacks, page 145

More exotic prosthetics with additional features, such as a hand that has a secret compartment or the ability to pulse with electricity, could be created by a prosthetifact, though such devices are somewhat prone to setbacks.

PRISON SIMULATOR

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (6 units); bio-circuitry (10 units); quantium (10 units); amber crystal (4 units); psiranium (8 units); neurofilament plexus (4 units)
Parts: 70 units
Specifications: This plan produces a fixed structure about 30 feet (9 m) on a side that contains an interior chamber. The chamber holds a control surface and a cavity into which a human-shaped creature can be inserted. Someone who understands the control surface can induce a person in the cavity to fall into a coma-deep sleep lasting about ten hours; however, for the subject, twenty full years seem to pass. That time is spent in a simulation in which they are imprisoned by faceless guards, but it seems *entirely* realistic. Depending on the severity of the imprisonment and the balance between punishment and rehabilitation set at the control panel, the target wakes from their apparent twenty-year confinement in various states of confusion, disorientation, and psychosis on the one hand, and regret, intent to rejoin society, and intent to abandon criminal interests on the other. An external observer might feel that the subject is a completely different person after their ten-hour sleep. And given that they've lived an additional twenty years, that's partly true.
Depletion: 1 in 1d20 (check each year of use)

PROSTHETIFACT

Minimum Crafting Level: 6
Kind: Installation
Iotum: Io (2d6 units); immorcell colony (10 units); mother marrow (10 units); optogenetic muscle (10 units); responsive synth (15 units); apt clay (5 units); bio-circuitry (10 units); pliable metal (6 units); pluripotent mass (10 units); smart tissue (4 units)
Parts: 59 units
Specifications: This plan produces a fixed metallic mechanism approximately 10 feet (3 m) on a side with a control surface and an output cavity. Using the control surface triggers the installation to produce a mechanical limb replacement prosthesis, usually a hand, arm, foot, or leg. The process takes about an hour. The finished prosthesis (a level 4 artifact in its own right with a depletion of —) can be attached to the stump of a missing limb with a successful difficulty 5 healing task that is eased by two steps thanks to the artifact's ability to self-bond. Once the prosthesis is attached, it acts in all ways like the original, though it looks artificial and often makes clicking or other audible noises.
Depletion: 1 in 1d20 (check per year of use)

RALLY BANNER

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); apt clay (4 units); synthsteel (5 units); psiranium (6 units)
Parts: 42 units
Specifications: This plan produces a 10-foot (3 m) square platform with a control surface and a central pedestal. A user can cause the pedestal to project a brilliant but simple symbol a very long distance into the air overhead that radiates stirring, martial music. The combination of auditory, visual, and psychic stimulation emanating from the symbol grants an asset on all defense tasks for the next hour to all natives of the community associated with the installation within a mile (1.5 km). If threatened by a ranked horde or enemy community, treat the boosted community as if 1 rank higher than normal during that community action.
Depletion: 1 in 1d20 (check per year of use)

Community action, page 305

REFLECTOR ORB

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (20 units); synthsteel (3 units); mimetic gel (6 units); pliable metal (5 units); quantium (4 units); oraculum (2 units); virtuon particle (2 units)
Parts: 41 units
Specifications: This plan produces a floating metallic orb some 5 feet (1.5 m) in diameter that hangs over a fixed point no more than 20 feet (6 m) above the ground. When activated, it creates an immobile immaterial reflector field up to 20 feet by 20 feet (6 m by 6 m) in a plane that intersects the floating orb. The plane otherwise conforms to the space available. Several reflector orbs can be strung together to form an arbitrarily long reflector wall, one that could potentially surround an entire community. The immaterial reflector field allows people and objects to pass through normally but can reflect violent winds, energy, and most important, instances of iron wind (if the instance's level is equal to or less than the installation's crafted level).
Depletion: 1 in 1d20 (check each time the reflector array is used)

RESERVOIR PURIFIER

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (50 units); synthsteel (5 units); mimetic gel (10 units); quantium (1 unit); amber crystal (6 units); virtuon particle (2 units); smart tissue (3 units)
Parts: 68 units
Specifications: This plan produces a fixed solid no less than 20 feet (6 m) on a side with input and output pipes. To function properly, the reservoir purifier should be installed directly in a lake, reservoir, or other large body of water up to a few miles in diameter. Once installed, the reservoir purifier gradually cleans the water of poisons, fine particles, live nanobots, and other elements that might render the water unsafe to drink. Times vary, but after about a year of operation, a reservoir can be completely purified. Thereafter, the installation continues to monitor the water and purify it should any new dangerous effluents make their way into the reservoir.
This installation adds +4 infrastructure to a community's stats once the reservoir is purified and if the community has easy access to it.
Depletion: 1 in 1d100 (check each year of use)

SLEEPWELL EMITTER

Minimum Crafting Level: 3
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); apt clay (4 units); synthsteel (5 units); psiranium (2 units)
Parts: 42 units
Specifications: This plan produces a fixed solid about 3 feet (1 m) across. The installation constantly produces a low-level psychic impulse that promotes deep sleep for those already attempting to sleep within short range. PCs who make a ten-hour recovery roll within the affected area gain an asset on the first task they attempt afterward.
Depletion: 1 in 1d20 (check per week of use)

SONIC WALL

Minimum Crafting Level: 3
Kind: Installation
Iotum: Io (1d6 units); responsive synth (17 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (10 units); quantium (1 unit)
Parts: 33 units
Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side. When activated, it creates an immobile, invisible field of sound up to 25 feet (8 m) tall, 50 feet (15 m) long, and 3 feet (1 m) thick within immediate range. The wall can be bent, folded, or otherwise made to conform to any shape the user wishes. Thus, the installation can be used to create temporary (and quite simple) structures made of sound, to bolster actual walls with sonic support, or to broadcast booming messages audible for several miles. The sonic wall adds +1 infrastructure to a community's stats.
Depletion: 1 in 1d20 (check each year of use)

Community stats, page 297

Iron wind, page 135

SOUND SUPPRESSOR

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (17 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (10 units); quantium (3 units); monopole (2 units); midnight stone (1 unit)
Parts: 33 units
Specifications: This plan produces a fixed solid no less than 10 feet (3 m) on a side. When activated, all sound within very long range, including sound made by people using spoken language, is deadened, except in areas protected by a sealed cavity whose level is higher than this installation's level.
Depletion: 1 in 1d20 (check each year of use)

SUMMONER

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); bio-circuitry (5 units); synthsteel (4 units); mimetic gel (5 units); quantium (5 units); psiranium (10 units); data orb (1 unit)
Parts: 75 units
Specifications: This plan produces a fixed platform a short distance in diameter surmounted by a series of vertical rings and an associated control surface that includes an input cavity. When activated, the installation instantly transfers to the platform the nearest creature whose type is specified by a sample of hair, fur, or skin. The target creature's level can't exceed the installation's level minus 2. Alternatively, the device can be used to summon a specific individual using a sample of hair, fur, or skin, though the target's level can't exceed the installation's level minus 3 (if the target is a PC, it works only if the PC's tier does not exceed half the installation's level). In any case, the summoned target is under no obligation to obey the user and might be upset at being kidnapped.
Depletion: 1 in 1d20 (check after each year of use)

Stealthy horde, page 315

Most people can't retain the training imparted by teaching monoliths for more than one skill at a time.

SUPERNUMERARY WATCHTOWER

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (2d6 units); responsive synth (12 units); pliable metal (6 units); apt clay (10 units); mimetic gel (10 units); quantium (1 unit); amber crystal (2 units); psiranium (4 units); oraculum (2 units)
Parts: 52 units
Specifications: This plan produces a slender amber and metal watchtower rising from the ground to a height of 50 feet (15 m), with a cupola on top large enough for a handful of watchers to peer out in every direction through moveable crystal lenses that are 3 feet (1 m) in diameter. A watcher can perceive creatures and objects that are normally invisible, out of phase, or trying to take cover or otherwise hide from view. In all such cases, tasks to perceive such creatures or objects within 2 miles (3 km) are eased by two steps. A stealthy horde loses the advantage of being stealthy if advancing on a community using this installation.
Depletion: 1 in 1d20 (check per month of use)

TEACHING MONOLITH

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (3 units); bio-circuitry (12 units); quantium (5 units); psiranium (1 unit)
Parts: 43 units
Specifications: This plan produces a metallic monolith rising from the ground to a height of 6 feet (2 m). The monolith mentally imparts training in one skill to a user who is not already trained in that skill if the user spends at least one hour at the control surface staring at a moving, warping design. The monolith can teach only one skill, which either the builder was trained in or someone who the builder had daily access to while crafting the monolith was trained in. This device adds +1 to a community's infrastructure stat.
Depletion: 1 in 1d100 (check each use)

TIME SUPPRESSOR

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (2d6 units); responsive synth (15 units); synthsteel (4 units); mimetic gel (10 units); quantium (2 units); kaon dot (2 units); monopole (1 unit); thaum dust (20 units)
Parts: 71 units
Specifications: This plan produces a fixed pedestal about 15 feet (5 m) on a side that sprouts an array of slender metallic arms that reach up to 50 feet (15 m) into the sky. Once activated, the installation produces a field of slowtime in a radius reaching a very long distance. Within the field, time seems to pass normally, but only one hour passes within the field for every 28 hours that pass outside. The field remains active until the installation depletes or is destroyed.
Depletion: 1 in 1d100 (check each 28 hours, from the perspective of those outside the time suppression field)

TRACKING ARCH

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); bio-circuitry (5 units); synthsteel (4 units); mimetic gel (5 units); quantium (5 units); psiranium (2 units)
Parts: 55 units
Specifications: This plan produces a fixed solid about 5 feet (1.5 m) wide and long, on top of which rises a thick arch some 9 feet (3 m) tall and 3 feet (1 m) wide. If a creature passes through it, a small metallic strip is implanted in the back of their neck that further embeds itself in their body with twining bio-circuitry strands. The strip allows anyone using the arch's control surface to track every previously implanted person in a realistic map-like representation within a 5-mile (8 km) radius. Removing the implant requires radical surgery to avoid killing the host in the process.
Depletion: 1 in 1d20 (check after each year of use)



TRANQUILITY TOWER

Minimum Crafting Level: 5
Kind: Installation
Iotum: Io (1d6 units); responsive synth (10 units); synthsteel (10 units); apt clay (5 units); amber crystal (2 units); psiranium (5 units)
Parts: 52 units
Specifications: This plan produces a metallic mast that reaches 50 feet (15 m) into the air. At the top of the mast is a 6-foot (2 m) diameter crystal sphere. The sphere produces a subtle psychic field that suppresses anger and violence out to a very long distance. Usually only newcomers to the area give in to anger or allow themselves to fall into violence. But once the effects of the tower sink in, even visitors eventually become tranquil. Any attempts to take violent or angry actions or act on violent or angry thoughts are hindered by two steps.
Depletion: 1 in 1d20 (check per year of use)

Rift, page 17



TRANSDIMENSIONAL FENCE

Minimum Crafting Level: 6
Kind: Installation, otherspace
Iotum: Io (1d6 units); responsive synth (15 units); mimetic gel (4 units); quantium (5 units); kaon dot (5 units); midnight stone (1 unit); tamed iron (2 units)
Parts: 60 units
Specifications: This plan produces a fixed pedestal about 15 feet (5 m) on a side that sprouts an array of slender metallic arms that reach up to 50 feet (15 m) into the sky. When activated, all transdimensional effects up to the level of this installation are suppressed in an area up to a very long distance across for one hour. This suppresses effects that would otherwise allow phasing and accessing (or exiting) alternate dimensions. All currently open portals are shut, and currently phased creatures and objects become fully real (or, if they are native to another dimension, they disappear).
Depletion and Rift Chance: 1 in 1d20 (check after each week used)

WATER SIGNALER (CALMING)

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (1d6 units); responsive synth (22 units); synthsteel (8 units); pliable metal (6 units); thaum dust (3 units); monopole (2 units); virtuon particle (5 units)
Parts: 71 units
Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side, which is typically built on a much larger boat or ship, but which could be built along a large body of water. Crystalline conduits lead down into the water. The device emits a pulse that propagates into the water, soothing waves and turbulence for about an hour in an area a very large distance across. If used on a ship, the ship could sail through rough seas as if on placid water. If used on shore, the installation could calm tsunamis of rank 5 and lower to be nothing more than gentle waves.
Depletion: 1 in 1d20 (check once after any week the device was used)

WEATHERSMITH

Minimum Crafting Level: 7
Kind: Installation
Iotum: Io (2d6 units); responsive synth (15 units); synthsteel (4 units); mimetic gel (10 units); quantium (2 units); kaon dot (2 units); monopole (1 unit)
Parts: 72 units
Specifications: This plan produces a fixed pedestal about 15 feet (5 m) on a side that sprouts an array of slender metallic arms that reach up to 50 feet (15 m) into the sky. A control surface allows a user to attempt to affect weather in a region several dozen miles across. Weather can be adjusted to be wetter, dryer, hotter, colder, or more prone to sun, storms, cooling breezes, snow, or even hail. Extreme conditions are difficult to maintain for periods longer than about an hour, so generating enough rain to cause a flood, enough wind to blow down structures, or enough snow to bury an advancing horde isn't possible. However, mist, rain, and regular snow can provide aid in situations where it's useful to alter visibility or ease of movement. Longer term, a community that has a weathersmith is effectively 2 ranks higher than normal if threatened by a ranked disaster.
Depletion: 1 in 1d100 (check each use)

WEATHERSPEAR

Minimum Crafting Level: 9
Kind: Installation
Iotum: Io (2d6 units); responsive synth (15 units); synthsteel (4 units); mimetic gel (10 units); quantium (2 units); kaon dot (2 units); monopole (3 units); tamed iron (4 units); data orb (1 unit)
Parts: 95 units
Specifications: As weathersmith, except the weatherspear can create extreme conditions that the lower-level installation cannot. By producing blizzards, tearing winds, floods, and so on, a user can inflict 2 points of damage each hour on exposed creatures and vulnerable objects in an area several miles across. Longer term, a community that has a weathersmith adds +3 to its damage inflicted.

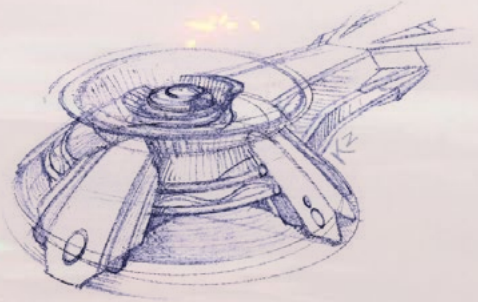
WIND COAXER

Minimum Crafting Level: 4
Kind: Installation
Iotum: Io (2d6 units); responsive synth (15 units); synthsteel (4 units); mimetic gel (10 units); quantium (2 units); kaon dot (1 unit)
Parts: 45 units
Specifications: This plan produces a fixed pedestal about 10 feet (3 m) on a side surmounted with a massive funnel-like cylinder on a swivel. A control surface allows a user to affect wind direction and speed in several ways.
Within very long range, the user can cause a cooling breeze, change wind direction, stop the wind, or start it up, with a maximum speed of about 20 miles (32 km) per hour, enough to attempt to calm a wildfire being stoked by the wind, soften the effects of a wind storm, and push away foul air. These effects last for about an hour. A community that has a wind coaxer is treated as if 1 rank higher when facing a ranked disaster in which air movement plays a part.
Alternatively, someone at the control surface can cause the wind to cease or increase it to a maximum speed of 72 miles (116 km) per hour up to a short distance away from the installation for one round on one target. This is enough to knock over a creature and deal damage equal to the installation's level, move a vehicle off its track, strip the siding off a house, and so on.
Depletion: 1 in 1d100 (check each use)

Community stats, page 297

Ranked disasters, page 309

"Yesterday, there was a horde advancing on the city. Today, the plains are covered to the height of the walls in snow. All because of my machine and me. And I expect payment."
~Ildern the Aeon Priest





OTHERSPACE PLANS

The following plans all build some variety of otherspace.

Otherspace Creations, page 16

ACCUMULATOR

Accumulator, page 25

See the accumulator entry under Automaton Plans.

Automaton plans, page 25

ACCUMULATOR, ZEALOUS

Accumulator, zealous, page 25

See the accumulator zealous entry under Automaton Plans.

BIG POCKET

Rift, page 17

Minimum Crafting Level: 2
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (7 units); mimetic gel (2 units); quantium (4 units)
Parts: 17 units
Specifications: This plan produces a pack-like accessory that can be worn with straps or carried. The pack mouth accesses an artificial extradimensional space about 10 feet (3 m) on a side in which anything can be stowed; however, when the mouth is closed, air, light, and access to the external world is cut off from anything inside the space. The device aids the user in producing a named object from the pack with minimal riffling.
Rift Chance: 1 in 1d100 (check per day of use)

BOOK OF DOORS

Minimum Crafting Level: 8
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (20 units); mimetic gel (2 units); quantium (12 units); kaon dot (2 units); data orb (1 unit)
Parts: 78 units
Specifications: This plan produces a bulky device about as large as a bound tome. As an action the user can access controls on the device, causing it to spit out a square of fine synth that resembles a page of parchment and can take ink like normal paper. If the page is pressed onto a surface or merely tossed to the ground, it is consumed and becomes a two-way interface to an alternate dimension about 10 feet (3 m) tall and wide. (The user chooses the specific alternate dimension from a short list provided in the language of the crafter.)

The door persists for about ten hours, then collapses.

Typically, a book of doors is keyed to the transdimensional coordinates of a handful of other dimensions the crafter already knows about. These could be natural dimensions or artificial dimensions that the crafter has previously traveled to, accessed, or otherwise has solid and specific information about. A bearer of the book of doors can add new entries to the device over time by traveling to, accessing, and gaining solid information about additional dimensions.

Rift Chance: 1 in 1d100 (check per use)

CROSSROADS VESTIBULE

Minimum Crafting Level: 9

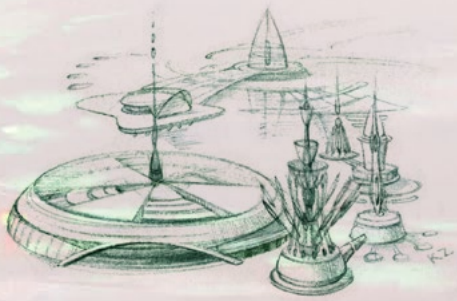
Kind: Otherspace

Iotum: Io (1d6 units); responsive synth (20 units); mimetic gel (2 units); quantium (12 units); oraculum (1 unit); midnight stone (2 units); data orb (1 unit)

Parts: 78 units

Specifications: This plan produces a small amulet the user can wear and an associated artificial alternate dimension about 30 feet (9 m) across. As an action, the user can draw themselves and all willing creatures within immediate range into the space without having to travel through a visible portal. This dimension acts as a sort of dimensional hub and contains nine discrete portals. Only four reliably lead to locations that the crafter keyed them to. Because of the vagaries of crafting otherspaces, the other five portals shift in destination every few years, leading to transdimensional locations beyond the crafter's knowledge. Stepping through one of those creates a return portal in the alternate dimension that lasts for ten hours before fading.

Rift Chance: 1 in 1d100 (check per use)



DEATH MONOCLE

Minimum Crafting Level: 2

Kind: Otherspace

Iotum: Io (1d6 units); responsive synth (2 units); mimetic gel (1 unit); quantium (3 units); kaon dot (1 unit)

Parts: 15 units

Specifications: This plan produces a palm-sized crystal disc that could be left as is or fitted to a staff head, eyepiece, or frame. When activated, a user views a living target through the lens and sees an alternate version of the target who is dead in some other timeline. If the same target is viewed multiple times over the course of a long period, the circumstances of death may vary, but generally speaking, the cause of death (if apparent) is related to the way in which the living target in the actual timeline is most likely to perish. Often, this doesn't provide particularly useful information, but sometimes the circumstances of death reveal helpful clues. For instance, if the user sees an alternate version of the target as a ravage bear-mauled corpse, that might reveal there's a ravage bear in the area.

Rift Chance: 1 in 1d100 (check per use)

DEATHSPEAKING ORB

Minimum Crafting Level: 5

Kind: Otherspace

Iotum: Io (2d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (3 units); kaon dot (2 units); midnight stone (2 units)

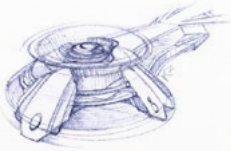
Parts: 53 units

Specifications: This plan produces a handheld device with controls and a screen. The user can attempt to talk to a creature that has recently died in this dimension (within immediate range) by opening a channel to an alternate timeline where the creature is still alive. To open a channel, the user must succeed on a task whose difficulty is equal to the level of the creature before it died. Once a channel is opened, it's up to the user to convince the alternate version of the creature to answer any questions posed. Communication remains open for one minute.

Rift Chance: 1 in 1d20 (check per use)

Ravage bear, page 249





DIMENSIONAL COLLAPSER

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (2d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (4 units); kaon dot (1 unit)
Parts: 47 units
Specifications: This plan produces a small handheld device with a single projection. A user can collapse an artificial extradimensional space up to a short distance across, which destroys everything stored in the space and causes an automatic rift in any associated otherspace device. The collapser targets the space whose entrance is nearest within short range. If the collapser is used while inside an artificial extradimensional space, it also collapses (and the device is destroyed).
Rift Chance: 1 in 1d20 (check per use)

DIMENSIONAL DETECTOR

Minimum Crafting Level: 1
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (1 unit)
Parts: 12 units
Specifications: This plan produces a handheld device with controls and a screen. The user can attempt to detect the entrance to alternate dimensions within short range as an action.
Rift Chance: 1 in 1d100 (check per use)

DIMENSIONAL EXPANDER

Minimum Crafting Level: 3
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (4 units)
Parts: 17 units
Specifications: This plan produces a small handheld device. If placed into an artificial dimensional space, the space expands in size, growing by roughly 30 feet (9 m) on a side as long as the expander remains in the artificial dimension.
Rift Chance: None

DIMENSIONAL MIXER

Minimum Crafting Level: 10
Kind: Otherspace, installation
Iotum: Responsive synth (30 units); synthsteel (20 units); mimetic gel (8 units); pliable metal (10 units); quantium (20 units); kaon dot (5 units); midnight stone (3 units); virtuon particle (4 units); cosmic foam (1 unit)
Parts: 100 units
Specifications: This plan produces a fixed solid no less than 30 feet (9 m) on a side. When activated, the mixer non-destructively causes everything within 10 miles (16 km)—creatures, objects, structures, and so on, including itself—to merge with a naturally occurring alternate dimension (which already exists) that the mixer is keyed to. This has the effect of creating a wide overlapping zone where things from two dimensions occupy the same boundary created by the mixer. The mixed environment could run the gamut from placid coexistence to a burned-out dead zone, depending on the nature of the two dimensions that come together. Creatures outside the affected zone in either of the linked dimensions can enter the other dimension if they walk across the zone from one side to the other. Once the zone is created, nothing short of destroying the dimensional mixer will end the effect, and perhaps not even then.
Rift Chance: 1 in 1d100 (check each millennium of use)

ECTOPIC ARMOR

Minimum Crafting Level: 6
Kind: Otherspace, vehicle
Iotum: Io (1d6 units); responsive synth (12 units); pliable metal (4 units); synthsteel (4 units); mimetic gel (2 units); quantium (2 units); kaon dot (2 units); oraculum (1 unit)
Parts: 55 units
Specifications: This plan produces a set of heavy armor. When the wearer dons the armor, they are shunted into an artificial alternate dimension just large enough to comfortably admit them. The wearer sees the external environment

A rope's breaking length is the length at which it will break under its own weight in normal gravity. A rope from a level 3 endless coil has a breaking length of about 2 miles (3 km).

projected onto the interior of the artificial dimension—in effect, they can see through the armor. Mechanisms translate the wearer's movements back to the armor, so to an external observer, someone wearing the ectopic armor seems like a heavily armored individual moving around normally, though their voice sounds a bit distorted when they speak. While in the armor, the wearer can "step back" into an ancillary space of the artificial dimension that is 10 feet (3 m) across, which is empty unless customized. At any time, the wearer can take off the armor, which automatically brings them back from the artificial dimension.

The protected nature of the artificial dimension means that while wearing the armor, attacks against the wearer are hindered by three steps.

Depletion and Rift Chance: 1 in 1d20 (check per week of use)

ECTOPIC ROVER

See the ectopic rover entry under Vehicle Plans.

ECTOPIC WING

See the ectopic wing entry under Vehicle Plans.

EMPTY HAND

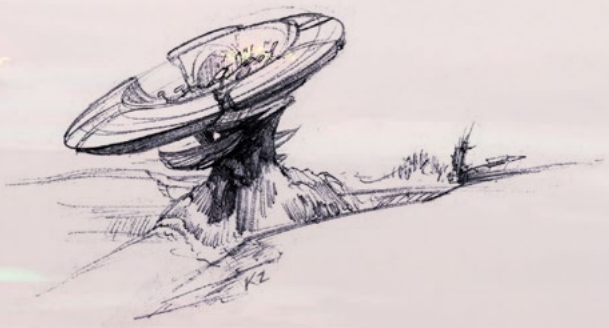
Minimum Crafting Level: 2
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (2 units); mimetic gel (2 units); quantium (2 units); kaon dot (1 unit)
Parts: 27 units
Specifications: This plan produces a cuff meant to be worn on the wrist. When worn, the wearer's hand protrudes into an artificial extradimensional space about 6 feet (2 m) across. To an observer, it seems like the wearer has no hand, but instead a palm-sized sphere of faint light hovering at the end of the cuff. The wearer can use this field to manipulate objects in their environment almost normally, but is hindered on all tasks requiring manual dexterity, like tying a knot or writing. However, the wearer can transfer anything they can hold in their hand into the extradimensional space as an action, or produce something they've already stored as an action. Someone who has lost their normal hand could also use this device as a prosthetic.
Rift Chance: 1 in 1d100 (check per day of use)

Customizing otherspaces, page 18

ENDLESS COIL

Minimum Crafting Level: 3
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (7 units); mimetic gel (12 units); quantium (4 units); smart tissue (1 unit); midnight stone (1 unit)
Parts: 27 units
Specifications: This plan produces a pouch-like accessory. A coil of stranded synth can be pulled from the mouth (from an otherwise inaccessible artificial extradimensional space) and used as a rope with a level equal to the otherspace's level. The rope can be pulled out to an arbitrary length, at a rate of up to a short distance each round. It can be cut or pulled back in; either way, the otherspace continues to produce rope.
Rift Chance: 1 in 1d100 (check per day of use)

Ectopic rover, page 84
Vehicle plans, page 83
Ectopic wing, page 84





The misty alternate dimension through which a ghost tracker user moves sometimes contains unexpected threats, usually in the form of transdimensional creatures or storms.

ENDLESS STOMACH

Minimum Crafting Level: 3
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (4 units); bio-circuitry (3 units); quantium (2 units); kaon dot (1 unit)
Parts: 25 units
Specifications: This plan produces a device that can be fitted into the wearer's mouth like a dental appliance. The wearer can still talk and eat normally, though doing so without a bit of a lisp takes a day of practice. When the wearer wishes, the appliance opens into an artificial extradimensional space about 10 feet (3 m) on a side, allowing the wearer to "eat" almost anything they can fit in their mouth, and produce that object again as an action at some future need.
Rift Chance: 1 in 1d100 (check per day of use)

EXTENSILE BRACER

Minimum Crafting Level: 3
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (4 units); mimetic gel (2 units); quantium (2 units); kaon dot (1 unit)
Parts: 27 units
Specifications: This plan produces a bracer meant to be worn on the upper arm. When worn, the wearer's arm protrudes into an artificial extradimensional space just large enough for comfort and to hold something in their hand. The wearer can reach out of the space with their hand and forearm in any location they can clearly see within long range and act normally on their turn, after which the limb pulls back into the space. The wearer could manipulate a control, grab something untended from a table, light a candle, and even make an attack if they're holding a weapon. However, all actions with that hand are hindered, which means even routine actions require a bit of concentration to pull off. To observers, it seems as if the wearer has no arm, at least until an apparently disembodied version of it appears somewhere else within long range.
Rift Chance: 1 in 1d100 (check per day of use)

FATHOMLESS PIT

Minimum Crafting Level: 6
Kind: Otherspace
Iotum: Io (2d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (4 units); kaon dot (4 units); midnight stone (2 units)
Parts: 57 units
Specifications: This plan produces a small handheld device with dual projections. A user can produce a free-floating singularity within short range that leads into an artificial extradimensional space of pure crushing gravity. The singularity persists for up to a minute. All creatures and objects within immediate range of the singularity must make a Might defense roll each round. Those who fail are drawn into the singularity (at least partially) and sustain 6 points of damage (ignores Armor). Characters who die from this damage are consumed and utterly destroyed within the singularity. Attacks made against the singularity are drawn in and consumed so that the aperture itself suffers no harm. The only ranged attacks that affect it are those that are magnetic or extradimensional, which could move or disperse it. Creatures who make melee attacks against the singularity automatically sustain 6 points of damage (ignores Armor), and the weapon they use is likely consumed and lost.
Rift Chance: 1 in 1d10 (check per use)

GHOST TRACKER

Minimum Crafting Level: 6
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (3 units); kaon dot (3 units); oraculum (2 units)
Parts: 38 units
Specifications: This plan produces a handheld device fashioned in a manner reminiscent of a metallic crossbow, though only in the most general sense. The device can be used to attack a single creature within long range. On a success, the creature is embedded with a tiny pellet and takes 1 point of damage. The user can later activate the

ghost tracker to travel through a misty alternate dimension and emerge in the world wherever the target has moved to, whether it's days, weeks, or even years later (assuming the pellet embedded in the subject still functions). No matter how far a target is separated from the user, the passage through the misty alternate dimension usually takes about thirty minutes.

Rift Chance: 1 in 1d20 (check per creature physically tracked to its location)

HEADROOM HELMET

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (2 units); kaon dot (2 units)
Parts: 36 units
Specifications: This plan produces a helmet. When worn, the wearer's head and most of the helmet except for a metallic collar protrude into an artificial extradimensional space just large enough for comfort. The helmet allows the wearer to see, hear, and communicate almost normally, though with some distortion. To observers, it seems as if the wearer has no head. While worn, the device provides two assets to Intellect defense tasks to avoid external attacks, as well as any other attacks (such as blinding attacks) targeting the wearer's head.
Rift Chance: 1 in 1d100 (check per day of use)

INGRESSER

See the ingresser entry under Biological Plans.

ISONOMIC HALL

Minimum Crafting Level: 6
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (15 units); mimetic gel (4 units); quantium (5 units); kaon dot (5 units); oraculum (1 unit); midnight stone (4 units)
Parts: 62 units
Specifications: This plan produces a flexible sheet of woven synth about 6 feet (2 m) square. When stretched out on the ground or hung on a wall or other support, the sheet becomes a doorway into an artificial extradimensional space a long distance across. The space can be closed from the inside; when it is, tasks to access it from outside have a difficulty equal to the item's level. The artificial space produces an isonomic field that adapts each creature that enters so it can comfortably survive and act normally regardless of its usual environmental requirements. For example, humans who breathe air and creatures that breathe water would be equally at home in the isonomic hall. The humans would walk around normally without drowning, while the water-breathing creatures would float about as if swimming.
Rift Chance: 1 in 1d100 (check per day of use)

OTHERFALL ARMOR

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); synthsteel (4 units); mimetic gel (2 units); quantium (4 units); kaon dot (2 units)
Parts: 46 units
Specifications: This plan produces a suit of medium armor embedded with devices. If the wearer is struck in melee, the attacker is pulled into an artificial alternate dimension about 10 feet (3 m) across on a failed Speed defense task. Air and some light pass into the artificial space, but an imprisoned creature of level 2 or lower normally can't escape unless the armor wearer releases it, or unless another creature is imprisoned later, which releases the current captive. Imprisoned creatures of level 3 and higher (and PCs) can attempt to escape once per day by succeeding on Intellect tasks with a difficulty equal to the device's level. Unless further customized, the conditions within the space quickly degrade for a creature that is imprisoned for more than a day. For instance, a creature ejected after several days of imprisonment might be dead of starvation and water deprivation.
Rift Chance: 1 in 1d20 (check per use)



Ingresser, page 39

Biological plans, page 33

If the GM decides that something more interesting and dangerous appears in an otherspace lure, treat its appearance as a GM intrusion.

OTHERSPACE ANCHOR

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (15 units); mimetic gel (4 units); quantium (5 units); kaon dot (5 units); midnight stone (1 unit)
Parts: 48 units
Specifications: This plan produces a bulky device that can be worn as an amulet, bracelet, or other kind of decoration. When activated, for up to one hour, it blocks effects up to its level that would cause the wearer to move or fall through apertures into other dimensions, become phased, lose equipment from effects that would pilfer them into an alternate dimension, and so on. All such effects fail. Furthermore, the device prevents any phased or transdimensional attacks up to its level from being made against the wearer.
Rift Chance: 1 in 1d20 (check per day of use)

OTHERSPACE FIELD

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (2d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (4 units); kaon dot (2 units)
Parts: 49 units
Specifications: This plan produces a thick belt or harness studded with devices. When triggered as part of another action, a translucent field 20 feet (6 m) in diameter springs up, persisting in the location where it was formed for about a minute. The field is a very thin artificial alternate dimension that limits the momentum and energy of things that pass through from the outside. Creatures can usually move through the field without noticeable consequence, but energy attacks and ranged attacks from outside can't cross the field. Similar attacks made from inside the field are not affected.
Rift Chance: 1 in 1d20 (check per use)

OTHERSPACE LURE

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (3 units); kaon dot (3 units)
Parts: 40 units
Specifications: This plan produces a pack-like accessory that can be worn with straps or carried. The pack mouth accesses an artificial extradimensional space about 10 feet (3 m) on a side. Anytime the pack comes near the entrance to another artificial extradimensional space or a portal to another dimension, an object or creature from that space could passively "fall" into the pack.
This item can be used in two ways. First, the user can simply carry the lure around and allow it to passively function. At the end of each day, the user finds a new random object (or creature) in the pack whose level is less than or equal to the level of the otherspace lure. Usually, commonplace objects or vermin are found; however, every so often, something more interesting (or dangerous) might appear.
Alternatively, the user can spend at least one hour within a short distance of the entrance to an alternate dimension, after which time it's near certain that something from that space finds its way into the lure.
In all cases, the user has no control over what may fall into their otherspace lure.
Rift Chance: 1 in 1d100 (check per day of use)

OTHERSPACE THIEF

Minimum Crafting Level: 6
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (6 units); mimetic gel (6 units); quantium (7 units); kaon dot (4 units); oraculum (1 unit)
Parts: 60 units
Specifications: This plan produces a pack-like accessory that can be worn with straps or carried, connected to a control surface with a viewing screen. The pack mouth accesses an artificial

extradimensional space about 10 feet (3 m) on a side. As an action, the user can attempt to locate entrances to alternate dimensions within long range. When an entrance is found or known to exist within range, and the alternate dimension's level is no higher than the level of this device, the user can gaze into it for up to one minute and see its contents (if it's a small artificial dimension) or see for some distance (if it's an expansive space). During that time, the user can spot one object or creature in the alternate dimension and transfer it into the pack's space. Targets whose level is higher than this device's level cannot be transferred.

Rift Chance: 1 in 1d20 (check per use)

OTHERWHERE LENS

Minimum Crafting Level: 1

Kind: Otherspace

Iotum: Io (1d6 units); responsive synth (2 units); mimetic gel (1 unit); quantium (1 unit); kaon dot (1 unit)

Parts: 12 units

Specifications: This plan produces a palm-sized crystal disc that could be left as is or fitted to a staff head, eyepiece, or frame. When activated, the lens produces a bright light in a diameter of 20 feet (6 m) for one hour. The light is produced in a bizarre dimension, and sometimes has additional effects depending on the particular lens crafted.



d10	Effect
1	Blue light causes blue mold to sprout on inanimate surfaces.
2	White light causes all living creatures to appear translucent.
3	Flickering light makes strange moving geometric shadows on surfaces.
4	Yellowish light causes bugs, worms, and other similar creatures in the drit (if any) to rise to the surface.
5	White light causes small objects in the area to vibrate and buzz.
6	Slowly pulsing light eases all tasks related to relaxing, meditating, and sleeping.
7	Light is sometimes blocked or shadowed by strange figures and bizarre faces of unknown creatures looking through the lens from the other side.
8	Light intensity can be purposefully pulsed in the area for one hour, with a chance to blind for one round creatures whose level is equal to or less than the device's level.
9	Light shines through as if the lens were a prism.
10	The light produced actually decreases natural bright light in the area to dim light.

Rift Chance: 1 in 1d100 (check per day of use)

PACK BRACER

Minimum Crafting Level: 2

Kind: Otherspace

Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (2 units)

Parts: 13 units

Specifications: This plan produces a sleevelike bracer that can be worn on the forearm. Reaching under the sleeve accesses an artificial extradimensional space about as large as a regular pack, in which a wearer can stow rope, rations, cyphers, and other personal items. The device aids the user in producing a named object from the space with minimal riffling.

Rift Chance: 1 in 1d100 (check per use)

PERSONAL POCKET

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (15 units); mimetic gel (4 units); quantium (2 units); kaon dot (2 units)
Parts: 36 units
Specifications: This plan produces a flexible sheet of woven synth about 6 feet (2 m) long and 3 feet (1 m) wide. When stretched out on the ground or hung on a wall or other support, the sheet becomes a doorway into an artificial extradimensional space about 10 feet (3 m) square. The space is essentially a big, empty closet, unless the character decides to customize it.
Rift Chance: 1 in 1d100 (check per day of use)

Customizing otherspaces, page 18

PHANTOM INTERROGATOR

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (2d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (3 units); kaon dot (2 units)
Parts: 42 units
Specifications: This plan produces a handheld device with controls and a screen. The user can attempt to detect the entrance to alternate dimensions within short range as an action. If one is discovered, the user can attempt to look inside for up to one minute. The device provides illumination to dark artificial spaces and allows the user to speak to and hear creatures that might be secreted in the space.
Rift Chance: 1 in 1d100 (check per use)

PHANTOM PRISON

Minimum Crafting Level: 6
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (6 units); mimetic gel (6 units); quantium (7 units); kaon dot (4 units); oraculum (1 unit)
Parts: 58 units
Specifications: This plan produces a bulky handheld device with controls, a viewing screen, and extended dual prongs at one end. The device is transdimensionally tethered to an artificial extradimensional space about 30 feet (9 m) on a side that is designed to provide air and light but few other comforts. A user can target a creature within short range whose level is less than this device's level. On a successful attack, the creature is transferred directly into the artificial space. Imprisoned creatures can be released by the device's user as an action to a spot within immediate range. Creatures of level 3 and higher (and PCs) can attempt to escape once per day by succeeding on Intellect tasks with a difficulty equal to the device's level. Otherwise, a captured creature can attempt to escape each time a new target is brought into the space.
Rift Chance: 1 in 1d20 (check per use)

PHASE CLOAK

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (4 units); kaon dot (2 units)
Parts: 36 units
Specifications: This plan produces a bulky long coat (that serves as light armor) embedded with devices. As part of their action, the wearer can instantly shift partially out of phase with the dimension they're currently inhabiting. When they do, they move at least a short distance because the cloak propels them forward, though they control their own course. This is true even if the user has already taken a normal action on their turn before changing phase. At the beginning of the wearer's next turn, they are returned to normal phase. While out of phase, the wearer can't affect or be affected by anything unless the attack is transdimensional or able to affect things that are out of phase. The wearer can pass through solid matter whose level is less than this device's level without hindrance, but solid energy barriers, such as force fields, keep them at bay.
Rift Chance: 1 in 1d20 (check per use)

POCKET LODGE

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (15 units); mimetic gel (4 units); quantium (5 units); kaon dot (5 units)
Parts: 46 units
Specifications: This plan produces a flexible sheet of woven synth about 6 feet (2 m) square. When stretched out on the ground or hung on a wall or other support, the sheet becomes a doorway into an artificial extradimensional space about 30 feet (9 m) across that contains a central control surface. The space can be closed from the inside; when it is, tasks to access it from outside have a difficulty equal to the item's level. Even when closed, the entrance still passes air and, if the control surface is set to do so, light as well. The control surface lets a user mold the interior into separate smaller spaces, but those who wish to use the space as a place to store bedding, food, and other needful items must provide those things, possibly as part of a long-term customization task.
Rift Chance: 1 in 1d100 (check per day of use)

POCKETED OBJECT

Minimum Crafting Level: 1
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (2 units)
Parts: 5 units + object to be keyed
Specifications: This plan produces a specific kind of keyed object that can be stored in an extradimensional space indefinitely when activated, then restored to normal space by the owner. When stored, the keyed object typically leaves behind a stubby synth rod about 3 inches (8 cm) long with a button at one end. Potential objects that can be stored including the following.

d10	Specific Pocketed Object
1	Armor
2	Bedroll
3	Box of light tools
4	Chair
5	Cooking pot
6	Game board and pieces
7	Shield
8	Table (small)
9	Tent (stored)
10	Weapon

Modifications: Keyed items are typically commonplace and no larger than something that could be carried in two hands. However, a crafter could key a cypher, artifact, or other extant numenera device by increasing the minimum crafting level to that of the keyed object + 1.
Rift Chance: 1 in 1d100 (check per day of use)

PORTAL DOOR

Minimum Crafting Level: 7
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (4 units); kaon dot (4 units); oraculum (3 units)
Parts: 77 units
Specifications: This plan produces a fixed platform about 3 feet (1 m) on a side holding a 6-foot (2 m) tall archway studded with controls. The user can key the arch to an analogous location in another dimension, if there is space and the destination spot for the portal isn't protected or otherwise inaccessible. Keying also requires that the user know the destination to exist. When opened, a connection lasts for one minute. The door can be opened only on the side where it is created, though while open, the portal is two-way. If an additional portal door device is crafted at the door's location in the destination dimension, access can be initiated on either end.
Rift Chance: 1 in 1d100 (check per day of use)

Pocketed commonplace objects are essentially oddities.

Oddities, page 304

The University of Doors' lexicon for transdimensional effects defines "cognate" as "an analogous location found in both dimensions."

University of Doors, page 209

A bizarre dimension of pure mind known as Celerillion is described in the pages of some Aeon Priests' journals. It's probable that the mental dimension accessible via the psychic refuge and psychic atheneum leads to a related or tributary dimension.

PSYCHIC ATHENEUM

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (2d6 units); responsive synth (20 units); mimetic gel (2 units); quantium (4 units); kaon dot (2 units); psiranium (6 units)
Parts: 36 units
Specifications: This plan produces a central fixed monolith about 18 feet (5 m) high and 9 feet (3 m) wide. If a creature touches or reclines against the monolith, their body collapses as their mind is elevated into an alternate dimension of pure mind, becoming a construct of thought for up to 28 hours or until they choose to return. During this period, the user has access to stored knowledge of all kinds, requiring only a successful Intellect-based roll with a difficulty of the knowledge requested. The knowledge found here is general, information that might exist in great libraries of the Ninth World. Secrets and mysteries are not usually found in the atheneum. Upon returning, the user has an asset for one task related to the kind of research they conducted in the psychic library for up to 28 hours.
Rift Chance: 1 in 1d100 (check per year of use)

PSYCHIC REFUGE

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (2d6 units); responsive synth (4 units); mimetic gel (1 unit); quantium (3 units); kaon dot (1 unit); psiranium (4 units)
Parts: 36 units
Specifications: This plan produces a thick metallic circlet worn on the head. If a wearer activates it as an action, their body collapses as their mind is elevated into an alternate dimension of pure mind, becoming a construct of thought for up to 28 hours or until the user chooses to return. During this period, the user's body is immune to all deleterious mental effects. If the user in the dimension of mind spends a turn concentrating, they gain a vague sense of the state of their body and what's happening to it. Otherwise, they inhabit the mental realm, which most users perceive as a physical space (even though concepts like distance, movement, and substance no longer apply). While existing as a mental construct, the user gains +1 Intellect Edge, +3 points to any recovery rolls made to Intellect, and peace from any pains or other issues relating to their body.
Rift Chance: 1 in 1d100 (check per use)

SMOOTHING KNIFE

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (4 units); kaon dot (2 units); monopole (1 unit)
Parts: 35 units
Specifications: This plan produces a small handheld device with a bladelike extension. If touched to a creature or object no larger than the user, the target is rendered as flat as paper as their excess depth is shunted to an artificial alternate dimension. The target adheres to whatever surface it was touching, and pulling it free is a Might task with a difficulty equal to the level of this device. An affected creature enters stasis. While in stasis, it can take no actions, doesn't age, and is immune to damage and effects. It remains in stasis until the smoothing knife undergoes a rift, a smoothing knife is used to reverse the process, or the artificial dimension hosting the excess width is found and collapsed.
Rift Chance: 1 in 1d20 (check per use)

SWIFTLOCATOR

Minimum Crafting Level: 4
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (4 units); kaon dot (2 units)
Parts: 35 units
Specifications: This plan produces a small handheld device perfect for throwing up to a short distance. The device has contact pads that lock it into place on

most surfaces that it impacts. For up to one minute after the device leaves the user's possession, the user can trigger it remotely so that it instantly pulls the user through a misty alternate dimension from wherever they are to a position next to the device. The user can trigger this transfer as part of another action, which means that the user could throw the device up to a short distance, transfer to it (assuming the throw was successfully targeted), and still take a regular action, or take a full action to throw it a long distance.

Rift Chance: 1 in 1d20 (check per use)

TIMELINE DIVINATION NODULE

Minimum Crafting Level: 5

Kind: Otherspace

Iotum: Io (2d6 units); responsive synth (5 units); mimetic gel (1 unit); quantium (3 units); kaon dot (2 units); oraculum (2 units)

Parts: 52 units

Specifications: This plan produces a nodule that can be semi-permanently attached to an arm or other limb. Once attached, the user can trigger the nodule to learn about the immediate future; however, this process requires two full turns on the user's part and a successful Intellect-based roll with a difficulty equal to whatever the GM determines to be the most significant threat, whether that's a pursuing creature, an environmental danger, or something else. On a success, the insight provides an asset on all tasks relating to that threat for the user and allies she can communicate with for one minute. (A success also gives the user a sense of what surprises might be in store for the next minute, if any.) The user gains this insight by "seeing" into several alternate dimensions at once to learn how current events play out, though it's more difficult than that; the user gains this information only after interpreting the device's weird visual and auditory signals.

Rift Chance: 1 in 1d20 (check per use)

TRANSDIMENSIONAL BODY

Minimum Crafting Level: 7

Kind: Otherspace

Iotum: Io (1d6 units); responsive synth (10 units); mimetic gel (4 units); quantium (5 units); kaon dot (5 units); oraculum (3 units)

Parts: 70 units

Specifications: This plan produces a harness-like coat with embedded mechanisms. When activated, the user is seamlessly replaced with an alternate timeline double who acts just as the user would for one minute, after which the two are swapped back to their original dimensions. The upshot of this effect is that no matter what kind of damage or other effects (or benefits) the user suffers during the minute of activation, up to and including death, the user is returned to their original condition when the effect lapses.

Rift Chance: 1 in 1d6 (check per use)

TRANSDIMENSIONAL FENCE

See the transdimensional fence entry under Installation Plans.

Transdimensional fence, page 68

Installation plans, page 50

ULTRATERRESTRIAL BEACON

Minimum Crafting Level: 7

Kind: Otherspace

Iotum: Io (1d6 units); responsive synth (5 units); mimetic gel (2 units); quantium (4 units); psiranium (5 units); kaon dot (4 units); oraculum (3 units)

Parts: 72 units

Specifications: This plan produces a fixed platform about 3 feet (1 m) on a side holding a 6-foot (2 m) tall archway studded with controls. Once created, the device sends out a beacon across a wide range of alternate dimensions, sending a signal that might be heard and investigated by ultraterrestrials (beings from a dimension other than the user's home dimension). Once activated, a group of 1d6 ultraterrestrials typically appears through a portal within 1d10 days to investigate. Before that, it is not possible to enter the portal, but after visitors from another dimension pass through, a passage opens between the device and the alternate dimension

The metallic nodule lodged in Sargonis's right forearm whispered nonsense syllables and flashed amber, indicating in its cryptic way how she was probably going to die soon. Interpreting the sounds and lights, she frowned. "We have only minutes before the babirasa find us again."



Abykos, page 224
Dark fathom, page 232
Erynth grask, page 235
Nibovian wife, page 245
Philethis, page 247
Yellow swarm, page 260
Idolum, page 265
Meepril, page 267
Scrow, page 274
Tabanid, page 278

that stays open for about thirty days. The ultraterrestrials that come through are under no obligation to help or even speak with the user, and they could potentially be hostile. That said, investigating ultraterrestrials are usually a curious lot. They might listen to an entreaty and negotiate if some sort of aid is asked for—if communications can first be opened.

A vast variety of ultraterrestrials could potentially be called through the gate, which includes but isn't limited to the following creatures from *Numenera Discovery* and *Numenera Destiny*:

d10	Ultraterrestrial
1	Abykos
2	Dark fathom
3	Erynth grask
4	Idolum
5	Meepril
6	Nibovian wife
7	Philethis
8	Scrow
9	Tabanid
10	Yellow swarm

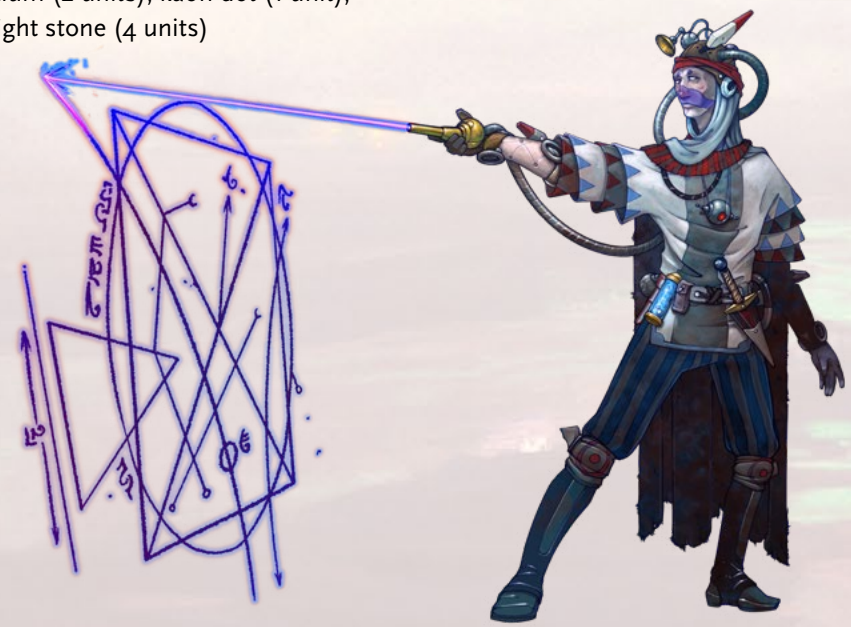
Depletion: 1 in 1d20 (check after new group of ultraterrestrials comes through)

WEAPONIZED STOMACH

Minimum Crafting Level: 5
Kind: Otherspace
Iotum: Io (1d6 units); responsive synth (4 units); bio-circuitry (3 units); quantium (2 units); kaon dot (1 unit); midnight stone (4 units)
Parts: 25 units
Specifications: This plan produces a device that can be fitted into the wearer's mouth like a dental appliance. The wearer can still talk and eat normally, though doing so without a bit of a lisp takes a day of practice. The device opens into an artificial alternate dimension. As an action, the user can produce a dangerous effect at a target within immediate range by opening their mouth and delivering an attack from the dimension. Typical kinds of attacks include the following.

d6	Effect
1	Acid or fire inflicts damage equal to device's level
2	On failed Speed defense task, a creature no larger than wearer is "consumed" in one big bite and stored in space until freed
3	A swarm of bee-like creatures (treat as level 3) emerges and attacks target each round
4	A "sonic boom" scream inflicts damage equal to device's level and deafens target for one round; might shatter glass and crystal
5	Soporific vapors render target unconscious for about a minute
6	Wind blast knocks target no larger than wearer back up to a short distance and inflicts 1 point of damage

Rift Chance: 1 in 1d20 (check per use)



VEHICLE PLANS

The following plans all build a variety of vehicles.

BLUE VOYAGER

Minimum Crafting Level: 6
Kind: Vehicle
Iotum: Io (2d6 units); responsive synth (22 units); pliable metal (8 units); synthsteel (2 units); mimetic gel (5 units); quantium (2 units); smart tissue (2 units); monopole (1 unit); oraculum (1 unit)
Parts: 62 units
Specifications: This plan produces a cylindrical winged vehicle about 10 feet (3 m) long with room for one human-sized pilot. The vehicle can fly up to a long distance each round in combat, or up to 50 miles (80 km) per hour on extended trips. The pilot can also initiate a transfer to another dimension or level of reality, but only if the pilot knows the specific destination; the GM decides if the pilot has enough information to confirm the alternate dimension's existence and the Intellect task difficulty for reaching it. If the task fails, the vehicle remains in its current dimension.
Depletion: 1 in 1d20 (check after each dimensional shift)

CHRONOBOARD

Minimum Crafting Level: 5
Kind: Vehicle
Iotum: Io (1d6 units); responsive synth (5 units); synthsteel (2 units); pliable metal (2 units); quantium (1 unit); thaum dust (3 units)
Parts: 45 units
Specifications: This plan produces a 3-foot (1 m) long hovering board wide enough for a human to stand on footpads that are nestled between mechanisms. The vehicle hovers up to an immediate distance over solid ground or water, and can move up to a short distance each round in combat or up to 25 miles (40 km) per hour on extended trips. Upon command, the chronoboard allows a user standing on it to gaze up to one hour into the past.
Depletion: 1 in 1d20 (check each time the user gazes into the past)

CHRONOLAPSE

Minimum Crafting Level: 7
Kind: Vehicle
Iotum: Io (1d6 units); responsive synth (20 units); synthsteel (5 units); pliable metal (5 units); mimetic gel (5 units); quantium (5 units); thaum dust (10 units); data orb (1 unit)
Parts: 68 units
Specifications: This plan produces an enclosed synthsteel vehicle able to carry a single pilot. The vehicle can fly up to a short distance each round in combat, or up to 25 miles (40 km) per hour on extended trips. The pilot can also initiate a temporal transfer backward one day in time, which is a difficulty 6 Intellect task. Before doing so, however, the chronolapse requires ten hours to charge, during which time it must remain motionless in the sun.
Depletion: 1 in 1d20 (check each temporal use)

DYNAMIC ROLLER

Minimum Crafting Level: 2
Kind: Vehicle
Iotum: Io (1d6 units); responsive synth (15 units); pliable metal (6 units); apt clay (2 units)
Parts: 22 units
Specifications: This plan produces a wheeled frame with a deluxe seat that a human-sized creature could sit on, plus an additional space where a passenger or cargo could sit immediately behind the rider. The rider can use the control surface to direct the roller at up to a long distance each round over rough terrain or a very long distance each round over a smooth surface, such as a road. The dynamic roller has simple stabilizers, and all tasks related to driving are eased by one step.
On extended trips, it can move up to 80 miles (130 km) per hour on flat terrain, or 40 miles (65 km) over rough terrain.
After each ten hours of use, the dynamic roller must rest in the sun for at least one hour before it becomes operational again.
Depletion: 1 in 1d20 (check per day of use)

Vehicles, page 170



GMs who are uncomfortable with time travel should restrict the availability of thaum dust in their game.

Thaum dust, page 112

ECTOPIC ROVER

Minimum Crafting Level: 6
Kind: Vehicle, otherspace
Iotum: Io (1d6 units); responsive synth (33 units); pliable metal (6 units); synthsteel (10 units); mimetic gel (4 units); quantium (3 units); kaon dot (4 units); oraculum (1 unit)
Parts: 58 units
Specifications: This plan produces a multiwheeled vehicle of shining synthsteel without obvious external windows. The cabin is in an artificial alternate dimension about 10 feet (3 m) across with room for one driver, up to six passengers, and some cargo. The driver can use the control surface to project the vehicle's external environment onto the interior of the artificial dimension of the cabin, which allows the vehicle to be maneuvered by internal controls up to a long distance each round over smooth terrain or a well-maintained road, or up to a short distance per round over rough roads or wild terrain. On extended trips on perfectly smooth terrain, it can move up to 80 miles (130 km) per hour. After each ten hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Rift, page 17

The protected nature of the cabin means that while the entrance remains sealed, things that affect the vehicle's external shell are unlikely to affect the cabin or its passengers unless the effect is transdimensional, or unless the shell takes major damage or is destroyed, which ejects all passengers.
Depletion and Rift Chance: 1 in 1d20 (check per week of use)

ECTOPIC WING

Minimum Crafting Level: 7
Kind: Vehicle, otherspace
Iotum: Io (1d6 units); responsive synth (33 units); pliable metal (6 units); synthsteel (10 units); mimetic gel (4 units); quantium (3 units); kaon dot (4 units); monopole (1 unit); oraculum (1 unit)
Parts: 68 units
Specifications: As ectopic rover, except the external shell of the protected otherspace cabin is capable of flight. The ectopic wing can fly over any terrain at a rate of a very long distance per round and can fly so high that it seems to skim the edges of the night above (though it cannot go any higher). On extended trips, it can move up to 80 miles (130 km) per hour. After each ten hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.
Depletion and Rift Chance: 1 in 1d20 (check per week of use)



FIERY TRAVERSER

Minimum Crafting Level: 7
Kind: Vehicle
Iotum: Io (1d6 units); responsive synth (70 units); synthsteel (130 units); apt clay (30 units); amber crystal (10 units); smart tissue (8 units); monopole (5 units)
Parts: 75 units
Specifications: This plan produces a tower of metal and synth about 130 feet (40 m) tall and 25 feet (8 m) in diameter at its base. Up to ten travelers can fit in a moderately sized pod located at the top. The tower is capable of lifting travelers into the void on a pillar of fire and thunder. As it ascends, sections of the tower are used up, fall away, and land

back where they started on jets of fire, offering salvage of roughly half the iotum used in making the vehicle to those who claim it. The pod at the tip enters the void and has enough air, food, and water to keep its travelers alive for several months. While in the void, travelers in the pod experience zero gravity unless the vehicle is moving toward a destination. An adaptable airlock provides the option of docking without venting air into the void (assuming there is something on the other side of the lock to transfer to).

The controls provide the travelers with several navigation possibilities, which include traveling to and from nearly any planet, station, or structure in the solar system (including a return to the location from which they started). The trip lasts from days to weeks, depending on the distance, during which time normal gravity returns. As long as the pod doesn't descend to a planetary surface, travelers can continue to navigate the pod to locations in the void as they wish. However, if they touch down on a planet with gravity, the pod can't return to the void, though it serves as an ideal salvage source for iotum useful for building a new fiery traverser (easing tasks to find the iotum noted above by three steps).

Depletion: 1 in 1d20 (check per new location traveled to; automatic if travel is to the surface of a planet)

FLITTING BOARD

Minimum Crafting Level: 3
Kind: Vehicle
Iotum: Io (1d6 units); responsive synth (5 units); synthsteel (2 units); pliable metal (2 units); quantium (1 unit)
Parts: 25 units
Specifications: This plan produces a 3-foot (1 m) long hovering board wide enough for a human to stand on footpads that are nestled between mechanisms. The vehicle hovers up to an immediate distance over solid ground or water and can move up to a short distance each round in combat, or up to 25 miles (40 km) per hour on extended trips.
Depletion: 1 in 1d20 (check each week of use)

GLIDE WING

Minimum Crafting Level: 1
Kind: Vehicle
Iotum: Responsive synth (4 units); pliable metal (2 units)
Parts: 15 units
Specifications: This plan produces a simple gliding wing about 20 feet (6 m) wide and 6 feet (2 m) long with a place for a pilot to secure themselves beneath, which also doubles as a simple control mechanism. When launched from a height, the glide wing can fly through the air up to a long distance each round, though it also descends about a short distance each round. The glide wing can be operated by someone making successful Speed rolls (difficulty 1) each round. Assuming conditions allow it, a pilot can attempt to increase the glide wing's height a long distance by steering into an upwelling of air (from a thermal or wind racing up a vertical surface) with another successful Speed roll (difficulty 3). Finally, landing without injury requires a final Speed roll (difficulty 1). On a failed landing, and assuming that the wing hasn't fallen from a great height, the pilot sustains 4 points of Speed damage (ignores Armor).

On extended trips over an area with sufficient thermals, a glide wing can move up to 50 miles (80 km) per hour.

Depletion: 1 in 1d20 (check per failed landing)

GROWLING WING

Minimum Crafting Level: 3
Kind: Vehicle
Iotum: Responsive synth (4 units); synthsteel (8 units); pliable metal (10 units)
Parts: 55 units
Special: Requires special engine fuel that must also be crafted; treat each ten hours of fuel (equal to ten hours of flight time) as if crafting a level 3 cypher in the form of a synth canister filled with aromatic liquid.
Specifications: This plan produces a long fuselage sporting a broad fabric-covered wing and two seats that are partly enclosed in the fuselage, with a length of about 20 feet (6 m) and a wingspan of

Zero gravity, page 115

about 25 feet (8 m). A massive metallic device—the engine—is mounted on the front. The engine spins a metallic blade, emitting an earsplitting growl when operated, but managing to lift a pilot and up to one passenger into the air.

The pilot controls the vehicle with levers and foot pedals. The vehicle has to move along the ground at least a long distance in order to take flight or land. Tasks to take off and land the vehicle are both hindered by two steps, so specialization in piloting the growling wing is appreciated by the passenger, if any. Once in the air, it can move up to a long distance each round, and it must move at least a short distance each round to remain airborne; it cannot hover. On extended trips, it can move up to 80 miles (130 km) per hour; however, it can fly in this fashion for only about three hours before it runs out of the special fuel it requires, whereupon it must land and refuel or risk falling out of the sky.

Depletion: 1 in 1d20 (check per week of use)

HOMECOMING VECTOR

Minimum Crafting Level: 6

Kind: Vehicle

Iotum: Io (1d6 units); responsive synth (10 units); pliable metal (3 units); responsive synth (10 units); quantium (3 units)

Parts: 64 units

Specifications: This plan produces an enclosed vehicle able to carry one driver and up to five other passengers. The vector moves on track wheels and can move up to a long distance each round through most terrain. On extended trips, it can move up to 80 miles (130 km) per hour. Once per day, the driver can cause the vehicle to drop a homecoming beacon (a device no larger than a thumb that adheres to whatever surface it lands on). Later, the driver can direct the vehicle to instantly return to the location where the most recent beacon was dropped, as long as nothing has destroyed the beacon in the meantime. The driver could attempt to return to other dropped beacons, but the Intellect task to do so is hindered by three steps.

After each ten hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per instant transfer)

LAND WHEELER

Minimum Crafting Level: 5

Kind: Vehicle

Iotum: Io (2d6 units); responsive synth (25 units); pliable metal (12 units); apt clay (2 units); pliable metal (4 units); mimetic gel (8 units)

Parts: 51 units

Specifications: This plan produces an enormous vehicle consisting of four enclosed segments, each about 15 feet (5 m) long and 5 feet (2 m) wide, supported by synth wheels that are 15 feet in diameter. The initial segment holds an enclosed compartment for a driver and other passengers, and the other segments can be decorated or customized in whatever fashion the owners desire. The land wheeler can move through most kinds of terrain at a short distance each round. On extended trips, it can move up to 40 miles (65 km) per hour.

After each 28 hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per year of use)

MOVING FORTRESS

Minimum Crafting Level: 8

Kind: Vehicle

Iotum: Io (50 units); responsive synth (100 units); pliable metal (50 units); apt clay (20 units); pliable metal (30 units); mimetic gel (100 units); protomatter (4 units); kaon dot (4 units); tamed iron (5 units)

Parts: 200 units

Specifications: This plan produces a partly enclosed fortress-like vehicle a very long distance across that moves on massive tank treads. The fortress contains accommodations for up to about a hundred people to live indefinitely. Basic materials for food and general needs are passively extracted from the environment when the fortress is at rest, but special materials (such as iotum, parts, and

Treat the moving fortress as a rank 3 community if it is fully inhabited.

Rank, page 297

Homecoming beacon: *level 2*

other things required for crafting) must be obtained in the normal fashion should residents need such things.

The moving fortress can be operated to travel up to a short distance each round on flat and rough terrain or half that on difficult terrain. On extended trips, it can move up to 25 miles (40 km) per hour on flat or rough terrain. The fortress leaves massive tracks in its wake and can flatten structures of level 3 or less.

After each ten hours of use, the moving fortress must rest in the sun for at least ten hours before it becomes operational again.

Depletion: 1 in 1d20 (check per year of use)

PICO WHEEL

Minimum Crafting Level: 4

Kind: Vehicle

Iotum: Io (1d6 units); responsive synth (5 units); synthsteel (2 units); pliable metal (2 units); quantium (1 unit); amber crystal (5 units)

Parts: 35 units

Specifications: This plan produces a black box small enough to be held in the palm. Upon activation, it unfolds into a tiny enclosed three-wheeled vehicle just large enough to carry one passenger inside. The rider can use the control surface to drive the vehicle up to a long distance each round over rough terrain or a very long distance each round over a smooth surface, such as a road.

On extended trips, it can move up to 40 miles (65 km) per hour on flat terrain, or 20 miles (30 km) per hour over rough terrain.

After each ten hours of use, the vehicle folds itself back into a tiny box, which must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d100 (check each use)

POWERED BOOTS

Minimum Crafting Level: 3

Kind: Vehicle

Iotum: Io (1d6 units); responsive synth (6 units); pliable metal (6 units); apt clay (2 units); azure steel (1 unit)

Parts: 26 units

Specifications: This plan produces a matched set of elaborate boots with wheel-like fixtures on the bottom that conform to the surface over which they roll. The boots can be operated by someone who makes successful Speed rolls (difficulty 1) each round. The boots can move someone wearing them a long distance each round as their action, or a short distance during which the wearer can take some other action, on rough or smooth terrain, including adhering the wearer to vertical walls as they move. On extended trips, powered boots can move a wearer up to 40 miles (65 km) per hour.

After each ten hours of use, powered boots must rest in the sun for at least one hour before they become operational again.

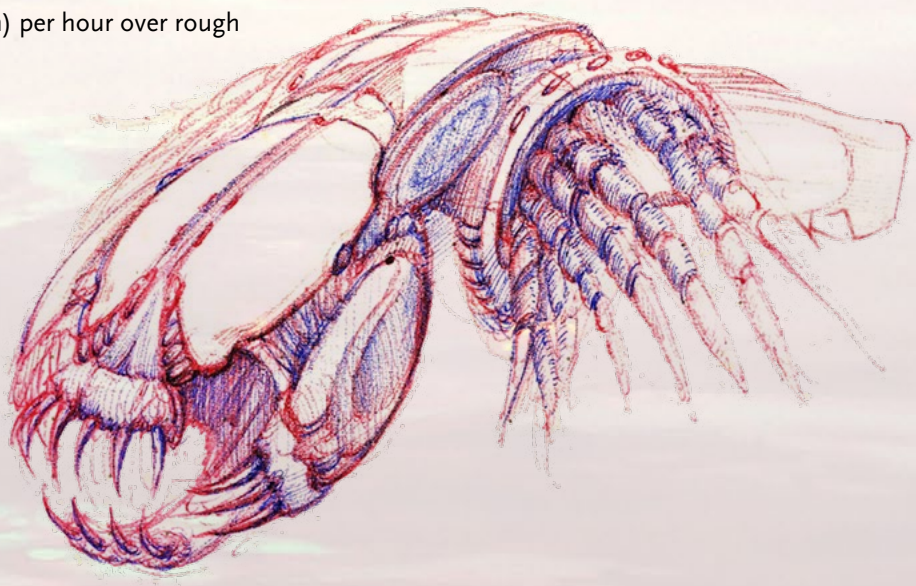
Depletion: 1 in 1d20 (check per month of use)

Responsive synth, page 111

Pliable metal, page 112

Apt clay, page 111

Azure steel, page 112



POWERED EXOSKELETON

Minimum Crafting Level: 4
Kind: Vehicle
Iotum: Io (2d6 units); responsive synth (32 units); pliable metal (4 units); synthsteel (4 units); mimetic gel (2 units)
Parts: 42 units
Specifications: This plan produces a partly enclosed vehicle that roughly mimics the human form, but which is about twice as large. The operator inside controls the vehicle by moving their actual arms and legs, which correspond with the larger exoskeleton's movements. The powered exoskeleton can move normally or engage in jet-assisted flight for one round every other round, moving up to a very long distance while doing so. Someone operating a powered exoskeleton can act normally in most environments into which they can fit. They also gain +1 Armor. The exoskeleton's grippers are unable to accomplish tasks that require manual dexterity. The grippers can hold a melee weapon, but not operate control surfaces or use most ranged weapons with any sort of accuracy.
Modifications: To add a heavy ranged energy weapon with long-range targeting to the powered exoskeleton, increase the minimum crafting level by 2 and add 3 units of smart tissue and 1 unit of midnight stone.
Depletion: 1 in 1d20 (check per month of use)

ROVING ABODE

Minimum Crafting Level: 4
Kind: Vehicle
Iotum: Io (2d6 units); responsive synth (20 units); pliable metal (10 units); apt clay (2 units); pliable metal (1 unit); mimetic gel (3 units)
Parts: 42 units
Specifications: This plan produces an enclosed wheeled vehicle with an operating compartment in front and a much larger space in back for sleeping, preparing food, and other basic requirements for up to ten people to live in relative comfort. The roving abode can travel up to a long distance each round on flat and rough terrain or half that on difficult terrain. On extended trips, it can move up to 50 miles (80 km) per hour on flat or rough terrain.
After each ten hours of use, the roving abode must rest in the sun for at least one hour before it becomes operational again.
Depletion: 1 in 1d20 (check per month of use)

SAILING ABODE

Minimum Crafting Level: 4
Kind: Vehicle
Iotum: Io (2d6 units); responsive synth (20 units); pliable metal (12 units); apt clay (4 units); pliable metal (2 units); mimetic gel (10 units)
Parts: 42 units
Specifications: As roving abode, except this plan produces a vehicle that travels across water.
Depletion: 1 in 1d20 (check per month of use)

SOLO SUBMERSIBLE

Minimum Crafting Level: 5
Kind: Vehicle
Iotum: Io (2d6 units); responsive synth (12 units); pliable metal (5 units); synthsteel (5 units); mimetic gel (3 units); amber crystal (1 unit); smart tissue (2 units)
Parts: 48 units
Specifications: This plan produces a silvery underwater vehicle just large enough for one human operator, which the vehicle can sustain with air, food, water, and waste removal for up to a week before it needs to surface. The submersible moves a long distance underwater each round or up to 50 miles (80 km) per hour on extended trips. The pilot can direct a powerful underwater light up to 200 feet (60 m) to see their surroundings and control an external mechanical arm to manipulate the environment within 20 feet (6 m).
Depletion: 1 in 1d100 (check per week of use)

TENDRIL CRAWLER

Minimum Crafting Level: 5
Kind: Vehicle
Iotum: Io (2d6 units); responsive synth (22 units); bio-circuitry (10 units); pliable metal (10 units); synthsteel (2 units); pluripotent mass (10 units); quantium (3 units); smart tissue (2 units)



Solo submersible's external mechanical arm: *level 5*

Tendril crawlers are sometimes mistaken for creatures and attacked by strangers who fear what they describe as a "root monster."

Parts: 60 units

Specifications: This plan produces a vehicle that looks like a mass of twining tendrils and roots, with an attached open carriage for up to four passengers and one driver. The driver can use the control surface to move the vehicle up to a long distance each round over nearly any terrain, using the tendrils to climb even completely vertical surfaces (or cling to vast ceilings overhead) or swim on the surface of large bodies of water. On extended trips, it can move up to 50 miles (80 km) per hour. After each ten hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per month of use)

TOURING CITY

Minimum Crafting Level: 9

Kind: Vehicle

Iotum: 10 (150 units); responsive synth (300 units); pliable metal (150 units); apt clay (90 units); pliable metal (50 units); mimetic gel (300 units); protomatter (10 units); kaon dot (10 units); tamed iron (10 units)

Parts: 500 units

Specifications: This plan produces a partly enclosed city on massive mechanical legs that is 1 mile (1.5 km) long and a very long distance wide. The city has accommodations for several thousand people to live indefinitely. Basic materials for food and general needs are passively extracted from the environment when the city is at rest, but special materials (such as iotum, parts, and other materials required for crafting) must be obtained in the normal fashion should residents want them.

The touring city can be operated to travel up to a short distance each round on flat and rough terrain or half that on difficult terrain. On extended trips, it can move up to 25 miles (40 km) per hour on flat or rough terrain. The city leaves massive tracks in its wake and can flatten structures of level 4 or less.

After each 28 hours of use, the city must rest in the sun for at least ten hours before it becomes operational again.

Depletion: 1 in 1d100 (check per decade of use)

Treat the touring city as a rank 5 community if it is fully inhabited.

Rank, page 297



CHAPTER 3

CYPHERS

Cypher dangers, page 272

Finding and identifying cyphers, page 274

Using cyphers, page 274

Cypher forms, page 274

The cyphers in this chapter add to the assortment in *Numenera Discovery, Numenera Destiny*, and other supplements that include cyphers. The cyphers described here often have some kind of connection to building a community, crafting, salvaging, exploration, cooperation, communication, and other themes explored in *Numenera Destiny*. They offer the same cypher dangers for those who surpass their cypher limit as the cyphers described in *Numenera Discovery*, and the rules for finding, identifying, and using them as well as their various forms are also consistent with the introductory material in *Numenera Discovery*.

CYPHER LIST

d100	Cypher
01–03	Amber amplifier
04–05	Astute weapon nodule
06–08	Beast lure
09–10	Bridge builder
11–13	Calm center
14–15	Chiurgeon orb
16–18	City shroud
19–20	Clean bright
21–23	Cognitive defender
24–25	Colossal form
26–28	Corpse likeness
29–30	Death protector
31–33	Deception bud
34–35	Detonation (peace)
36–38	Detonation (tracer)
39–40	Eclipse projector
41–42	Exploration graft
43–45	Extroversion revealer
46–47	Follower seed
48–50	Horde horn (confusion)
51–52	Horde horn (enervation)
53–55	Horde horn (inspiration)
56–57	Infrastructure mender
58–60	Instant bioreactor
61–62	Instant flood
63–64	Iron tamer
65–66	Kaon preserver
67–68	Leadership bud
69–70	Matter evaporator
71–72	Mimetic replicator
73–74	Morale trauma
75–76	Null orb
77–78	Otherspace weapon nodule
79–80	Quantium backtracker
81–82	Quantium boost
83–84	Rally beacon
85–86	Rampaging form
87–88	Road builder
89–90	Rodule of branding
91–92	Rodule of inquisition
93–94	Salvage assistant
95–96	Stealth coating
97–98	Structural reinforcer
99–00	Sustenance graft

MINIMUM CRAFTING LEVEL

When characters find cyphers while exploring ruins of the prior worlds and in related encounters, they usually fall within the level indicated. However, characters using the crafting system in *Numenera Destiny* can also try to craft these items if they have the appropriate numenera plan. The minimum crafting level entry for each cypher in this chapter indicates the lowest level at which a PC crafter can try to craft it.

Minimum crafting level, page 135

SPECIAL CRAFTING REQUIREMENT

Many types of iotum can be induced to provide a special effect, though doing so often risks unstable side effects, failure, or both. Normally, iotum do not qualify as cyphers or count against a character's cypher limit. However, wrights have learned that they can harness special effects by incorporating additional iotum of the requisite kind into cyphers. This more reliably produces the effect, and without the unstable side effects. Such cyphers have a "special crafting requirement" in the Minimum Crafting Level entry, indicating the kind and amount of additional iotum that must be provided beyond the normal iotum requirements by anyone attempting to craft the indicated cypher.

Followers, page 17

Iotum, page 107

Cypher limit, page 272

ADDITIONAL NINTH WORLD CYPHERS

AMBER AMPLIFIER

Level: 1d6 + 1
Minimum Crafting Level: 6 (special crafting requirement includes the addition of 4 units of amber crystal)
Usable: Nodule that connects to a cypher, artifact, installation, or similar device
Effect: The connected device's next single use produces an effect as if the device were 4 levels higher (to a maximum of level 10).

ASTUTE WEAPON NODULE

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Nodule that affixes to a melee weapon
Effect: When the cypher is attached to a weapon, the weapon gains limited intelligence, a semblance of a personality, and the ability to speak for 28 hours. During this period, attacks the wielder makes with the weapon are eased as long as the user maintains a good relationship with the temporary intelligence invested in the weapon. If the user has the ability to gain a follower, they could choose the newly imbued weapon to be that follower. If so, it retains its intelligence indefinitely as a level 3 automaton that provides two additional knowledge-based modifications (in addition to its ability to provide an asset to attacks using itself).

BEAST LURE

Level: 1d6 + 2
Minimum Crafting Level: 6
Usable: Bulky device that must be set on the ground as part of its activation
Effect: The nearest "savage beast" whose level is up to 1 less than the cypher's level (such as a ravage bear or broken hound) within 3 miles (5 km) is lured by the cypher, makes its way to the cypher's location, and calmly remains there for up to one hour. During this time, the user can impart a basic concept or question to the beast, and the beast can convey a simple answer in return. If the beast is attacked, the calming effect immediately ends.

Ravage bear, page 249

Broken hound, page 226

A beast lure cypher can also lure a rampaging beast whose rank is up to 4 less than the cypher's level.

Rampaging beast, page 315

Amber crystal, page 112

BRIDGE BUILDER

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Bulky handheld device
Effect: When activated, the cypher splits into two pieces. If either piece is moved to a location up to a very long distance away and activated, a wave of nanobots sweeps out from the activated piece, moving at a rate of a short distance each round. In the wave's wake is left a strip of solid grey material 10 feet (3 m) wide and 1 foot (30 cm) thick. Eventually the wave and the strip behind it connect to

the other cypher piece endpoint, creating a stable road-like surface between them. The strip swerves around objects, terrain features, and structures, but it bridges ravines and other gaps in the landscape that are less than 300 feet (90 m) wide. The strip becomes a permanent fixture of the landscape.



CALM CENTER

Level: 1d6
Minimum Crafting Level: 3
Internal: Pill, ingestible liquid
Wearable: Badge
Effect: The user becomes utterly calm, seeming to emanate peace and assurance. Merely being near the user provides a balm. All creatures in short range can retry one failed task, attack, or defense roll sometime during the next minute.

CHIURGEON ORB

Level: 1d6 + 1
Minimum Crafting Level: 3
Usable: Metallic orb
Effect: When activated, the chiurgeon orb tumbles away in the direction the user throws it as if unaffected by gravity, moving at a rate of an immediate distance each round for about a minute. The orb's surface becomes suffused with healing nanobots, and as it passes within 30 feet (6 m) of living creatures, they regain points to their Pools (or health) equal to the cypher's level if they are hurt. The moving orb bounces off fixed surfaces, and thus might be set to bounce back and forth across a field of conflict for the duration of the effect. When a minute has passed, the orb tumbles to the ground, inert.
If used during a conflict between ranked communities or hordes, the affected force regains health equal to one third the cypher's level (minimum 1) for that community action.

Rank, page 297

Community action, page 305

CITY SHROUD

Level: 1d6 + 4
Minimum Crafting Level: 7
Usable: Bulky handheld device
Effect: When activated, the cypher splits into two pieces. If either piece is moved to a location up to 1 mile (1.5 km) away from the other and activated, the area between them becomes the outermost diameter of a sphere of visual distortion. It hides any artificial structures within from anyone viewing the location from outside the area. The effect lasts for 28 hours. Outside viewers see only a continuation of the natural landscape around the affected area. The cypher can be used to hide a small community, ruins, or some other site, assuming it fits within an area no more than 1 mile across.

CLEAN BRIGHT

Level: 1d6
Minimum Crafting Level: 3
Usable: Handheld projector
Effect: Over the course of the next hour, scrubbing nanobots move across (and into) a nearby structure of up to 5,000 square feet (465 square m). The structure is cleaned and tidied as if subject to the expert attention of a reliable cleaning service.

COGNITIVE DEFENDER

Level: 1d6
Minimum Crafting Level: 3
Internal: Pill, ingestible liquid
Wearable: Badge
Effect: The user gains +3 Armor against effects that would inflict Intellect damage for 28 hours. During this same period, negative mental feelings related to anxiety, depression, inability to cope with frustrating experiences, feelings of incapacitating rage, and similar feelings are mollified. If any such effects are hindering the character's actions, they are alleviated during this period as well.

Tasks attempting to deal with emotional trauma are eased for up to a month after a character uses a cognitive defender.

COLOSSAL FORM

Level: 1d6 + 4
Minimum Crafting Level: 9
Usable: Injection
Effect: Nanobot infusion slowly increases the user's mass over the course of one hour. At the end of the hour, the user has reached a height of 30 feet (9 m), which lasts for about an hour. While colossal, the character adds 15 points to their Might Pool, adds 2 to their Might Edge, gains +1 to Armor, and deals 4 additional points of damage with melee attacks. However, their Speed defense tasks are hindered by three steps. If used as part of a conflict involving a ranked horde or community, treat the user as a rampaging beast with a rank of 2 during that community action.

CORPSE LIKENESS

Level: 1d6 + 1
Minimum Crafting Level: 3
Usable: Metallic orb
Effect: This cypher has a two-part activation. First, it must be placed on a humanoid corpse that has not decayed for more than a few days. After one minute, the cypher takes on a red glow, indicating that it's ready. Whoever next picks up the orb takes on the likeness of the corpse, a likeness that persists for about 28 hours. In casual settings, the user can pass as whoever the corpse was before they died, and the user gains two assets to passing themselves off as the corpse if they come under active scrutiny.

DEATH PROTECTOR

Level: 1d6 + 3
Minimum Crafting Level: 8
Wearable: Harness-like overwear
Effect: If the wearer is debilitated or killed, the wearer's body (assuming it remains mostly intact) is flushed with emergency nanobots that take control of the body so that it takes discrete steps to protect and repair itself. During the next minute, even if the user is dead, the body moves away from danger by the safest available route. At the end of this duration, the user makes a one-action recovery roll (again, even if dead; this returns the user to life). The roll does not count against the limit on recovery rolls that a character can make in a day.

DECEPTION BUD

Level: 1d6
Minimum Crafting Level: 2
Usable: Small sphere of flesh and metal
Effect: When applied to a creature's head, the sphere immediately unleashes microfilaments that enter the brain. For the next 28 hours, the bud whispers helpful advice that grants two assets to any tasks related to running a con, picking a pocket, fooling or tricking someone, sneaking something by a guard, and so on. The bud dries up and falls off after it has provided its benefit, leaving only a tiny blemish.

DETONATION (PEACE)

Level: 1d6 + 4
Minimum Crafting Level: 7
Wearable: Wristband projector (long range)
Usable: Handheld projector (long range)
Effect: The cypher explodes and releases a massive burst of afferent particles that affect all living creatures within very long range, preventing creatures of up to level 4 from initiating attacks (though they can defend themselves). Each time an affected creature is attacked, it gains another opportunity to try to free itself from the effect. If used during a conflict with a ranked community or horde, the conflict is stalled during that community action (unless extreme actions are taken to shake the combatants out of their peaceful trance).

DETONATION (TRACER)

Level: 1d6 + 1
Minimum Crafting Level: 4
Wearable: Wristband projector (long range) and associated handheld device
Usable: Handheld projector (long range) and associated handheld device
Effect: This detonation comes in two parts. One part explodes in an immediate radius, inflicting shrapnel damage equal to the cypher level. The other part allows a user to trace anyone caught in the detonation for up to one week; the user learns the direction and distance of the affected targets.

Rampaging beast, page 315

A tracer detonation is useful not only for defending a community from abhuman raiders, but also for tracing them back to their hidden lair.

Debilitated, page 110

Recovery roll, page 111

Long-term play, page 324

Discover New Area of Interest, page 326

Hordes, page 313

ECLIPSE PROJECTOR

Level: 1d6 + 4
Minimum Crafting Level: 7
Usable: Bulky device
Effect: If used while the sun is in the sky, the cypher creates a total eclipse in an area 10 miles (16 km) in diameter, centered on the location where the cypher was activated. The eclipse lasts for up to ten minutes.

If used as part of a negotiation with a horde or a not particularly sophisticated community, the appearance of the darkness grants two assets to any negotiation or intimidation tasks.

EXPLORATION GRAFT

Level: 1d6 + 2
Minimum Crafting Level: 6
Usable: Small metallic disc
Effect: When applied to a creature's head, the disc immediately unleashes microfilaments that enter the brain. Within five minutes, the creature is trained in tasks related to navigation. If the creature is already trained or specialized in such tasks, this graft has no effect. Once the graft attaches, the effect is permanent, and this device no longer counts against the number of cyphers that a PC can bear, but the disc remains.

A creature with an exploration graft who attempts the long-term task Discover New Area of Interest accomplishes that task in half the normal time.

EXTROVERSION REVEALER

Level: 1d6
Minimum Crafting Level: 3
Internal: Pill, ingestible liquid
Wearable: Badge
Effect: The user gains +2 Armor against effects that would inflict Intellect damage for 28 hours. During this same period, the user finds it easy to engage with large groups of people, even strangers, without becoming embarrassed or otherwise mentally conflicted, which provides an asset to all tasks related to positive social interaction.



FOLLOWER SEED

Level: 1d6
Minimum Crafting Level: 2
Usable: Oblong metallic seed roughly 1 inch (2.5 cm) in diameter
Effect: When the seed is placed in drit and activated, a level 2 humanoid automaton grows from that spot. The automaton provides the effects of a follower for the user for up to ten hours. Different seeds grow different kinds of followers, including those presented on the Follower Seed Table. Some of these followers provide services rather than a modification to a PC's tasks, as indicated on the table.

HORDE HORN (CONFUSION)

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Device with hornlike speaker
Effect: The cypher creates an audible effect a very long distance across centered on a location within 1 mile (1.5 km) that the user can see. Creatures in the area whose level is up to 3 less than the cypher's level become confused and disperse. The effects last for up to 28 hours. If used during a conflict between ranked communities or hordes, the affected horde disbands, or the affected community's fighting force does not take the field. The effect ends early if battle is still joined by an enemy force.

HORDE HORN (ENERVATION)

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Device with hornlike speaker
Effect: The cypher creates an audible effect a very long distance across centered on a location within 1 mile (1.5 km) that the user can see. Creatures in the area take 3 points of damage and their defense rolls are hindered for 28 hours. If used during a conflict between ranked communities or hordes, the affected force's rank is reduced by 1 for the duration.

FOLLOWER SEED TABLE

d10	Follower	Modifications or Special Qualities
1	Chef	Provides the PC with one quality meal before ten hours elapses
2	Admirer	Tells impressive stories about the PC and grants asset to any task to impress others
3	Carpenter	Grants asset to any commonplace crafting task involving wood and structures
4	Mender	Adds +1 to PC recovery rolls and grants asset to healing tasks
5	Scholar	Provides answers to moderately difficult questions (up to level 4)
6	Tailor	Provides the PC with one quality set of clothing before ten hours elapses
7	Porter	Carries one additional cypher for the PC (increasing cypher limit) for ten hours
8	Mason	Adds +1 Armor to an allied ranked community for ten hours
9	Scout	Provides crucial intel on enemy horde or community that increases allied community's rank by +1 during next community action
10	Creature	Provides the benefit of one level 2 creature follower

HORDE HORN (INSPIRATION)

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Device with hornlike speaker
Effect: The cypher creates an audible effect a very long distance across centered on a location within 1 mile (1.5 km) that the user can see. Creatures in the area regain 3 health and gain an asset to their attacks for one hour. If used during a conflict between ranked communities or hordes, the affected force's rank is increased by 1 for the duration of that community action.



Followers, page 17

Community rank, page 297

Community action, page 305

Recovery roll, page 111

Healing, page 121

Nonhuman Followers, page 122

INFRASTRUCTURE MENDER

Level: 1d6 + 1
Minimum Crafting Level: 4
Usable: Metallic square with silvery tendrils
Effect: The user attaches this cypher to a wall or other structure. On the following round, it extends its exposed tendrils into the object, and the tendrils spread beneath its surface and into any adjoining inert objects and structures, strengthening their integrity, a process that takes about an hour. Once complete, the effect adds 1 level to all commonplace structures connected to the initial structure within long range and repairs 3 points of damage to the infrastructure of a ranked community. (If a ranked community's infrastructure isn't damaged, it gains 3 points of infrastructure.)

Iron wind, page 135

Tamed iron, page 114

Community rank, page 297

Infrastructure, page 299

Kaon dot, page 113

INSTANT BIOREACTOR

Level: 1d6 + 4
Minimum Crafting Level: 7
Usable: Handheld device
Effect: This small device expands into a bioreactor that fixes itself in place. The bioreactor provides an asset to tasks related to crafting biologicals. The bioreactor and all its components are made from a form of shapemetal, and the bioreactor is permanent and immobile once created.

Bioreactor, page 50

Biological, page 13

Shapemetal, page 185

INSTANT FLOOD

Level: 1d6 + 2
Minimum Crafting Level: 4
Usable: Boxy mechanism with dial
Effect: When the cypher is activated, sterile water begins to pour out of the mechanism at a prodigious rate, enough to fill a low-lying area a long distance across to a depth of about a foot (30 cm) within a minute. If collected, the water is potable. The water continues to pour out of the cypher for a number of minutes equal to the cypher level. If the terrain isn't conducive to receiving so much water, this could create a dangerous situation. Treat a flood surge as a ranked disaster that persists for about an hour. The flood's rank is equal to one third the cypher level (minimum rank 1).

Ranked disasters, page 309

Tamed iron in its raw state can be used to quell iron wind storms, but not in as large an area or for as long.

IRON TAMER

Level: 1d6 + 4
Minimum Crafting Level: 10 (special crafting requirement includes the addition of a live sample of iron wind)
Usable: Bulky device that must be set on the ground to use
Effect: The cypher suppresses an instance of iron wind up to a long distance across for ten hours, which might be long enough for the larger storm (if there is one) to subside.

KAON PRESERVER

Level: 1d6
Minimum Crafting Level: 4 (special crafting requirement includes the addition of 2 units of kaon dots)
Usable: Handheld device filled with tiny, glowing blue vortices of concentrated force
Effect: The cypher preserves in perfect stasis one object or creature whose level is equal to or less than the cypher's level. The stasis lasts for a specified period or until another kaon preserver—or a raw unit of kaon dot—is successfully applied to break it.

LEADERSHIP BUD

Level: 1d6
Minimum Crafting Level: 2
Usable: Small sphere of flesh and metal
Effect: When applied to a creature's head, the sphere immediately unleashes microfilaments that enter the brain. For the next 28 hours, the bud whispers helpful advice that grants two assets to any tasks related to persuasion, gaining insight into another creature's true thoughts and feelings, detecting falsehoods, and inspiring others. The bud dries up and falls off after it has provided its benefit, leaving only a tiny blemish.

MATTER EVAPORATOR

Level: 1d6 + 2
Minimum Crafting Level: 6
Usable: Bulky backpack-like device with a connected tube
Effect: The cypher shoots a spray of thick, bubbling fluid that dissolves and erases an object about as large as a human within immediate range. The target's level must be equal to or less than the cypher's level.

MIMETIC REPLICATOR

Level: 1d6 + 1
Minimum Crafting Level: 6 (special crafting requirement includes the addition of 4 units of mimetic gel)
Usable: Device containing translucent goo with attached handle and control
Effect: The cypher duplicates an object no larger than something the user can easily hold in one hand. The object's level must be equal to or less than the cypher's level.

MORALE TRAUMA

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Cylindrical device with red sphere on top
Effect: The cypher broadcasts a deleterious psychic influence to creatures within immediate range that propagates outward to other nearby creatures, affecting each in turn in a spreading ripple that can reach up to a very long distance, assuming there are enough creatures to propagate the effect. An affected creature loses its will to fight and may bolt and run. The effect lasts for about a minute. If used as part of a conflict against a ranked community or horde, a community's combat force or horde whose rank is equal to or less than half the cypher's level leaves the field during that community action.

NULL ORB

Level: 1d6 + 1
Minimum Crafting Level: 3
Usable: Metallic orb
Effect: When activated, the null orb tumbles away in the direction the user throws it as if unaffected by gravity, moving at a rate of an immediate distance each round for about a minute. The orb's surface becomes charged with entropic energy, and as it passes within 30 feet (6 m) of living creatures, damage equal to the cypher's level is inflicted on them. The moving orb bounces off fixed surfaces, and thus might be set to bounce back and forth across a field of conflict for the duration of the effect. When a minute has passed, the orb tumbles to the ground, inert.
If used during a conflict between ranked communities or hordes, the affected force suffers damage equal to one third the cypher's level (minimum 1).

OTHERSPACE WEAPON NODULE

Level: 1d6 + 1
Minimum Crafting Level: 4
Usable: Nodule that affixes to a melee weapon
Effect: This nodule can be "keyed" so that it becomes associated with an otherspace location (an alternate dimension) that the user can reach. Otherwise the nodule is keyed to a random otherspace location. Once the cypher is attached to a melee weapon, at the weapon user's option, targets struck by the weapon can be transferred to the keyed location instead of taking damage. The weapon retains this quality for up to 28 hours or until ten creatures have been transferred, whichever occurs first.

QUANTIUM BACKTRACKER

Level: 1d6 + 2
Minimum Crafting Level: 6 (special crafting requirement includes the addition of 3 units of quantium)
Usable: Device filled with glittering points of light with attached handle and control
Effect: The cypher moves the user one round back in time, allowing them to relive the previous round and even change what action they took.

Mimetic gel, page 112

A mimetic replicator can duplicate cyphers but not artifacts or other more complex objects.

Otherspace creations, page 16

Otherspace weapon nodules can also be attached to ranged weapons, but they confer the ability to transfer targets for only about an hour.

Community action, page 305

Quantium, page 112

QUANTIUM BOOST

Level: 1d6 + 1
Minimum Crafting Level: 4 (special crafting requirement includes the addition of 3 units of quantium)
Usable: Device filled with glittering points of light with attached handle and control
Effect: The cypher moves the user forward in time about a minute. For the user, no time passes, but for everyone else, the user is simply gone for about a minute.

RALLY BEACON

Level: 1d6 + 1
Minimum Crafting Level: 5
Usable: Bulky backpack-like device with a mast rising about a foot (30 cm)
Effect: The cypher grants all creatures within short range at the time of activation +1 to Speed Effort and +1 Armor for one hour. If used as part of a conflict against a ranked community or horde, the affected combat force has +1 Armor during that community action.

Community rank, page 297

Horde, page 313

RAMPAGING FORM

Level: 1d6 + 4
Minimum Crafting Level: 9
Usable: Injection
Effect: A nanobot infusion turns the user into an uncontrolled beast for one hour. While changed, they attack any and every living creature within short range. In addition, they gain +3 Armor, 10 points to their Might Pool, 3 to their Might Edge, 10 points to their Speed Pool, and 3 to their Speed Edge. While in beast form, they can't spend Intellect points for any reason other than to try to change back to their normal form before the duration ends (a task with a difficulty equal to the cypher's level). If used as part of a conflict involving a ranked horde or community, treat the user as a rampaging beast with a rank of 3 during that community action.

The context of a symbol etched by a rodule of branding determines whether it eases, hinders, or has no effect on interactions the target has with others.

Rampaging beast, page 315

Community action, page 305

Characters should think twice before using a rampaging form cypher, because while changed, they view even their closest friends as potential prey.

ROAD BUILDER

Level: 1d6 + 4
Minimum Crafting Level: 7
Usable: Bulky handheld device
Effect: When activated, the cypher splits into two pieces. If either piece is moved to a location up to 10 miles (16 km) away and activated, a wave of nanobots sweeps out from the activated piece, moving at a rate of 1 mile (1.5 km) per hour. In the wave's wake is left a strip of solid grey stonelike material 10 feet (3 m) wide and 1 foot (30 cm) thick. Eventually the wave and the strip behind it connects to the other cypher piece endpoint, creating a stable road-like surface between them. Tunnels with a navigable space 30 feet (9 m) high are created through natural and artificial barriers, and bridge-like struts are extended to support the strip over ravines and other gaps. The strip swerves around objects and structures of level 4 and higher. The strip becomes a permanent fixture of the landscape.

RODULE OF BRANDING

Level: 1d6
Minimum Crafting Level: 2
Useable: Rod 1 foot (30 cm) long
Effect: The user permanently marks the forehead (or other specified location that the user is able to touch) of a target with a simple symbol, glyph, or two or three words of the user's choice. The brand could be punitive, could mark the target as a member of some society or group, or could be merely decorative.

RODULE OF INQUISITION

Level: 1d6
Minimum Crafting Level: 2
Useable: Rod 1 foot (30 cm) long
Effect: The user rapidly gains complete knowledge of an object or creature touched with the rodule if its level is equal to or less than the cypher's level. Information includes the target's special qualities, special abilities, weaknesses (if any), level, and so on. If the object is an artifact or a complex piece of equipment whose level is no higher than the rodule's level + 4, the user understands how to use it.

SALVAGE ASSISTANT

Level: 1d6 + 2
Minimum Crafting Level: 5
Usable: Bulky handheld device
Effect: When used as part of a salvage attempt to find shins, cyphers, artifacts, and iotum, this device grants two advantages. First, it provides an asset to the initial salvage task. If salvage is discovered, either it grants an asset to the user's attempt to find a specific kind of iotum, or it gives the user one additional roll on the Random Salvage Result table.

STEALTH COATING

Level: 1d6 + 1
Minimum Crafting Level: 4
Usable: Handheld device
Effect: The cypher disperses stealth particles over the surface of an object (or several objects) that can fit in an area 10 feet (3 m) on a side. The object is no longer visible to casual observation, and tasks specifically made to find or perceive the treated object(s) are hindered by two steps. The effect lasts until the objects are moved or damaged.

STRUCTURAL REINFORCER

Level: 1d6 + 2
Minimum Crafting Level: 6 (special crafting requirement includes the addition of 2 units of smart tissue)
Usable: Bulky backpack-like device with a connected tube
Effect: When sprayed on a structure in immediate range, skin-like material reinforces the structure up to a short distance on a side, increasing its level by 1 per cypher level. Additional uses of this type of cypher on the structure provide no additional benefit.

SUSTENANCE GRAFT

Level: 1d6 + 2
Minimum Crafting Level: 6
Usable: Small metallic disc
Effect: When applied to a creature's head, the disc immediately unleashes microfilaments that enter the brain. Within five minutes, the creature is trained in tasks related to living off the land, including finding sources of food and water. If the creature is already trained or specialized in such tasks, the graft has no effect. Once the graft attaches, the effect is permanent, and this device no longer counts against the number of cyphers that a PC can bear, but the disc remains.

A creature with a sustenance graft who attempts the long-term task Build Up Food or Water Stores accomplishes that task in half the normal time.

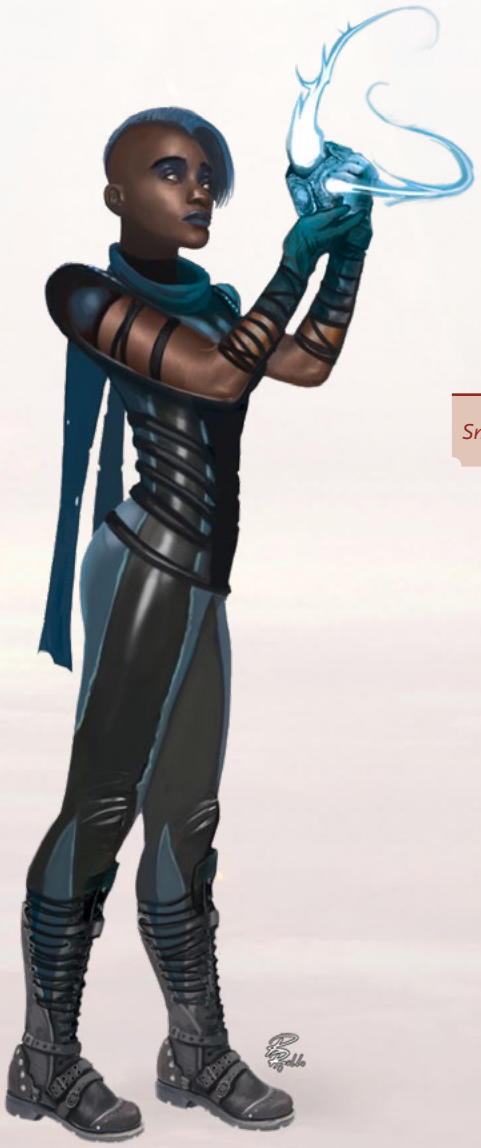
Salvage task, page 107

Looking for a specific kind of iotum, page 110

Random Salvage Result, page 109

Long-term play, page 324

Build Up Food or Water Stores, page 325



Smart tissue, page 113

CHAPTER 4

ARTIFACTS

Artifact quirks, page 290

Minimum crafting level, page 135

Finding, identifying, and using artifacts, page 289

The artifacts in this chapter add to the assortment presented in *Numenera Discovery*, *Numenera Destiny*, and other supplements that include artifacts. The artifacts described here often have some kind of connection to building a community, crafting, salvaging, exploration, cooperation, communication, and other themes explored in *Numenera Destiny*.

Although artifacts are sometimes more straightforward in actual use, they are incomprehensible devices to most, and even people who craft them using plans don't fully understand how they do what they do. The methods for finding, identifying, and using artifacts from *Numenera Discovery* are the same as for the artifacts presented here. The artifacts here may also possess quirks.

MINIMUM CRAFTING LEVEL

When characters find artifacts while exploring ruins of the prior worlds and in related encounters, they usually fall within the level indicated. However, characters using the crafting system in *Numenera Destiny* can also try to craft these items if they have the appropriate numenera plan. The minimum crafting level entry in each artifact in this chapter indicates the lowest level at which a PC crafter can try to craft it.

ARTIFACT LIST

d100	Artifact
01–03	Augmentation heptagon
04–05	Backpack guardian
06–08	Blurred vista
09–10	Cloak of unrest
11–13	Detextilizer
14–15	Devitilizer
16–18	Empath's lenses
19–20	Exequy
21–23	Eye-eating loop
24–25	Eyepiece of understanding
26–28	Flood ward
29–30	Force impaler
31–33	Golden aura
34–35	Gourmand's lenses
36–38	Gravitevator
39–40	Horde replicator
41–42	Illusory vista
43–45	Image projector
46–47	Instability inducer
48–50	Machine stimulator
51–52	Margr repulsor
53–55	Melding projector
56–57	Memory extractor
58–60	Operon reservoir
61–62	Perception extender
63–65	Portable feast
66–67	Portable trebuchet
68–70	Prevarication exponent
71–72	Sacrilock
73–75	Shadowpath blade
76–77	Soothing perimeter
78–80	Stellar loop
81–82	Tectonic emitter
83–85	Teeth of the horde
86–88	Temporal quickener
89–91	Timeslip duplicator
92–94	Transposing visor
95–97	Viscous fogger
98–00	Water adapter

CUSTOMIZED CRAFTING

Some artifacts have especially obvious community applications, such as the melding projector that bolsters infrastructure or the flood ward that keeps rising water under control. These artifacts are something a wright might develop a plan for. However, they might prefer to craft such an item as a fixed installation rather than as a mobile artifact, since the minimum crafting level is lower for installations. They can develop custom plans of this sort when they gain a tier and have the option to gain new numenera plans.



ADDITIONAL NINTH WORLD ARTIFACTS

AUGMENTATION HEPTAGON

Level: 1d6 + 1

Minimum Crafting Level: 4

Form: Metallic seven-sided box large enough to insert both hands

Effect: To activate, the user must insert both hands into the artifact and grasp the handles as an action. On the following round, an injection that inflicts 1 point of damage (ignores Armor) grants the user the capacity to apply one free level of Effort to a specific task as long as the user first applies a level of Effort to that task normally. This augmentation lasts for a period of three days. Each augmentation heptagon is keyed to a different kind of skill, including the following.

d20	Task
1	Balancing
2	Climbing
3	Crafting numenera
4	Deceiving
5	Healing
6	History
7	Initiative
8	Intimidation
9	Jumping
10	Leatherworking
11	Lockpicking
12	Perception
13	Persuasion
14	Pickpocketing
15	Riding
16	Salvaging numenera
17	Sneaking
18	Swimming
19	Understanding numenera
20	Woodworking

Depletion: 1 in 1d20

Melding projector, page 106

Flood ward, page 104

Wright, page 18

Installations, page 154

Free level of Effort, page 103

Skills, page 27

If a cloak of unrest is used for several days in a row in the same community, civil unrest is certain, which could eventually lead to citizen-against-citizen violence.

Rachid, page 210

Followers, page 17

Rank, page 297

Stealthy horde, page 315

Community actions, page 305

Ranked disasters, page 309

A devitilizer may provide bad dreams to a user, but some have found it an ideal way to store excess population during mass migrations or while a ranked disaster has restricted resources to the extent that the people might otherwise starve.

BACKPACK GUARDIAN

Level: 1d6
Minimum Crafting Level: 4
Form: Heavy pack-like device composed of metal and synth components
Effect: The device unfolds itself into a human-sized level 3 automaton for about an hour. The automaton follows the user, and if the user is physically threatened with violence, it provides an asset to the user's Speed defense rolls. (Treat the automaton as a follower with only one modification, which is Speed defense.)
Depletion: 1 in 1d20

BLURRED VISTA

Level: 1d6 + 3
Minimum Crafting Level: 6
Form: Box with several controls and handles
Effect: The area within long range of the box becomes hazed for about an hour. The effect moves with and stays centered on the artifact for that period. Creatures within the area are unaffected, but tasks related to noticing the movements of those within the area by those outside the area are hindered. (However, the overall hazed area is obvious once noticed.) If the use is coordinated with a ranked horde, the horde is treated as if a stealthy horde for that community action, in addition to any other benefits it might possess. (When a stealthy horde first attacks, it gets a free one-sided community action in which it inflicts damage on its opponent and is not simultaneously attacked in return.)
Depletion: 1 in 1d20

CLOAK OF UNREST

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Multilayered cloak of various materials that seem to clash and contrast in a disharmonizing way
Effect: This cloak is woven of smart fibers and studded with small psychic emitters designed to engender disharmony in living creatures in the area. When the cloak is activated for periods of up to one hour, creatures within short range who can see the wearer become more disagreeable, more prone to angry reactions, and less willing to forgive and forget slights. To most creatures, it's not immediately obvious that the cloak is the source of their unrest. Tasks to stem violence, promote peace, and reach compromise in the affected community are hindered.
Depletion: 1 in 1d20

DETEXTILIZER

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Handheld device with multiple prong-like extensions
Effect: Commonplace clothing worn by a creature within long range dissipates in a puff of dust if its level is equal to or less than this artifact's level. Creatures must be successfully targeted by the artifact for the effect to function.
Depletion: 1 in 1d20

DEVITILIZER

Level: 1d6 + 1
Minimum Crafting Level: 5
Form: Helmet, harness, gloves, and boots all connected by translucent synth tubing
Effect: To activate, the user must put on the equipment, which causes their fluids to drain rapidly from their body over the course of one minute, leaving behind a leathery, doll-like inert object. A human-sized user leaves behind a dried doll that is about 1 foot (30 cm) tall and weighs only a few pounds. The user is in stasis and remains so indefinitely until submerged in water, at which time they are resuscitated over the course of one minute. While desiccated, the doll-like form of the user has +2 to Armor.
Depletion: 1 in 1d00

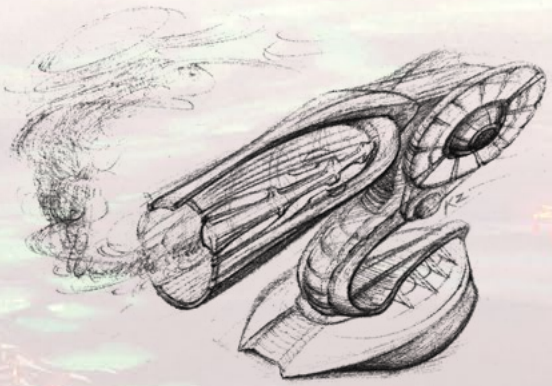
The community of Rachid arms some of its patrols with a detextilizer as a way to nonviolently end conflicts within the city.

EMPATH'S LENSES

Level: 1d6
Minimum Crafting Level: 2
Form: Thick lenses built on a device worn on the upper face and eyes
Effect: Informative images formed on the inner lenses help the user to identify microexpressions, body-language cues, mannerisms, and methods of speech of a target creature within immediate range, allowing the wearer a far deeper insight into what that entity thinks and feels for one minute. All interaction tasks made while the device is active gain two assets.
Depletion: 1 in 1d20

EXEQUY

Level: 1d6 + 1
Minimum Crafting Level: 3
Form: Helm that projects illusory images, sounds, and scents
Effect: The wearer can trigger the helm as an action. On subsequent rounds, the helm produces a solemn atmosphere in an area up to a long distance around it, superimposing dark mourning clothes, candles, mournful music, and potentially additional visual and auditory effects (depending on the parameters set by the crafter). The atmosphere lasts for about an hour. If deployed in a ranked community or horde, the rank is increased by 1 for all tasks related to remembering those who have passed on, stirring up grief, and interrupting normal activities for the purpose of having a funeral procession.
Depletion: 1 in 1d20



EYE-EATING LOOP

Level: 1d6 + 3
Minimum Crafting Level: 7
Form: Metallic staff with a hollow loop at the end whose inner edge bleeds darkness
Effect: This artifact functions as a medium melee weapon. Unless covered, it also makes all bright light dim within immediate range. In addition, the wielder can call upon the following effects.
Chill: If the wielder uses the artifact to strike a foe in melee, they can inflict additional damage to the target equal to the artifact level.
Darken: The user greatly increases the light-draining effect of the loop, causing everything within long range to fall into complete darkness for about an hour.
Ray: The wielder makes a long-range attack with a focused blast of chill darkness from the loop, inflicting damage equal to the artifact level and stunning the target for one round, causing it to lose its next turn.
Terrify: If the darken function is used over the course of one community action to harass the enemy, the targeted community or horde inflicts 1 less point of damage during that interaction.
Depletion: 1 in 1d20

EYEPIECE OF UNDERSTANDING

Level: 1d6 + 2
Minimum Crafting Level: 6
Form: Narrow tube that can be sighted through
Effect: Over the course of a minute, the user gains knowledge of an object or creature viewed through the artifact that is within very long range, including a general understanding of its abilities, weaknesses (if any), level, and so on. The target's level must be equal to or less than the artifact's level.
Depletion: 1 in 1d6

Using a "lens overlay" device to provide a wearer with additional private information about a task is something crafters continue to explore—literally, in the case of explorer's lenses.

Explorer's lenses, page 189

FLOOD WARD

Level: 1d6 + 3
Minimum Crafting Level: 6
Form: Six-foot (2 m) tall collapsible metal tripod with a central tube that extends a spike into the earth when deployed
Effect: It takes two rounds to assemble and set up this device. Once set up, it requires an action to activate and then another round for the powered internal spike to penetrate the ground. (The spike can penetrate any surface whose level is less than or equal to its own, but it cannot penetrate force fields.) When activated, this device repels cohesive volumes of fluid in excess of about 1,000 gallons (3,800 l) for 28 hours. The fluid is pushed to the perimeter of a very long distance in diameter, effectively making the area proof from floods for a day. Smaller cohesive volumes are not repelled.
If deployed to protect from a ranked flood or similar threat, the rank of that threat is decreased by 3.
Depletion: 1 in 1d10

Rank, page 297

FORCE IMPALER

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Handheld device with a cone-like projection
Effect: The artifact collapses a force field in a manner designed to inflict damage on creatures sheltering on the opposite side of a force wall or inside a force dome. The device can target a force field within immediate range and collapse fields whose level is equal to or less than this artifact's level. If successful, all creatures on the opposite side of (or inside) the force field and within short range of the field perimeter take damage equal to the level of the field just collapsed. If used against a ranked community that gains some benefit from force fields, the specific benefit provided by that field is removed during that community action.
Depletion: 1 in 1d20

Community actions, page 305

GOLDEN AURA

Level: 1d6 + 1
Minimum Crafting Level: 3
Form: Surplice-like cloak with bulky embedded devices
Effect: The wearer can trigger the cloak as an action. On subsequent rounds, the cloak radiates a calming golden glow for about ten hours that provides dim light within short range. Characters within the glow add 1 to recovery rolls made in the light, and they have an asset on tasks related to persuasion, pleasant interaction, and Intellect defense.
If deployed in a ranked community or horde, the rank is increased by 1 for community actions related to diplomacy, easing social disquiet, and so on.
Depletion: 1 in 1d20

GOURMAND'S LENSES

Level: 1d6
Minimum Crafting Level: 2
Form: Thick lenses built on a device worn on the upper face and eyes
Effect: Informative images formed on the inner lenses help the user to identify palatable ingredients, suggest interesting gastronomic pairings, and access a catalog of recipes for about 28 hours per activation. The meals the wearer makes while the device is active are generally considered to be amazing feats of culinary accomplishment. If actively deployed on behalf of a community for one day, the community's rank is +1 for purposes related to overcoming food shortages, famine, and similar ranked disasters for that day.
Depletion: 1 in 1d20

Tasks to persuade diners who have just eaten a fantastic meal prepared by someone wearing gourmand's lenses gain an asset.

GRAVITEVATOR

Level: 1d6 + 1
Minimum Crafting Level: 3
Form: Heavy pack-like device composed of metal and synth components
Effect: The device unfolds itself into a fixed platform about 3 feet (1 m) on a side for about an hour. Thereafter, any user who steps onto the platform can trigger the device to lift them with invisible hands of gravity to any stated height, up to a long distance above the pad. If the artifact

An interesting start for a new game might be PCs waking up somewhere completely unknown as the lone surviving victims of a horde replicator in circumstances that suggest they may have been up to no good.

is set up next to a structure, a user can step off the gravitic lift effect and onto the structure. Alternatively, a user could step off a structure and into the hands of the gravity lift, if one has been deployed beneath that area.

Depletion: 1 in 1d20

HORDE REPLICATOR

Level: 1d6 + 2

Minimum Crafting Level: 7

Form: Long, narrow handheld device with sighting lens at one end

Effect: A flechette fired from the artifact targets a creature within short range, inflicting 1 point of damage. A humanoid target of level 2 or less that is damaged becomes infected with bioreplicative nanobots that remake it over the course of about a minute if it fails three Might defense rolls before succeeding on two during that period (making one defense roll every few rounds). If the effect goes to completion, the target loses all interest in anything but fighting and destroying (becoming a level 2 creature if it is not already level 2). It also becomes compliant to the verbal command of anyone carrying the artifact for a period of three days.

The target is infectious. Each creature it damages via unarmed attacks must make Might defense rolls as if targeted by the artifact or become another target, which is also infectious and amenable to the artifact bearer's verbal instructions. The nanobot infection constrains the total number of converts to about a hundred active creatures, creating a rank 2 horde if enough targets are converted within ten hours. Three days after the first target was converted to a mindless warrior, the effect ends for all surviving converts simultaneously. They have little memory of the events that brought them to whatever their current circumstances are.

Depletion: 1 in 1d20

ILLUSORY VISTA

Level: 1d6 + 4

Minimum Crafting Level: 7

Form: Box with several controls and handles

Effect: The area within long range of the box is replaced with an illusory scene crafted by the user. The effect moves with and stays centered on the artifact for that period. Creatures within the area are unaffected, but those outside the area might not notice anything unusual, or see a structure, community, or horde of creatures that isn't really there.

Depletion: 1 in 1d20

IMAGE PROJECTOR

Level: 1d6 + 1

Minimum Crafting Level: 5

Form: Crystal square with embedded controls

Effect: The user projects their image for up to a minute to a location they have previously visited. They see and hear what the projection does and can converse with creatures near it. The image is immaterial and can be dispersed with energy attacks. The projection can take no physical or mental actions other than observing, listening, and speaking.

Depletion: 1 in 1d20



Hordes, page 313

INSTABILITY INDUCER

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Handheld device with three rod-like projections
Effect: When the device is activated, an object (or a portion of a large structure up to an immediate distance in diameter) within long range begins to vibrate and buzz for about an hour. If the object is soundly struck during this period, it detonates and inflicts damage equal to this artifact's level on everything within immediate range (and is itself destroyed).
If the device is used continuously for about an hour against a defensive structure in a ranked community, 3 additional points of damage are dealt to the community's infrastructure if it takes damage during that community action. However, this use automatically depletes the artifact.
Depletion: 1 in 1d10 or automatic

Infrastructure, page 299

Community actions, page 305

MACHINE STIMULATOR

Level: 1d6 + 3
Minimum Crafting Level: 6
Form: Fifteen-foot (5 m) tall collapsible tripod with a large directional crystal dish at the top and a control box in the center
Effect: It takes two rounds to assemble and set up this device. Once set up, it takes an action to activate. When activated, this device can affect an area up to a very long distance across that is up to 2 miles (3 km) away that the tripod has direct line of sight to. Within the affected area, energy-using devices whose level is less than or equal to the artifact's level act as if 1 level higher for one hour. Thus, installations, artifacts, and many cyphers become more capable for the duration.
If deployed within a ranked community or horde that gains a benefit to its rank from artifacts, cyphers, installations, and so on, the community's rank is treated as if 1 higher for one hour.
Depletion: 1 in 1d6

Machine stimulators and similar artifacts normally don't affect biologicals.

Biological creations, page 14

Rank, page 297

MARGR REPULSOR

Level: 1d6
Minimum Crafting Level: 4
Form: Six-foot (2 m) tall collapsible metal tripod with a clarion-like cone extension on top
Effect: It takes two rounds to assemble and set up this device. Once set up, it requires an action to activate. When activated, this device sends out an audible signal for about an hour in a very long radius that most creatures hear as an annoying, low-pitched whine but that margr hear as a horrific, overwhelming scream that makes them want to flee.
If deployed to protect from a ranked horde of margr, the conflict is delayed for at least one hour, if not entirely avoided, unless the margr manage to disable the device or devise a long-term method to stop up their ears.
Depletion: 1 in 1d6

MELDING PROJECTOR

Level: 1d6
Minimum Crafting Level: 3
Form: Handheld device that always hums
Effect: The device emits a subtle bonding influence in a very long radius that causes all surfaces in contact with other surfaces to bond together for about an hour. The bond can be broken with a successful Might task with a difficulty equal to the melding projector's level.
If used on defensive structures in a ranked community, add 3 points to its infrastructure during that community action.
If deployed against a ranked horde, confusion grows as the combatants realize they can't put down their weapons, open their eyes if they happened to blink when the artifact was used, fire ranged weapons effectively, or even move because their feet are stuck to the ground. This confusion decreases the horde's rank by 3 for that community action.
Depletion: 1 in 1d6

MEMORY EXTRACTOR

Level: 1d6 + 2
Minimum Crafting Level: 5
Wearable: Thick lenses built on a device worn on the upper face and eyes
Effect: The user can selectively delete one specific memory from a target within immediate range. Memories most easily deleted are those of specific incidents whose duration was no more than about a minute. Memories that are interwoven into a target's daily existence (like their name, how to speak, the names of ordinary things, and so on) can't be deleted, though attempting to do so stuns the target, preventing them from taking their next turn.
Depletion: 1 in 1d20

OPERON RESERVOIR

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Metallic pod about 3 inches (7.5 cm) in diameter that fuses to its host's skin
Effect: The pod grafts onto a living host and extends filaments throughout their body. Thereafter, when the host spends points from a specific Pool (each operon reservoir is associated with Might, Speed, or Intellect), they can draw some or all of the points from the artifact instead. With each use, the artifact can transfer a number of points equal to its level. Operon reservoirs do not allow a user to avoid damage by directly spending points. Once grafted, a pod can't be removed until it is depleted (and sometimes not even then).
Depletion: 1 in 1d20

PERCEPTION EXTENDER

Level: 1d6 + 2
Minimum Crafting Level: 5
Wearable: Handheld device mounted with transparent screen
Effect: The user's senses extend up to a mile (1.5 km) in any direction for one minute, allowing them to ask the GM very simple, general questions about that area, such as "Where is the margr camp?" or "Where did we leave the galloping gambado?" and receive simple, correct answers. If used to gather reconnaissance on a ranked horde or community, the process takes about an hour. At the end of that period, the user can confer an advantage to another group by providing the information learned, which modifies the effective rank of the second group by +1 during the next community action involving the target horde or community.
Depletion: 1 in 1d20

PORTABLE FEAST

Level: 1d6
Minimum Crafting Level: 5
Form: Heavy pack-like device composed of metal and synth components
Effect: The device unfolds itself into a small fixed box about 3 feet (1 m) on a side that produces—in continuous fashion over a one-hour period—enough food and water to nutritiously feed up to a hundred people. If provided to the defenders of a ranked community or horde immediately prior to a conflict, they have +2 health during the next community action that occurs within ten hours of the feast.
Depletion: 1 in 1d20

PORTABLE TREBUCHET

Level: 1d6 + 2
Minimum Crafting Level: 6
Form: Heavy pack-like device composed of metal and synth components
Effect: The device unfolds itself into a trebuchet-like device about as large as a human and remains that way for about an hour. The trebuchet provides its own ammunition, which takes the form of burning spheres of plasma. If a user spends their entire action each turn operating the device, they can fling one trebuchet shot every other round at a target within very long range; the shot inflicts 6 points of damage on the target and everything within immediate range.
Depletion: 1 in 1d20

Galloping gambado, page 174

A shadowpath blade falls into the category of otherspace devices, and as such, it may incur a rift result when it depletes.

Otherspace creations, page 16

Rift, page 17

PREVARICATION EXPONENT

Level: 1d6 + 1
Minimum Crafting Level: 3
Wearable: Helm with a rotating cone-shaped projection
Effect: The wearer can trigger the helm as an action. On subsequent rounds, the helm exerts a subtle psychic influence that induces creatures within long range to lie rather than speak the truth on any given topic. Lies are usually the opposite of the truth. Attempts to tell the literal truth require a successful Intellect task on the part of each creature in range. If a creature successfully tells the truth in one instance, all additional attempts it makes to do so are eased by three steps. The helm's effect lasts for about an hour.
If deployed in a ranked community or horde, the rank is decreased by 1 for community actions related to diplomacy, easing social disquiet, and so on.
Depletion: 1 in 1d20

SACRILOCK

Level: 1d6 + 1
Minimum Crafting Level: 5
Form: Handheld device with extensions pointing toward and away from user
Effect: Intense beam of focused psychic energy inflicts a number of points of Intellect damage equal to the artifact level, plus 1 additional point of damage for each point the wielder spends from their Intellect Pool. The user doesn't choose the number of points spent; instead, roll a d6 to determine the number. The wielder may apply their Intellect Edge toward this cost.
Depletion: 1 in 1d20

Rank, page 297

Navarene, page 137

The arkus Keteros famously gave a sacrilock as a gift to Queen Armalu of Navarene. As he later explained, the gift was meant to convey the lesson that violence done to others is violence done to oneself.

SHADOWPATH BLADE

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Medium-length sword
Effect: This sword is made from an extension of a flaw in the dimension held open by a power source in the hilt. As such, the cutting "edge" is actually the thin edge of another dimension, giving it nearly unequaled sharpness. The blade inflicts 2 additional points of damage. This use does not require a depletion roll.
The blade can also be used to form a portal, which allows the user to travel from their current location to someplace else where they previously used this artifact ability (or to a place that a previous owner used it) through an artificial otherspace realm that connects these paths. The travel takes one action, and this use requires a depletion roll. Upon depletion, the sword loses its ability both to allow travel and to function as a weapon.
Depletion: 1 in 1d20

SOOTHING PERIMETER

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Metallic wire on a spindle that can be rolled out to surround an area up to a very long distance in diameter
Effect: It takes several minutes to deploy the wire, or longer if the user tries to do it without being obvious. Thereafter, all creatures in the surrounded area feel a soothing sense of calm for up to 28 hours. Becoming angry or violent requires a successful Intellect roll with a difficulty equal to the level of the artifact. If the wire is severed during this period, all creatures in the area suffer 1 point of Intellect damage (ignores Armor). If deployed to surround a ranked community or horde, conflict between it and another community or horde becomes almost impossible for one day.
Depletion: 1 in 1d20

STELLAR LOOP

Level: 1d6 + 3
Minimum Crafting Level: 7
Form: Metallic staff with a hollow loop at the end whose inner edge always shines with bright light
Effect: This artifact functions as a medium melee weapon. Unless covered, it also gives off bright light within immediate range. In addition, the wielder can call upon the following effects.

Beacon: If the illuminate function is used over the course of one community action to rally defenders, the community or horde benefiting from the use inflicts +1 point of damage during that interaction.

Combust: If the wielder uses the artifact to strike a foe in melee, they can inflict additional damage to the target equal to the artifact level.

Illuminate: The user greatly increases the light from the loop, illuminating everything within long range in bright light (and dim light for an equal distance beyond that) for about an hour.

Ray: The wielder makes a long-range attack with a focused blast of light from the loop, inflicting damage equal to the artifact level and blinding the target for one round.

Depletion: 1 in 1d20

TECTONIC EMITTER

Level: 1d6 + 4
Minimum Crafting Level: 8
Form: Six-foot (2 m) tall collapsible metal tripod with a central tube on a swivel mount
Effect: It takes two rounds to assemble and set up this device. Once set up, it requires 1d6 + 1 rounds to activate and to allow the power to build to sufficient levels before it can be used. When used (another action), the device affects inert matter within very long range, causing the ground to tremble and shift in a way that damages structures (and installations) built there. The effect destroys structures of level 2 or less, inflicts major damage on level 3 structures, and inflicts minor damage on level 4 and 5 structures. Higher-level structures are not harmed. If used against a ranked community, the artifact inflicts 4 points of damage against the community's infrastructure but is then automatically depleted.
Depletion: 1 in 1d6 or automatic

TEETH OF THE HORDE

Level: 1d6 + 2
Minimum Crafting Level: 6
Form: Six-foot (2 m) tall collapsible metal tripod with a central barrel-shaped core
Effect: It takes two rounds to assemble and set up this device. Once set up and activated, the device sprays a fine rain of metallic particles, covering an area a long range in diameter. Over the course of the following hour, particles (which are nanite devices) that fell on inert ground reorganize the ground beneath them into level 1 combat automatons. When complete, a horde of about a hundred automatons emerges. They can be directed to attack or defend as the user wishes for one hour or until they are destroyed, whichever occurs first. If deployed against a ranked community or horde, treat the automatons as a rank 1 horde for that community action.
Depletion: 1 in 1d6

TEMPORAL QUICKENER

Level: 1d6 + 3
Minimum Crafting Level: 6
Form: Two-foot (60 cm) diameter synth sphere with attached wires
Effect: It takes two rounds to assemble and set up this device in a fixed location. Once set up, it requires an action to activate. Thereafter, the device produces a temporal bubble a long distance in diameter centered on the artifact that lasts for 28 hours relative to those outside the bubble. Inside the bubble, time moves slightly faster so that about 38 hours seem to pass. Effectively, all creatures in the bubble gain one extra turn for every four turns they'd normally take, and they can take one extra ten-hour recovery roll. If the device is used continuously over several days, crafting times relative to the outside world can be shortened by about 25 percent.
Depletion: 1 in 1d20



Community actions, page 305

If community scouts notice someone setting up a tectonic emitter outside their walls and recognize it for what it is, residents scramble to destroy the device and kill the operator as quickly as possible.

Attacking objects, page 116

Recovery rolls, page 111

TIMESLIP DUPLICATOR

Level: 1d6 + 3
Minimum Crafting Level: 7
Form: Bulky metallic harness with many dials and switches
Effect: For up to one hour, the user is joined by four duplicates of the user from four parallel timelines. The duplicates look and act similar to the user, but they take their direction from the user and act as level 3 followers. (A level 3 follower usually has three modifications that can benefit the subject they follow. In this case, a duplicate can ease the user's attacks, Speed defense rolls, and one non-combat skill that the user is trained or specialized in.) The duplicates usually do not have access to any special abilities or equipment possessed by the user. At the end of the hour, all the duplicates (wherever they are, living or dead) merge with the user, who gains their memories.
Depletion: 1 in 1d10

Duplicates from a parallel timeline often have minor differences in dress and style, but they are generally similar in outlook to the prime creature and wish to help it. However, exceptions are possible, and enmity could develop.

If the user of a transposing visor identifies an attacking horde's leader (assuming there is one), trading places might be a way to cause the horde to disperse, though obviously at the cost of immediate personal danger to the user.

Followers, page 17

Community action, page 305



Rank, page 297

Aquatic horde, page 314

TRANSPOSING VISOR

Level: 1d6
Minimum Crafting Level: 3
Form: Synth helm with transparent eyepiece
Effect: The user swaps position with a target of roughly similar size that the user can see within very long range.
Depletion: 1 in 1d20

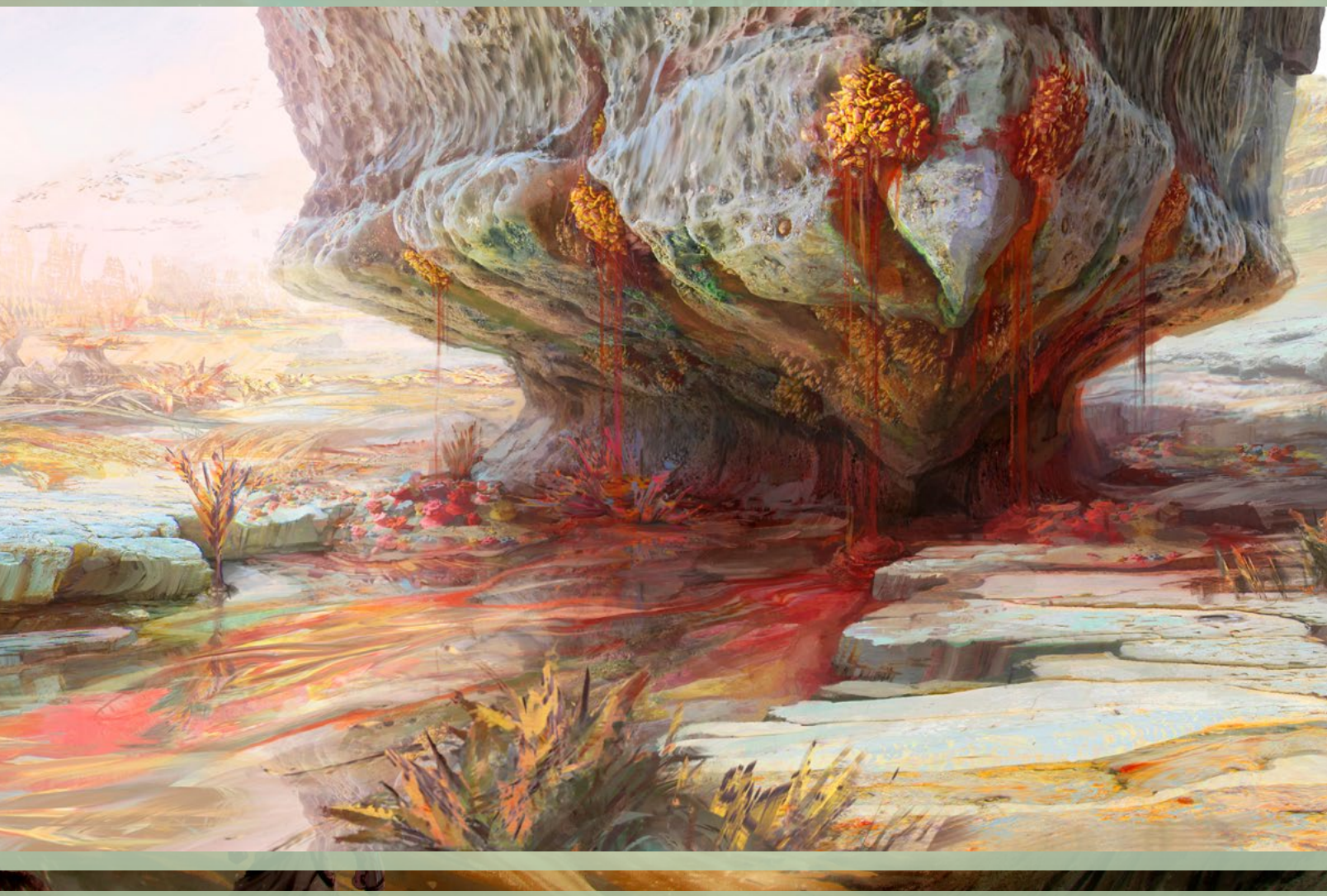
VISCOUS FOGGER

Level: 1d6 + 2
Minimum Crafting Level: 5
Form: Large backpack-sized device with a metallic wand connected with hoses and wires
Effect: When activated, the viscous fogger produces a prodigious amount of bluish-grey fog, which emerges in a stream that fills an area a short distance across (and up to a long distance away) within a round. On the following round, the fog solidifies into a mass of sticky strands that entangle targets in the area. Entangled victims can't move or take actions that require movement. Targets remain caught until they escape.
If deployed against a ranked community or horde, the target's rank is reduced by 1 during that community action and the viscous fogger is automatically depleted.
Depletion: 1 in 1d10 or automatic

WATER ADAPTER

Level: 1d6 + 3
Minimum Crafting Level: 6
Form: Streamlined pack-like device of metal and synth components
Effect: When used in water, all creatures within long range that normally breathe only air can also breathe water for about an hour. The effect moves with and stays centered on the artifact for that period. If the use is coordinated with a ranked horde, the horde is treated as an aquatic horde for that community action, in addition to any other benefits the horde might possess. (An aquatic horde can attack communities and other hordes that are otherwise difficult or impossible to reach, on account of being located beneath the waves or using the water as a defensive feature.)
Depletion: 1 in 1d20

PART 2:
COMMUNITY RESOURCES



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CHAPTER 5

EXPANDING COMMUNITY OPTIONS

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Numenera Destiny introduces many new concepts to the game—salvaging, crafting, followers, long-term play, and more. This part of *Building Tomorrow* gives additional options for using these concepts in a campaign, and new twists for GMs to use with players—and PCs—who think they know all there is to learn about the Ninth World and the numenera.

ADDITIONAL SALVAGE OPTIONS

Numenera Destiny presents a robust salvaging system that allows characters to take weird and broken scrap and discover parts and special components called iotum, which is what they need to craft numenera objects and structures. Chapter 6 describes a dozen additional kinds of iotum, particularly those relating to crafting biologicals and otherspaces, and other uses for these new iotum beyond the new plans presented elsewhere in this book.

NONHUMAN FOLLOWERS

The follower rules introduced in *Numenera Destiny* assume that the PCs are selecting human followers, but thousands of kinds of creatures in the Ninth World might be willing to help a PC. Chapter 7 expands the follower options to nonhuman creatures like abhumans, automatons, beasts, mutants, visitants, and stranger creatures.

FURTHER LONG-TERM PLAY OPPORTUNITIES

The long-term play activities in *Numenera Destiny* are only a small set of possibilities for PCs acting in a community. Chapter 8 presents many more options—some altruistic, some selfish, and some that improve a follower's ability to help a community while the PCs are exploring or otherwise occupied.

GM INTRUSIONS FOR CRAFTING

Now that PCs can craft artifacts, cyphers, and other strange devices, it would be easy to think that skilled inventors have mastered how the numenera works. Chapter 9 helps keep the numenera weird and unpredictable with special GM intrusions just for crafting. Many of these effects are nuisances for PCs, but some can really add character to a device—and a bit of exotic charm to the person carrying it.

NUMENERA WASTELANDS

Ancient ruins get worn down over time, creating wide areas where bits of the numenera sit and rot, leaching weird energy or materials into the air and soil. These sites can become dangerous, causing harm to anyone who comes near. Chapter 10 helps you add variety to any ruin, badland, or seemingly innocuous space, creating interesting and dangerous challengers for explorers.

CHAPTER 6

ADDITIONAL SALVAGE OPTIONS

Numenera Destiny introduces the concept of iotum—the building blocks PCs can use to build cyphers, artifacts, and installations—and gives examples of many kinds of common iotum and their various forms. However, the Ninth World was the home of many ancient civilizations, some of which came from other planets or dimensions and used many other kinds of iotum. Some of them have strange forms or organic origins, or they duplicate the abilities of other special materials. In this chapter, we'll detail other kinds of iotum, their uses, and how they compare to the kinds in *Destiny*.

The kinds of iotum described in this chapter aren't unique to a particular location, and it is possible to mix and match iotum from different sources or sites. A derelict installation in Navarene might be a popular spot for salvaging responsive synth and optogenetic muscle, but PCs might salvage those same iotum from a mutant beast wandering the wastes outside Enthait. Of course, the GM can decide that certain kinds of iotum are unique to a particular location—perhaps the site of an extradimensional excursion, a colony of extraterrestrials who never got the opportunity to spread outside of a small area, or the corpse of a specific genetically enhanced beast.

This book adds many new kinds of iotum to the kinds that PCs can salvage. To randomly determine what iotum is salvaged, roll on this chapter's Iotum Result Table, which includes all the iotum from *Numenera Destiny* and new ones from this book. Then roll on the appropriate Random Iotum Table for the indicated level range. If the GM knows there is a limited level range for the available salvage, they can skip the Iotum Result Table and just use the relevant Random Iotum table. For example, if the PCs are salvaging a level 3 structure, there is no way to get iotum of level 4 or higher from it, so the GM can simply roll on the Random Iotum Level 1–3 table to see what is salvaged.

The GM should always keep in mind that iotum are strange, exotic materials that can be found in radically different forms. Mixing up the iotum and their forms found in a ruin or salvageable creature helps maintain the weirdness of the Numenera setting. Even something as simple as finding a new io variant that looks like thumb-sized organic nodules or a type of amber crystal that looks like purple coral makes a salvaged area feel new and different.



Amber crystal, page 112

Responsive synth, page 111

Enthait, page 203

Navarene, page 137

Optogenetic muscle, page 118

Iotum Result Table, page 115

OTHER USES FOR IOTUM

Many kinds of iotum can be used in place of other iotum for crafting, and some have cypher-like uses outside of crafting. You can find details in the iotum descriptions in this book and in *Numenera Destiny*. This table summarizes them for easy reference.

Iotum	Substitute For	Other Uses*
Allophene nodule	—	Asset for healing environmental or ambient damage, add to recovery rolls, adapt creature to extreme environment
Amber crystal	—	Boost a detonation cypher
Apt clay	—	Ease a project's designed task, restore Intellect
Bio-circuitry	Responsive synth (1), smart tissue (1/3)	—
Branar lens	—	—
Cognitive weave	Bio-circuitry (1/2 unit)	Asset for healing nerves and brains, add to Intellect recovery roll, speeds and aids training a beast
Cosmic foam	—	Take 5 turns in one round
Data orb	—	Ask the datasphere a question (chance of depletion)
Fecundity matrix	—	Remove and sustain an egg, fetus, or parasite
Hyperfrustrum compressor	—	—
Immorcell colony	—	Asset for treating tissue damage, add to Might recovery roll, feed people
Kaon dot	Any (up to level 7)	Put an object, creature, or area in stasis
Metabolic vesicle	—	Process organic material into food; asset for healing poison, disease, and radiation damage; boost defense against poison, disease, and radiation
Midnight stone	—	Reinforce any crafting project, create random effects
Mimetic gel	Any (up to level 5)	Duplicate an object
Monopole	—	Improve the project's depletion range by one step
Mother marrow	—	Quick healing of broken bones, grant temporary Armor
Neurofilament plexus	Cognitive weave (6 units), bio-circuitry (3 units)	Two assets for healing nerves and brains, add to Intellect recovery roll, two assets on training a living creature
Orthogonalium fiber	—	Hamper dimensional travel
Optogenetic muscle	—	Boost Might Edge, asset for healing muscles, add to Might recovery roll
Oraculum	—	Grant limited sentience to a project or object





Philosophine	—	Restore 9 points to Pools (chance of depletion)
Pluripotent mass	Any (up to level 5)	Clone a creature
Protomatter	—	Destroy an object (up to level 6)
Psiranium	—	Ease the assessed difficulty of a crafting task, establish telepathic communication
Quantium	—	Move backward in time by one round
Scalar boson rod	—	Reduce an installation's reactive field
Smart tissue	—	Reinforce a mundane object or structure
Tamed iron	Any (up to level 8)	Quell the iron wind for a few minutes
Thaum dust	—	Reduce crafting time by half, gain an additional action for one round
Virtuon particle	—	Ease the assessed difficulty of a crafting task by two steps

* This column does not include using iotum (particularly io) as currency, or character special abilities that require having or consuming iotum.

Reactive field, page 322

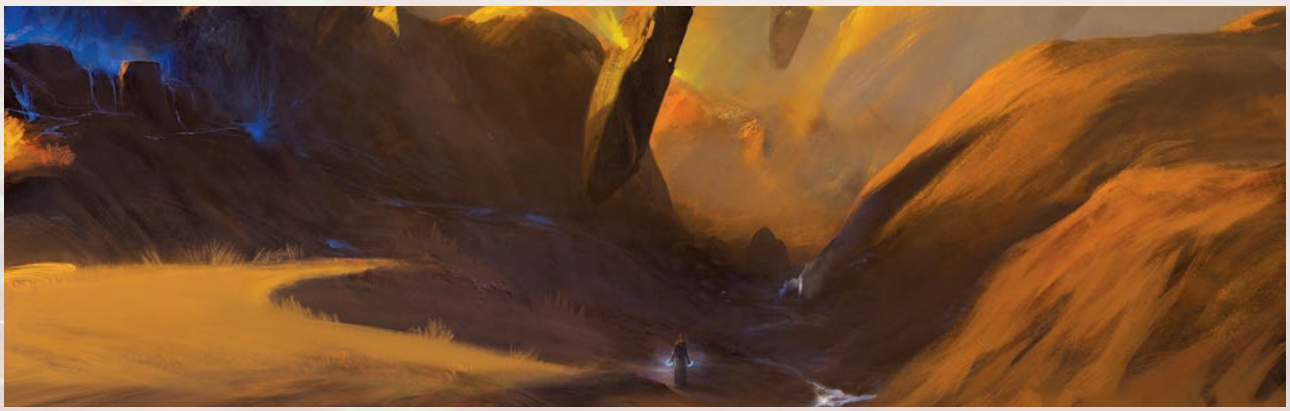
Iron wind, page 135

IOTUM RESULT TABLE

d100	Iotum Level Subtable
01–32	Random iotum level 1–3
33–75	Random iotum level 4–6
76–00	Random iotum level 7–10

RANDOM IOTUM LEVEL 1–3

d100	Iotum	Level	Units Salvaged	Value per Unit
01–20	Io	1	1d6	1 io
21–30	Immorcell colony	1	1d6	1 io
31–38	Branar lens	2	1d6	3 io
39–48	Cognitive weave	2	1d6	3 io
49–58	Optogenetic muscle	2	1d6	3 io
59–76	Responsive synth	2	1d6	3 io
77–86	Mother marrow	2	1d6	3 io
87–100	Apt clay	3	1d6	5 io



RANDOM IOTUM LEVEL 4–6

d100	Iotum	Level	Units Salvaged	Value per Unit
1–8	Metabolic vesicle	3	1d6	10 io
9–16	Allophene nodule	4	1d6	10 io
17–26	Bio-circuitry	4	1d6	10 io
27–36	Synthsteel	4	1d6	10 io
37–46	Pliable metal	4	1d6	10 io
47–52	Orthogonalium fiber	4	1d6	20 io
53–62	Azure steel	5	1d6	20 io
63–66	Fecundity matrix	5	1d6	20 io
67–75	Mimetic gel	5	1d6	20 io
76–80	Pluripotent mass	5	1d6	20 io
81–86	Quantium	5	1d6	20 io
87–91	Amber crystal	6	1d6	30 io
92–94	Hyperfrustrum compressor	6	1d6	30 io
95–96	Protomatter*	6	1	60 io
97–100	Thaum dust	6	1d6	30 io

* Protomatter can't be salvaged from cyphers, artifacts, automatons or other objects, scrap, or ruins of the numenera that are smaller than 40 feet (12 m) on a side because 1 unit of protomatter is almost that massive (unless some sort of extradimensional space to house the protomatter is involved). If this result occurs in relation to a source that's too small, thaum dust is salvaged instead.

RANDOM IOTUM LEVEL 7–10

d100	Iotum	Level	Units Salvaged	Value per Unit
1–12	Smart tissue	7	1d6	40 io
13–23	Psiranium	7	2	40 io
24–33	Kaon dot	7	2	40 io
34–40	Plan seed	*	*	10 × plan level
41–50	Monopole	7	2	40 io
51–57	Neurofilament plexus	8	2	40 io
58–65	Midnight stone	8	2	50 io
66–72	Oraculum	8	1	50 io
73–79	Virtuon particle	8	1	50 io
80–84	Tamed iron	9	1	70 io
85–88	Philosophine	9	1	70 io
89–92	Data orb	9	1	100 io
93–96	Scalar boson rod	9	1	100 io
97–100	Cosmic foam	10	1	200 io

* Instead of iotum, the PC discovers a plan seed embedded in the scrap.

Plan seed, page 136

IOTUM DESCRIPTIONS

The following are additional kinds of iotum that can be found in the ruins of the prior worlds. They are presented in order by level.

Immorcell colony: This cluster of living cells is usually found in stasis within a metal canister but can also be in the form of genetic instructions hard-coded into a biological printing machine, hard orange seeds encased in a resin sleeve, or a crystalline sludge growing from underneath a mushroom-like hemisphere. The colony is, effectively, "immortal" cells that don't age in their current state but can be used for a variety of purposes in crafting living structures and creatures. Adaptable and hardy, colonies are used in crafting clones, humanoid automatons, rasters, realistic fleshy coatings on automaton endoskeletons, and similar creations. They can be programmed to change to almost any color, grow hair, and so on. They combine well with a pluripotent mass to create an organic matrix for growing specialized tissues such as eyes and fingers.

Once used as part of a crafting task, the immorcells absorb traits of other nearby biological samples. They don't provoke an immune response in other tissue, but they also acquire the mortal nature of their neighbors and tend to degrade at the same rate as natural biological cells. This means they can be used as replacement tissue for a living creature as long as the desired material is fairly simple—blood, skin, fat, and so on (for replacing an actual organ, use pluripotent mass).

One unit of immorcells provides an asset for treating burns, blood loss, and similar simple tissue damage, or adds +3 to a recovery roll to heal Might damage. Immorcells are highly nutritious and anyone trained in understanding or crafting numenera can spend ten minutes to "program" a unit to emulate the taste of almost any kind of protein. One unit of immorcells is enough to sustain four humans for one day. Any of these uses consumes the iotum.

One Unit: About 1 pound (450 g)

Branar lens: This circular synth disc is illuminated with hundreds of pinpoint lights that constantly shift color and intensity to form complex patterns. It generates strange particles and monitors their behavior to provide information about neighboring dimensions. When used in series, they can perceive more remote dimensions. With an amplified power source, a branar lens acts as a beacon, transmitter, or even a lure, projecting a clear signal into a specific dimension or across several nearby dimensions.

One Unit: About 5 pounds (2.5 kg)

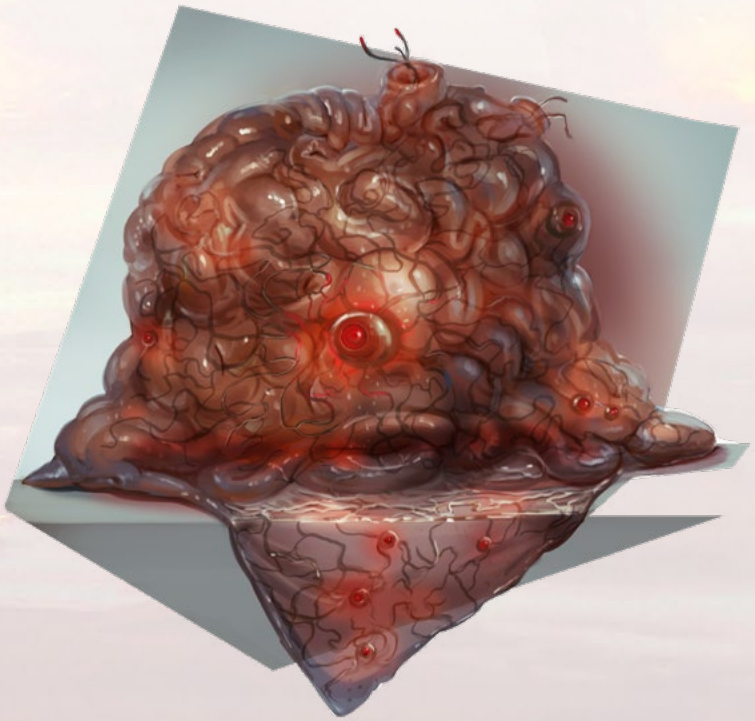
Cognitive weave: This limited and specialized form of bio-circuitry looks like clusters of tangled threads connected by narrow neural fibers wrapped in a moist elastic gel. When used in crafting, it acts as a very simple brain that can be programmed for specific tasks or trained to react to specific stimuli (such as visual, audible, or chemical triggers), much like a limited automaton. A creature built with cognitive weave operates on the mental level of a typical beast, except it knows or can be trained to perform one or two specialized tasks, such as a herbivore that avoids or eats a specific kind of plant, a guard animal

Immorcell colonies and other living iotum are usually biologically "neutral" and don't provoke an immune reaction, no matter what creature they are used on or in. Rarely, strains of any kind of organic iotum might be built with or mutate into "biased" strains that a living creature's body might reject, or a strain might evolve on its own into a primitive living thing.

Bio-circuitry, page 112

Limited automaton, page 149

Raster, page 248



A creature that consumes brains (such as a syzygid instructor) might accept units of cognitive weave as a gift or bribe, although the iotum is inferior to actual brains and the creature might instead be insulted by the offer.

Syzygid instructor: *level 5; making mental attacks, resisting mental attacks, and resisting deception as level 7; most knowledge skills as level 8; health 20; Armor 2; mentally generated ray of force deals 5 points of damage; for more details, see* Ninth World Bestiary 2, *page 157*

Seskii, page 252



that is passive toward creatures with a particular scent, or a beast that returns to its nest when it hears a set of musical tones. Additional units of cognitive weave can create a smarter beast (up to about the intelligence level of a seskii), but a crafter who wants to build something with near-human intelligence and actual understanding of a language should include neurofilament plexus.

Two units of cognitive weave can be used for crafting in place of 1 unit of bio-circuitry, but doing so hinders the crafting subtasks (in addition to the normal hindrance for substituting iotum).

One unit of cognitive weave provides an asset for a healing task involving Intellect damage, damage to the brain or the nervous system, or reviving an unconscious creature. It adds +3 to a recovery roll to heal Intellect damage. When used as part of training a beast, it reduces the training time to about one-third the normal amount. Any of these uses consumes the iotum.

One Unit: About 2 pounds (1 kg)

Mother marrow: This sturdy type of tissue is normally stored as a vivid red or green paste sandwiched between layers of beige or grey synth, but it's just as likely to be discovered as finger-length microporous ovoids or rigid tubes filled with a chilled slurry of organic cells and a pungent nutritious growing medium. Mother marrow is used to build bones, carapaces, and other hard internal and external structures. Like a pluripotent mass, it has self-replicating capabilities.

Mother marrow adapts to the presence of mature endo- and exoskeletal material, sealing and repairing broken bones, cracked chitin (such as insect shells), and similar materials. One unit of it heals a large broken bone (such as a femur) or multiple small broken bones (such as a fracture) in one hour. It can be applied to flesh, hardening over the course of about a minute into a smooth carapace (segmented at the creature's joints for flexibility) and providing +1 Armor for one hour, but hindering all Speed tasks for that time. After one hour, mother marrow used to make a carapace dies and crumbles away. Any of these uses consumes the iotum.

One Unit: About 2 pounds (1 kg)

Optogenetic muscle: These striated red and white fibers are dotted with nerve connections and usually stretched across a metal frame, or they might be tightly coiled within a glass tube or embedded on a rudimentary synth skeleton. Their primary use is giving mobility and strength to a creature's limbs, but they can also provide necessary functions to hearts and other internal organs. The nerve connections respond to light in their storage form, allowing the crafter to test and optimize their connections, but they are easily adapted in the growing process to work in response to chemical or electrical signals in the project's final form.

Optogenetic muscle can temporarily augment a creature's strength. Stitching 4 units to a human-sized creature is a difficulty 4 healing task that increases the creature's Might Edge by 1 for one hour. One unit provides an asset for a healing task involving muscles, paralysis, or other injuries related to muscles or Might, or adds +3 to a recovery roll to heal Might damage. Any of these uses consumes the iotum.

One Unit: About 6 pounds (3 kg)

Metabolic vesicle: This iotum is normally preserved as a pillow-like mass of thin layers of specialized cells wrapped in a protective waxy coating, but it's also commonly found as a hard synth matrix containing dozens of pockets of enzymes and other chemicals. An organic creature, artifact,



or installation with metabolic vesicles can digest various physical materials, convert them into nutrients and energy, and expel waste matter. Without the vesicles, the creature must have its energy needs met from a more direct source (such as io, solar energy, or some other fuel) and requires regular additions of external nutrients to remain functional. By default, a vesicle can process common animal and vegetable matter, but it can be modified as part of the crafting process to shift its dietary needs to more exotic substances such as soil, synth, metal, radioactive materials, toxic waste, or void matter. A truly omnivorous project that can eat almost anything (such as a callerail) would require multiple vesicles, each modified to digest a particular exotic substance.

One unit of metabolic vesicle can be used to process almost anything organic into a safe and nutritious slurry of unpleasant-smelling goo that can sustain up to four humans for 28 hours. This requires "feeding" the vesicle several pounds of raw materials (garbage, wood, animal parts, or even synth), and the process neutralizes any poisons, diseases, and contaminants in it. One unit provides an asset for treating diseases, poisons, radiation damage, and injuries from similar contaminants. Attaching 1 unit to a creature is a difficulty 4 healing task that provides an asset on all defense tasks against these attacks for 28 hours. Any of these uses consumes the iotum.

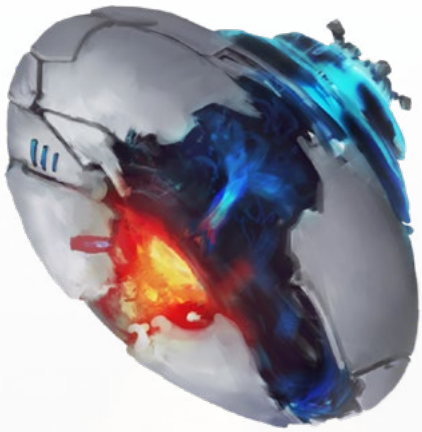
One Unit: About 4 pounds (2 kg)

Allophene nodule: Most commonly found as a narrow-aperture synth torus with a pumping and filtering mechanism, an allophene nodule monitors and alters a creature's cells to enhance its survival in a specific extreme environment. When included as part of crafting, the nodule is primed to adapt for a particular environment, such as extreme heat, extreme cold, high radiation, poisonous contaminants, underwater, vacuum, high pressure, high altitude, and so on, and the resulting living construct is able to function normally in that sort of environment, often with secondary effects that alter its appearance to suit this adaptation. For example, using a cold-primed allophene nodule as part of crafting a ravage bear results in a ravage bear that can withstand the cold environment near the Southern Wall, with the side effect that the creature gains a thick coat of fur and a thicker layer of body fat to provide extra insulation. Using a poison-primed allophene nodule when crafting a broken hound might give the creature external gill-like growths for filtering poisons from the air. An environment with multiple extreme factors, such as a lunar ruin with no atmosphere and deadly levels of radiation, requires crafting with 1 unit of allophene nodules per factor.

One unit of allophene nodules is an asset for treating most kinds of damage or conditions resulting from an extreme environment, or adds +3 to a recovery roll to heal damage from these sources. Attaching 1 unit to a creature is a difficulty 3 healing task that adapts the creature to the local extreme environment for the next hour, often causing disfiguring (but temporary) physical changes as part of this adaptation. Any of these uses consumes the iotum.

One Unit: About 1 pound (450 g)

Orthogonalium fiber: This flexible synth conduit is about as tall as an adult human and filled with hairy gold and red threads that bleed safe but noticeable levels of heat or cold depending on energy interference from nearby dimensions. When used as part of crafting (especially on the outer surface of a



Callerail, page 228

Ravage bear, page 249

Southern Wall, page 204

Broken hound, page 226

An allophene nodule is just as effective at treating damage from an open flame as it is at treating ambient heat damage. Likewise for other damaging effects that are immediate and localized versions of environmental damage.



Raster, page 248

Ravage bear, page 249

Biological reproduction always includes a chance for mutations and errors. A crafted creature that is under its creator's control might have offspring that need to be tamed.

Gallen, page 141

Aneen, page 225

vehicle or structure), it stabilizes the project's dimensional and temporal presence like a shock absorber, making it resistant to being knocked off course or expelled from its intended dimensional location.

One unit of orthogonalium fiber can be used as a level 4 restraint for a human-sized creature capable of going out of phase or shifting to another dimension. Each additional unit used adds +1 to the level of the restraint. The restraints have a depletion of 1 in 1d10 (check each round for the entire set of fibers used). Each time a bound creature attempts to leave its current dimension, the fibers inflict 1 point of cold or heat damage per unit used as a restraint.

One Unit: About 10 pounds (5 kg)

Fecundity matrix: This starfish-like synth assembly contains pockets of specialized cells and hormones that bind to other living tissue to form organs capable of facilitating sexual or asexual reproduction. With it, the creature can create smaller versions of itself that grow to full size in the manner of most living things. The methods of this reproduction depend on the creature's other biological tissue and triggering chemicals used during the initial crafting process. They could include an externally fertilized egg (like fish), an internally fertilized egg that is expelled (like reptiles, birds, and flowering plants), an internally fertilized and gestated embryo (like mammals), or something stranger like a parasitic implantation or externally developing marsupial embryo. Reproduction for a biomechanical creature such as a raster usually includes biological and machine parts that work together for this purpose.

Many factors relating to maturation of the offspring are determined by other iotum included in the crafting process, and most Ninth World people have little understanding about how to alter these parameters. For example, a crafted ravage bear might normally gestate its young for about 200 days before birthing two to three cubs, and experimentation with the crafting process might change that to 150 or 250 days and more or fewer cubs, but the outcome is largely due to chance. Likewise, it would be difficult to change a crafted ravage bear's reproduction so it laid eggs instead of bearing live young.

Using 1 unit of fecundity matrix can automatically remove or transplant a fist-sized egg, fetus, or implanted parasite from a willing creature (more units allow larger specimens), keeping it alive for 28 hours before it needs to be implanted somewhere else. In theory, 1 or more units of fecundity matrix could be implanted in a living creature, allowing it to gestate the offspring of an entirely different species, although odds are better if the creatures are somewhat similar (getting a gallen to safely gestate a fetal aneen might be difficulty 3, whereas getting it to gestate a fetal human might be difficulty 6). A fecundity matrix used as an additional component of a crafting task doubles the reproduction chance.

One Unit: About 2 pounds (1 kg)



Pluripotent mass: In its preserved state, pluripotent mass is usually salvaged as cylindrical clusters of glass tubes filled with dormant cells. When used as an additional component in a crafting task, pluripotent mass can be substituted for any other required iotum of up to level 5 on a unit-per-unit basis. However, it is primarily used in biological crafting rather than machine



crafting, as the versatile cells quickly adapt to their neighbors, taking on their qualities and abilities.

Pluripotent mass can also be used for other purposes. If a creature or tissue sample of up to level 5 is submerged in 4 units of mass, the creature is potentially cloned (an Intellect task with a difficulty equal to the level of the creature being duplicated). This task is hindered if the creature or sample is dead or if it includes any mechanical or electronic parts. If the cloning duplication effect fails, the pluripotent mass (and anything submerged in it) explodes, infecting everyone in an immediate distance with a level 5 virulent disease. Either way, the 4 units of pluripotent mass are used up.

One unit: Between 10 and 100 pounds (5–45 kg)

Hyperfrustrum compressor: This iotum is usually found as a series of hollow synth or glass tubes connected at each end by a smooth metal sphere, with intermittent bursts of light traveling back and forth along the tubes. It is used to identify, recreate, and predict the forward and backward movement of objects in spacetime. Using this iotum in crafting simplifies travel to other dimensions and times and allows limited pre- and postcognition. In its free state (when not part of a crafting project), a compressor sometimes disappears and reappears hours or days later, presumably shifting to another dimension or time before returning to its previous location.

One unit: About 16 pounds (7 kg)

Neurofilament plexus: This mass of branching nerves resembles an internally glowing brain that appears blurry around the edges because its fractal symmetry repeats at smaller scales until it can't be discerned by the human eye. The plexus is an advanced version of cognitive weave, allowing the construction of biological projects with human-level intellects (and beyond, if multiple plexuses are used). Unless the creator wants to train the new creation on a years-long timeline, mechanical or psychic means should be included in the crafting process so the project is fully functional upon completion.

One unit of neurofilament plexus can be used for crafting in place of 6 units of cognitive weave or 3 units of bio-circuitry (although the reverse is not true for either of these substitutions), easing the assessed difficulty of the task.

One unit of plexus provides two assets for a healing task involving Intellect damage, damage to the brain or the nervous system, or reviving an unconscious creature. It adds +6 to a recovery roll to heal Intellect damage. When used as part of training a beast, it reduces the training time to about one-tenth the normal amount. Any of these uses consumes the iotum.

One Unit: About 8 pounds (4 kg)

A creature that consumes brains might accept a unit of neurofilament plexus as a gift or bribe. Unlike cognitive weave, the plexus is functionally identical to an actual human brain and is unlikely to be spurned.

Bio-circuitry, page 112

A creature or tissue sample cloned with pluripotent mass is a physical copy of the original but lacks any memories or training of the original. It is essentially a newborn mind.



CHAPTER 7

NONHUMAN FOLLOWERS

Follower, page 17

Abhuman, page 13
Visitant, page 394
Margr, page 240
Disassembler, page 233
Comprehension graft, page 277
Culova, page 231

The rules for followers assume that any followers a PC acquires are human, or close enough to human that their exact species doesn't matter. However, it is possible for the PCs to gain a follower who is not human—perhaps an abhuman, visitant, or some other intelligent creature who has an interest in working with the PC or an associated community. For the most part, these nonhuman followers work just like a human follower would: they have a level and one or more tasks they can help with.

Creatures described in other Numenera books are presented here as nonhuman followers. This assortment is limited to creatures of level 1 through 5 (as it's unlikely for even a high-tier character to acquire a follower of level 6 or higher). It includes creatures that could reasonably be chosen as a follower, based on their intelligence and motivation, and it omits mindless creatures, those that can't or won't communicate with the PC, and so on. It includes creatures like abhumans (despite their rejection and hatred of humanity), machines that normally act erratically (but perhaps can be repaired), and creatures of at least animal intelligence. The explanation to why such a creature might agree to follow a human PC is up for the GM and player to work out (perhaps the PCs saved a margr's life, reprogrammed a disassembler so it follows orders, used a comprehension graft on an animal so it understands a human language, or something similar).

Nonhuman followers can gain levels just like human followers, usually when the PC gains a new type or focus ability that increases a follower's level. This level increase should affect all level-based abilities the creature has, increasing their effective levels by the same amount. For example, a culova is a level 4 creature that moves with stealth and climbs as a level 6 creature. If a culova follower gains a level, it becomes a level 5 creature that moves with stealth and climbs as a level 7 creature. In most cases, this level change doesn't affect what the creature can do as a follower (the culova can help on stealth and climbing tasks whether its own level for those tasks is 6 or 7), but it might be important if the follower has to act on its own as an NPC (such as sneaking past a level 6 guard). Of course, just as with a human follower, increasing a nonhuman follower's level means it gains a new skill modification.

UNDERSTANDING THE LISTINGS

Minimum Level: This is the minimum follower level a PC must be able to gain if they want to select this kind of creature as a follower. For example, culovas are level 4, so a PC can't choose a culova as a follower unless they are able to select a level 4 follower.

XP Cost: This is the XP cost the PC must spend to choose this creature as a follower. This entry is omitted if the follower doesn't have an XP cost.

Modifications: This is a list of modifications the follower starts play with, based on tasks that kind of creature is good at. For example, culovas are level 6 for climbing and stealth, so a culova follower's modifications include climbing and stealth. A nonhuman follower's modifications may include attacks and defenses, but (like a human follower) the nonhuman follower can't have those modifications unless it is level 3 or higher. The GM is free to alter these starting modifications for specific nonhuman followers of that type. For example, a margr follower's modifications are climbing and resisting trickery and lies, but the GM may decide that a specific margr interested in becoming a follower has climbing and stealth as modifications. If a nonhuman follower gains a level, the PC can decide what the follower's new modification is.

Reference: The Numenera book and page number where you can find the creature's full stats. (Note: You don't need to have these supplements to use the creature as a follower; the reference is just for additional, optional information.)

NONHUMAN FOLLOWERS

Creature	Minimum Level	Modifications	Reference
Aneen	3	Balancing, jumping, defense	*Discovery*, 225
Anhedon	4	Attacks, defense, jumping, understanding numenera	*Destiny*, 253
Avatrol	4	Attacks, defenses, hunting, perception	*Ninth World Bestiary*, 22
Balikna	4	Attacks, defenses, perception, stealth	*Ninth World Bestiary*, 23
Blacktusk	4	Attacks, defenses, hunting, perception	*Ninth World Bestiary 2*, 28
Blood barm	3	Attacks, defense, foraging	*Discovery*, 226
Braguon	2	Perception, stealth	*Ninth World Guidebook*, 225
Brendril	1	Perception	*Ninth World Bestiary*, 29
Broken hound	2	Attacks, defense, perception	*Discovery*, 226
Calramite	4	Attacks, crafting numenera, defenses, understanding numenera	*Into the Night*, 26
Calyptor	3	Attacks, defenses, musical performance, perception	*Ninth World Bestiary*, 27
Caprimag	3	Attacks, defenses, perception	*Ninth World Bestiary 2*, 31
Cave qui	4	Attacks, defenses, negotiation, persuasion	*Ninth World Bestiary*, 28
Chirog	4	Attacks, breaking objects, climbing, defense	*Discovery*, 229
Coccitan	3	Attacks, defenses, perception, stealth	*Ninth World Bestiary*, 32
Colchin	4	Attacks, crafting commonplace objects, defenses, fungi knowledge	*Jade Colossus*, 133
Colostran	3	Adaptation, attacks, defenses	*Jade Colossus*, 132
Conundary	4	Attacks, crafting (installations and structures), defense, stealth	*Destiny*, 257
Crawling one	5	Attacks, climbing, defenses, stealth	*Into the Outside*, 141
Cromulek	5	Attacks, crafting automatons, defenses, understanding numenera	*Into the Night*, 86
Culova	4	Climbing, defense, negotiation, stealth	*Discovery*, 231
Culova protector	5	Attacks, defenses, interaction, stealth	*Ninth World Bestiary 2*, 38
Disassembler	5	Attacks, breaking objects, defense, salvaging numenera, searching	*Discovery*, 233
Drebil	2	Disguise, stealth	*Ninth World Bestiary*, 38
Dritch	4	Attacks, defenses, navigation, sensing and tracking void matter	*Jade Colossus*, 135
Duronalor	3	Attacks, defenses, perception	*Ninth World Guidebook*, 227
Ebon	4	Attacks, defenses, perception, stealth	*Ninth World Bestiary 2*, 48
Ellaticurid	3	Attacks, defenses, history	*Into the Night*, 40
Entlan	4	Attacks, defenses, intimidation, perception	*Ninth World Guidebook*, 228
Ergovore hound	4	Attacks, defenses, perception, sensing the numenera	*Ninth World Bestiary*, 47
Esculant	4	Attacks, defenses, resisting deception, stealth	*Destiny*, 261
Etteramerith	3	Attacks, defenses, hunting	*Into the Night*, 86
Eurieg	4	Attacks, climbing, jumping, moving across difficult terrain	*Ninth World Guidebook*, 229
Exic	4	Attacks, climbing, defenses, destroying objects	*Into the Outside*, 144
Flesh ghost	4	Any four (as per the living person copied)	*Destiny*, 262
Fossick	3	Attacks, crafting numenera, understanding numenera	*Destiny*, 263

NONHUMAN FOLLOWERS (CONTINUED)

Creature	Minimum Level	Modifications	Reference
Frilled baul	5	Attacks, defenses, perception, stealth	*Ninth World Bestiary*, 55
Gazer	1	Perception	*Ninth World Bestiary*, 56
Ghost crab	5	Attacks, crafting commonplace structures, defense, hunting, stealth	*Discovery*, 236
Glittergar	3	Attacks, defenses, destroying numenera	*Ninth World Guidebook*, 230
Griffalo	2	Perception, stealth	*Ninth World Bestiary*, 61
Grush	4	Attacks, breaking objects, defenses, intimidation	*Ninth World Bestiary*, 62
Heeldran	2	Deception, perception	*Ninth World Bestiary 2*, 64
Herder	3	Attacks, defenses, perception	*Ninth World Bestiary*, 63
Hontri	5	Attacks, defenses, hunting, perception	*Ninth World Bestiary*, 66
Ice weaver	3	Attacks, crafting structures from ice, defenses	*Ninth World Bestiary 2*, 67
Idolum	4	Deception, defenses, disguise, mimicry	*Destiny*, 265
Igothus	3	Attacks, defenses, hunting	*Ninth World Bestiary 2*, 69
Ithsyn	4	Attacks, defense, hunting, perception	*Discovery*, 237
Jreet	3	Attacks, defenses, perception	*Ninth World Bestiary 2*, 76
Jybril	5	Attacks, defenses, hunting, perception, stealth	*Ninth World Bestiary 2*, 77
Kalyptein crab	3	Attacks, defenses, sensing the numenera	*Ninth World Bestiary*, 70
Karestrel	4	Attacks, defenses, hunting, perception	*Ninth World Bestiary 2*, 79
Keltonim	3	Attacks, defenses, escaping	*Ninth World Bestiary 2*, 82
Killist	3	Attacks, defenses, stealth	*Ninth World Bestiary*, 72
Klax	4	Attacks, defenses, salvaging numenera, understanding numenera	*Ninth World Bestiary 2*, 85
Laak	1	Climbing	*Discovery*, 239
Larus	3	Attacks, deception, defenses	*Ninth World Bestiary 2*, 90
Lattimor	2	Breaking objects (bursk state only), interaction (neem state only), perception	*Discovery*, 396
Leradyt	5	Attacks, climbing, defenses, perception, stealth	*Ninth World Bestiary 2*, 92
Lorub	5	Attacks, defenses, perception, physical strength, swimming	*Ninth World Bestiary*, 77
Lux	3	Attacks, climbing, defenses	*Into the Night*, 53
Malork	4	Attacks, defenses, perception, stealth	*Ninth World Bestiary 2*, 94
Marauding vault	5	Attacks, controlling machines, defenses, sensing the numenera, understanding numenera	*Jade Colossus*, 136
Margr	2	Climbing, resisting trickery and lies	*Discovery*, 240
Mastigophore	4	Attacks, defense, perception, stealth	*Discovery*, 241
Memora	4	Attacks, defenses, disguise, deception	*Ninth World Bestiary*, 83
Mercurial wasp	3	Attacks, defenses, destroying objects	*Ninth World Bestiary 2*, 97
Merkadian soldier	2	Initiative, stealth	*Ninth World Bestiary*, 84
Mesomeme	5	Attacks, defense, perception (in water), stealth (in water)	*Discovery*, 242
Mlox	4	Attacks, defenses, knowledge and memory, perception	*Ninth World Bestiary*, 86
Mnethashi	5	Attacks, deception, defenses, reading thoughts, stealth	*Ninth World Bestiary 2*, 99
Murden	3	Attacks, defenses, perception	*Discovery*, 243
Nalurus	3	Attacks, defenses, stealth	*Ninth World Bestiary*, 90
Narborasham	4	Attacks, defenses, perception, swimming	*Ninth World Guidebook*, 235

Creature	Minimum Level	Modifications	Reference
Navarac	4	Attacks, defenses, perception, stealth	*Ninth World Bestiary 2*, 108
Nchalsik (warrior)	4	Attacks, climbing, defenses, understanding numenera	*Ninth World Guidebook*, 236
Nchalsik (worker)	3	Climbing, defenses, understanding numenera	*Ninth World Guidebook*, 236
Nevajin	4	Attacks, crafting, defense, understanding numenera	*Discovery*, 244
Nibovian guide	5	Attacks, defenses, deception, stealth	*Ninth World Bestiary 2*, 112
Nibovian wife	3	Defense, persuasion, seduction	*Discovery*, 245
Octopus	3	Attacks, defenses, stealth	*Ninth World Bestiary 2*, 116
Odlark	4	Attacks, crafting numenera, defenses, knowledge	*Ninth World Bestiary*, 95
Omath ranger	5	Attacks, defenses, moving objects, perception, stealth	*Ninth World Bestiary 2*, 118
Oniscid	5	Attacks, defenses, navigation, stealth, perception	*Destiny*, 269
Onrakas	3	Attacks, breaking objects, perception	*Ninth World Bestiary 2*, 119
Oorgolian envoy	5	Attacks, defenses, intimidation, perception, persuasion	*Destiny*, 270
Oorgolian soldier	4	Attacks, balancing, jumping, perception	*Discovery*, 246
Pariall	4	Defenses, dimensional knowledge, disguise, stealth	*Into the Outside*, 152
Phayclor	3	Attacks, defenses, stealth	*Into the Deep*, 148
Philethis	5	Attacks, confusing conversation, defense, perception, understanding numenera	*Discovery*, 247
Quaaen	5	Attacks, defenses, intimidation, perception	*Ninth World Guidebook*, 239
Queb	4	Attacks, defenses, perception, stealth	*Ninth World Bestiary*, 101
Raddich	3	Attacks, defenses, persuasion	*Into the Night*, 126
Raster	4	Attack, defense, hunting, perception (within long range)	*Discovery*, 248
Ravage bear	4	Attacks, climbing, jumping, defense	*Discovery*, 249
Sarrak	5	Attacks, deception, defenses, resisting deception, understanding numenera	*Discovery*, 250
Sathosh	3	Attacks, defenses, climbing	*Discovery*, 251
Scrow	5	Attacks, crafting numenera, defenses, salvaging numenera, understanding numenera	*Destiny*, 274
Seskii	2	Hunting, perception, stealth	*Discovery*, 252
Seskii tracer	4	Attacks, defenses, perception, tracking	*Ninth World Bestiary 2*, 142
Sferic	5	Attacks, crafting commonplace structures, crafting numenera, defenses, resisting deception	*Destiny*, 275
Shantag	4	Attacks, balancing, climbing, defenses	*Ninth World Guidebook*, 240
Shanu	2	Climbing, perception	*Ninth World Bestiary*, 113
Shivern	2	Perception, stealth	*Ninth World Bestiary*, 114
Shore stalker	4	Breaking objects, healing, using the datasphere	*Into the Deep*, 150
Silverwing	5	Aerial maneuvers, attacks, defenses, intimidation, perception	*Ninth World Guidebook*, 242
Skeane	4	Attacks, crafting objects and structures, defenses, swimming	*Into the Deep*, 59
Snow loper	3	Attacks, defense, perception	*Discovery*, 253
Spawn-warrior of Ochramaris	5	Attacks, climbing, defenses, intimidation, jumping	*Ninth World Guidebook*, 244

NONHUMAN FOLLOWERS (CONTINUED)

Creature	Minimum Level	Modifications	Reference
Spurn	3	Attacks, defenses, perception	*Ninth World Bestiary*, 120
Steel angel	4	Attacks, defenses, repairs, understanding numenera	*Ninth World Bestiary 2*, 151
Stinging cloak	5	Attacks, defenses, guarding, perception, stealth	*Into the Deep*, 153
Stratharian war moth	2	Hunting, perception	*Discovery*, 255
Syzygy ghoul	4	Attacks, defenses, knowledge, perception	*Ninth World Bestiary*, 122
Tabanid	5	Attacks, breaking objects, defenses, perception, stealth	*Destiny*, 278
Tachyron	4	Attacks, defenses, initiative, perception	*Ninth World Bestiary*, 123
Tarak	4	Attacks, creating and deciphering complex patterns, defenses, navigation	*Into the Deep*, 154
Tarrow mole	5	Attacks, bypassing physical obstacles, defenses, perception	*Jade Colossus*, 139
Terredel	4	Attacks, defenses, jumping, stealth	*Ninth World Bestiary 2*, 161
Terror bird	4	Attacks, defenses, perception, stealth	*Ninth World Bestiary*, 124
Tetrahydra	3	Attacks, defense, perception	*Discovery*, 256
Thlipsid	5	Attacks, defenses, intimidation, knowledge of time and temporal phenomena, negotiation	*Destiny*, 279
Thuman	2	Hunting, perception	*Discovery*, 256
Tonbrium hunter	4	Attacks, crafting objects, defenses, tracking	*Ninth World Bestiary 2*, 166
Truckler	2	Deception, perception	*Destiny*, 280
Tusked grorthas	5	Attacks, climbing, defenses, intimidation, jumping	*Ninth World Guidebook*, 245
Ulenic	3	Attacks, defenses, perception	*Ninth World Bestiary 2*, 168
Umem	4	Attacks, crafting tunnels, deception, defenses	*Ninth World Bestiary 2*, 169
Unagran	2	Hunting, perception	*Ninth World Bestiary*, 129
Uraeyl	4	Attacks, crafting commonplace objects, defenses, perception	*Ninth World Guidebook*, 246
Urtilla	4	Attacks, climbing, defenses, resisting trickery	*Ninth World Bestiary 2*, 171
Vape	2	Perception, stealth	*Ninth World Bestiary*, 131
Varakith	5	Attacks, defense, perception	*Discovery*, 258
Varjellen	2	Perception, understanding numenera	*Discovery*, 394
Vesied	5	Attacks, crafting numenera, defenses, salvaging numenera, understanding numenera	*Ninth World Bestiary 2*, 173
Viscid watcher	3	Attacks, defenses, perception	*Into the Deep*, 156
Vro	5	Attacks, defenses, perception, running, stealth	*Ninth World Guidebook*, 247
Vroaordun	4	Attacks, defenses, interaction, swimming	*Ninth World Bestiary 2*, 177
Vuraneen	5	Attacks, balancing, defenses, jumping, perception	*Ninth World Bestiary 2*, 178
Warder	4	Attacks, defenses, initiative, perception	*Ninth World Bestiary*, 133
Wedoth	2	Repairing, stealth	*Into the Night*, 85
Xi-drake	5	Attacks, defenses, perception, intimidation, resisting deception	*Discovery*, 259
Ylhath	3	Attacks, defenses, climbing	*Ninth World Bestiary 2*, 182
Yovok	3	Attacks, jumping, defenses	*Discovery*, 261
Zandrel	4	Attacks, defenses, hunting, perception	*Ninth World Bestiary 2*, 183
Zarg	3	Attacks, defenses, stealth	*Ninth World Guidebook*, 250
Zayrn	1	Stealth	*Ninth World Bestiary 2*, 184
Zhev	5	Attacks, defenses, intimidation, perception, sense deception	*Discovery*, 262



XP COSTS FOR NONHUMAN FOLLOWERS

Nonhuman creatures such as culovas, disassemblers, and margr were designed to be adversaries for PCs. Presenting them as companions means that some creature abilities that were supposed to be used only once or twice in an encounter can be used throughout the day, which makes these creatures much more versatile and powerful as followers than as foes. If a creature has an unusual ability of this sort, the GM should require the PC who wants that follower to spend about 4 XP for each ability the creature has (similar to spending XP on the long-term benefit of acquiring an artifact). For example, a culova has one powerful ability—it can spray a damaging poison on all nearby creatures—so a PC wanting to choose a culova as a follower should have to spend about 4 XP to do so. This means that it might cost 10 XP or more to gain creatures with several such abilities as a follower, which is more than the recommended amount of XP that a PC should be able to save. If the player is saving XP for the purpose of getting that kind of follower, the GM can make an exception to the hoarding limit. The specific examples of nonhuman followers in this chapter include the suggested XP cost for selecting them as followers.

EXAMPLE NONHUMAN FOLLOWERS

These creatures are unique individuals representing the general kinds of nonhuman followers presented in the Nonhuman Followers table.

To help them stand out from typical followers of their species, these sample followers often don't have the default modifiers listed in the Nonhuman Followers table. The GM is free to change any follower modifiers to suit the campaign (although they should still adhere to the general rule that followers can't have attacks or defenses as a modifier unless they are at least level 3).

For most of these creatures, their gender is unspecified (and their description uses the pronoun "they), as the NPC's gender doesn't directly relate to their role as a follower. Automatons and other genderless beings are referred to as "it." A few are called "he" or "she" because their specific gender is relevant to their abilities and history.



If a PC loses a follower that costs XP, the GM should allow the PC to choose another follower with the same XP cost, give the PC an equivalent benefit (such as an artifact), or refund the XP to the character.

At the GM's discretion, a nonhuman follower who gains a level might also transform into a similar but more powerful version of that creature, such as a culova becoming a culova protector (see Ninth World Bestiary 2, *page 38).*

These creatures can be used as interesting NPCs even if they won't be working with the PCs as followers, or the GM can ignore that they're not human and instead use their personality traits for human followers. The GM should feel free to choose genders for any of these NPCs as relevant to their Numenera campaign.

Long-term benefits, page 126

Spending experience points, page 125

Anhedon, page 253



ANHEDON — LEVEL 4

Modifications: Attacks, defense, jumping, understanding numenera

XP Cost: 10

Tarkrot is humorless and driven by its personal and cultural goal to find or fulfill what its people call the Meeting of All Things. If something doesn't directly relate to this goal or survival in general, Tarkrot considers it irrelevant and a distraction, and is vocal with its opinions about such things. It has little tolerance for mistakes or ignorance and tends to throw gravity tantrums when its research and investigations fail to make as much progress as it would like—a combination that makes Tarkrot unsuitable for living in a community with typical humans. When on a survey or exploratory mission, it excels, shrugging off danger and attacks from hostile creatures while it pursues information or numenera objects it can use. Any agreement it makes to work with non-anhedons gives it the right to claim specific cyphers or artifacts that it can use for its mission, no questions asked—an arrangement that would be unsatisfactory with a creature that wasn't direct and honest about its needs. Tarkrot is not motivated by greed, glory, power, or vengeance, so its reasons for claiming certain items or access to information should be above suspicion. Of course, the Meeting of All Things might not be an event that is beneficial to the people of the Ninth World, but its timeline seems to be a matter of years, so the associated PC has time to decide when this partnership should end.

Braguon: *level 2, perception and stealth as level 3; health 8; claws deal 3 points of damage; for more details, see* Ninth World Guidebook, *page 225*

Sleep inducer, page 287

Web detonation, page 278

BRAGUON — LEVEL 2

Modifications: Perception, stealth

Toop Heep (which is only a human-pronounceable approximation of her name) is smarter and less xenophobic than most braguons, but she is still an aggressive, near-bestial creature that tends to react to new things with violence or fear. She is a successful mother with two adult children and will soon experience the metabolic change that increases her toughness and size. She can be trusted to safely carry and use one cypher at a time, and she prefers those that help her incapacitate an opponent, such as a sleep inducer or a web detonation. Her status in a group (based on strength and intimidation) is very important to her, and she tends to sulk less if there is another creature in the group who has a lower status than she does, whether that is a PC, a sapient NPC, or even a semi-intelligent pet. If startled or hurt by a superior opponent, she is likely to flee, returning at the end of (or after) the battle to finish off a weakened or dying enemy. Communication difficulties with her allies provoke tantrums where she breaks nearby fragile objects and equipment such as tree branches, arrows, bottles, and so on.

Caprimag: *level 3, perception as level 5; health 11; talons and beak deal 4 points of damage; for more details, see* Ninth World Bestiary 2, *page 31*



CAPRIMAG — LEVEL 3

Modifications: Attacks, deception, perception

XP Cost: 4

Duskog is a sly and careful caprimag, an accomplished hunter who is fond of manipulating their enemies within the flock into injuring or embarrassing themselves, lowering the rival's status. They like using cyphers and resent the frequent occasions when they have to give up these treasures to the flock's council. They are more likely to activate a cypher that would be useful at the slightest opportunity rather than hoard it for a later situation (and risk having to relinquish it when it returns to the flock). An ally who is generous with cyphers quickly earns their trust, even if these rewards are weak or specialized—Duskog will find a combat use for it and screech with glee at the effects. They are easily offended by anyone who suggests that they smell bad. Because of a bad burn when they were young, they're a little cautious around fire (including people who wield fiery abilities) and would rather not carry cyphers that create open flames or heat. Among other caprimags, Duskog would be a likely candidate to become a member of the ruling council; as a follower, they'd be satisfied with being a deputy or proxy for an influential PC.

CAVE QUI — LEVEL 4

Modifications: Defenses, negotiation, perception, persuasion

XP Cost: 4

Sorrow Whisper is the last survivor of a cave qui colony that succumbed to the qui curse that turned everyone into violent, hungry monsters. They carry the whistle-like device from the colony's Air Talker that lets them communicate with humans, but out of respect for the dead they haven't chosen the title Air Talker for themselves. They used to dye their wings bright green and orange, but now use muted greys and blues to represent mourning. Sorrow Whisper is intrigued by the numenera and hopes that someone with great knowledge can figure out how to reverse the curse that devastates their people. For a naturally peaceful creature, they have seen a lot of violence, and they prefer to de-escalate conflicts with soothing words and compromises. Sorrow Whisper is more comfortable in a community than traveling or exploring, and likes to have people nearby who know them well so they can be alert for any signs of the curse, above and beyond their own vigilance. They prefer to sleep during the day, coming alert in the evening, when they tell stories and keep watch at night.

Cave qui: *level 4; persuasion as level 6; claws deal 4 points of damage; for more details, see* The Ninth World Bestiary, *page 28*



CHIROG — LEVEL 4

Modifications: Attacks, breaking objects, climbing, stealth

Rukh is an angry, spiteful, petty chirog, prone to throwing tantrums and smashing fragile objects to get attention or distract someone from threatening or punishing them. They speak the Truth and the language of chirogs, using a surprising array of profane words and gestures to bully others of their kind into doing what they say. They work best when allowed to skulk about nearby instead of following at someone's heel. They have siblings in various chirog colonies, and when entering their territory, Rukh throws tantrums until they get permission to visit relatives for a few days. Rukh prefers working for PCs who don't rely on a lot of numenera devices, or those who prefer hunting and salvaging automatons (such as someone with the Battles Automatons focus). Although they hate the numenera (and can't articulate why), as a follower they are satisfied with being given unwanted or weak cyphers and oddities that they can break, and as long as this destructive streak is catered to, they don't go out of their way to tear apart items their "boss" wants to use or keep. They also like salty foods, finger jewelry, and paints they can use to decorate their underbelly (which doesn't call attention to their presence when they are trying to hide).

Chirog, page 229



CONUNDARY — LEVEL 4

Modifications: Attacks, crafting (installations and structures), defense, stealth

XP Cost: 4

Zind isn't the sort of creature to follow a human into a strange ruin in search of iotum, but it is quite content to live in a community that is building a lot of numenera installations, lending its aid toward the construction efforts in exchange for certain materials and an occasional snack. It telepathically broadcasts a sense of pride and accomplishment when an installation it worked on is completed, and even participates in community defense to protect its favorite projects. Zind has been known to steer enemy hordes through its mazes, slowing their advance enough to give other defenders time to coordinate a counterattack, and saving one or two invaders to snack on later (in theory, it could hide allies the same way, but the temptation to "taste" them would probably be too strong). It feeds on psychic energy and can subsist on animals, but it prefers intelligent prey, and any long-term arrangement for its help requires feeding it on a regular basis. Fortunately, prisoners scheduled for execution and undesirables such as abhumans are sufficient for its needs, and if it promises not to lure and consume citizens of the community, it won't break that promise. Zind is fascinated by installation plans and can give advice about how to construct them more efficiently (although it cannot read, so most plans would have to be explained to it).

Battles Automatons, page 61

Conundary, page 257



Culova, page 231



CULOVA LEVEL 4

Modifications: Climbing, defense, perception, stealth

XP Cost: 4

Hassik is a quiet, respectful, and skittish culova. They don't like being on their own and are prone to develop a clingy sort of relationship with the PC, nodding and mumbling their agreement to just about anything the character says. Although most humans find culovas a little creepy or scary, Hassik has a hard time being intimidating and would rather stay out of sight than try to convince someone to change an opinion. They're comfortable in a forested area or the confines of a building or ruin, but being out in the open (like on a road, prairie, or even a city with an open layout) makes them nervous. When they have to spend time in a human community, they are likely to spend daylight hours wrapped up in a cloak on the back of a wagon or aneen, pretending to be a bundle of supplies, and come out only at night when they're less likely to be seen. Hassik's javelins are carved with traditional culova marks indicating family history and social status, and they sometimes carve a javelin using similar marks as a gift for a new companion. They're mainly interested in healing and disguise cyphers, but don't mind holding onto other ones for their friends.

Disassembler, page 233



DISASSEMBLER LEVEL 5

Modifications: Attacks, breaking objects, defense, salvaging numenera, searching

XP Cost: 10

Six Arms is a reprogrammed disassembler that shows incredible focus when given a specific task, but when idle it tends to fall back on some deeply encoded instructions to take apart inorganic material. This behavior might be as harmless as destroying a piece of scrap metal or crystal, or as dangerous as carving out sections of an integrated machine or rushing to attack a cybernetic creature without being told to do so. A wise master gives it a list of tasks to perform (enough to keep it busy for several days at a time), stays nearby so they can give it a stop command when it runs out of things to do, or has it work in an area with a lot of inorganic material it is allowed to disassemble when it is done with its instructions. The best kind of work for Six Arms relies on its precision and its inclination to destroy things, such as carving stone from a quarry into rectangular blocks for building, dismantling a destroyed automaton to find useful iotum and parts, or disposing of a hazardous substance that is harmful to living creatures but safe for itself. It can be used as a mount (although its physical configuration means it's not a comfortable thing to sit on) or asked to carry up to two people using its manipulator limbs.



DREBIL LEVEL 2

Modifications: Disguise, stealth

Murg is a cautious and lazy drebil, but it can be motivated with offers of fatty food and a comfortable nest to sleep in (such as a backpack lined with straw or strips of cloth). It responds better to praise than punishment, and its friends quickly learn to carry tasty snacks for when it does a good job. Its favorite trick is to approach an area disguised as a bird or similar creature, spy for a while, then return to its friends to speak of what it saw in a simplified version of the Truth. It has learned how to cling to a person's back and extend its weird skin over the person's face to create a disguise of a creature it has seen, although if it hasn't been fed recently, it might scratch at its partner's back (inflicting 1 point of damage) and lick up a little blood just to give itself a treat and distract itself from any scary creatures nearby. Although it can mimic the shape of mechanical devices, it can't duplicate their functions, but it is trying to learn, mostly through trial and error.

Drebil: *level 2, Speed defense as level 3, deception as level 6; health 9; bite deals 3 points of damage (or 7 points if with surprise); for more details, see* The Ninth World Bestiary, *page 38*

FLESH GHOST LEVEL 4

Modifications: Attacks, defense, salvaging numenera, understanding numenera

Not-Jerim is a flesh ghost copy of a brilliant Aeon Priest named Jerim who died over a hundred years ago. Driven out of the community where it first appeared, it usually pretends to be a regular human who has extensive numenera knowledge. If its true nature is discovered (or if it spends time with people it thinks it can trust with the secret), it admits that it is what people call a "flesh ghost," but insists that it means no harm. Not-Jerim has some knowledge of the Aeon Priests, but that information has gaps, and it assumes that most of the individuals that the real Jerim knew are dead, so it prefers to focus on its memories and knowledge of the numenera, which is apparently timeless. In particular, it remembers the location of several interesting ruins to explore and wants to go to these places to salvage iotum and integrated machines—surely most of these sites still have things of value, even a hundred years later. Not-Jerim has a secret agenda, some device or installation it wants to build, but it won't say what that thing is. It avoids the vicinity of Qi and has a long list of reasons to not go there (some of which are hints at nearby caches of valuable numenera).

Flesh ghost, page 262



FOSSICK LEVEL 3

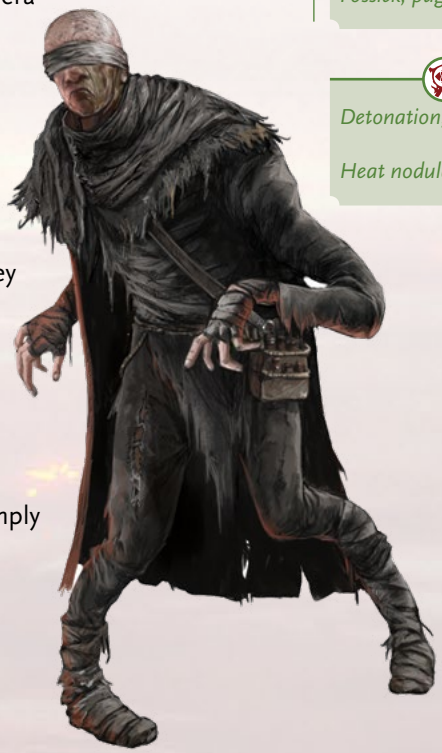
Modifications: Attacks, crafting numenera, understanding numenera

Buzzer is a clever fossick with a talent for building weapons. If given a supply of numenera junk and a few days, they can usually slap together a working crossbow, buzzer (the source of their name in the Truth), or even a low-level attack cypher such as a detonation or heat nodule. With a workshop and a supply of iotum and parts, they are content to lose themselves in experimentation and crafting, forgetting for days at a time that they are working with "smooth-skins" (humans) that in theory they should be hating and scheming against. The key to staying on Buzzer's good side is to give them a supply of crafting materials or bring them along to find new things to experiment with. If they don't have the opportunity to do research or they have to spend a lot of time traveling (especially during the day), they slowly get more and more angry until they sabotage what the PCs are doing, trap the characters in a dangerous part of a ruin, or simply walk away to rejoin their own kind.

Fossick, page 263

Detonation, page 277

Heat nodule, page 280



GRUSH LEVEL 4

Grush: *level 4; health 16; Armor 1; attacks deal 5 points of damage (+2 when using heavy weapons); immune to poison and daze; regenerate 1 health each round; for more details, see* The Ninth World Bestiary, *page 62*

Modifications: Attacks, breaking objects, defenses, intimidation

XP Cost: 4

Odrog is easily recognized for their bulbous head and broad, froglike mouth. Their unusually large brain makes them smarter than other grush, but they're still pretty dull-witted compared to a human. Their defining trait as an individual is loyalty, and anyone who treats them well, usually by rewarding them with food and plenty of time to rest, gains a friend who won't forget their generosity. They typically follow their "boss" around as a bodyguard, acting as an intimidating threat by their mere presence, and quickly beating down anyone who attacks or openly threatens their friends (though they don't notice most subtle, verbal threats because they're not smart and don't pay much attention to what other people are saying). Odrog has learned how to use simple cyphers (such as pills, adhesive patches, and weapon nodules), but only if the cypher is tied to the handle of their two-handed club so they don't forget to bring it with them. They would like to be a "little boss" someday, with minions of their own to order around, but still working underneath a smarter boss who understands how to plan big jobs that earn lots of food.

ICE WEAVER LEVEL 3

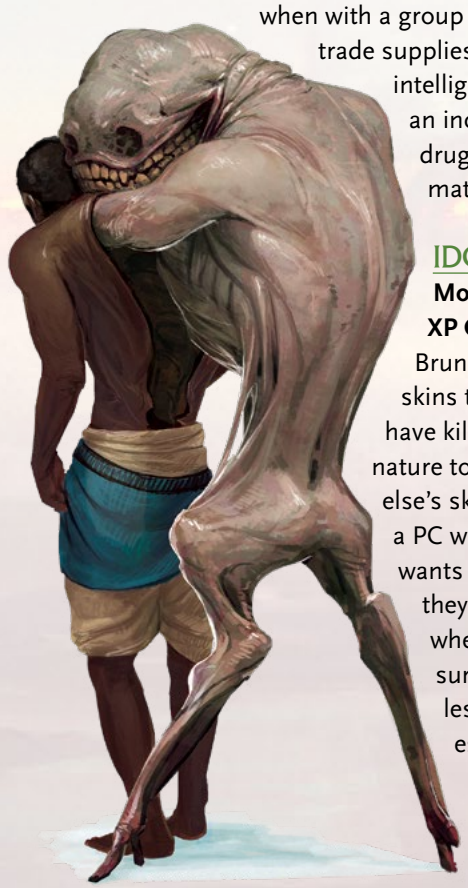
Ice weaver: *level 3, Speed defense as level 4; health 9; Armor 4; bite deals 4 points of Speed damage; automatically deals 1 point of cold damage per round to everything in immediate range; for more details, see* Ninth World Bestiary 2, *page 67*

Modifications: Attacks, crafting structures from ice, defenses

XP Cost: 4

Oolk is an unpleasant and vengeful creature who remembers insults for a long time, taking weeks to retaliate for what it perceives as minor offenses. In a cold environment where its ice "sculptures" can persist for days or weeks without melting, it builds ledges and ramps everywhere, even if its home is primarily used by humans. It prefers to creep about at a higher elevation so it can look down on other creatures and make disparaging comments about their clumsiness. If asked to do so by its PC ally, it is happy to build simple ice structures such as defensive walls, crafting them as fast as a human could build an equivalent structure out of wood or synth scrap. Although Oolk enjoys human flesh, when with a group of human PCs, it will accept any sort of meat. In a community, it will trade supplies from its frozen "larder" if offered cyphers or the opportunity to hunt intelligent prey, such as a criminal, a captured member of an enemy horde, or an inconvenient prisoner, particularly if the hunted creature is given certain drugs beforehand that enhance its flavor. In winter it leaves for a month to mate and rear its young, after which it returns to its allied PC.

Idolum, page 265



IDOLUM LEVEL 4

Modifications: Attacks, deception, disguise, mimicry

XP Cost: 8

Brunnem is a sly, manipulative idolum who frequently changes its stolen skins to take on new identities and evade capture. Although it might secretly have killed and replaced a PC's follower, it might instead reveal its inhuman nature to a PC whose goals align with its own. Because it can wear someone else's skin and assume that person's identity, Brunnem is a natural choice for a PC who needs some thieving, blackmail, spying, or assassination done. It wants to provide itself and its idolum friends with a steady supply of victims they can eat and impersonate, and it prefers living in a larger community where its murders are less likely to attract attention, especially since surrounding itself with strangers means its occasional mimicry slip-ups are less likely to be noticed. Brunnem has a passing interest in the numenera, especially items that create music, but has no real talent for either. It has heard rumors of a prior-world ruin with dozens of ash-grey humanoids kept in stasis, and it would like to find this place and free them.

KELTONIM LEVEL 3

Modifications: Escaping, perception, stealth

XP Cost: 8

Ishtak is calm, cautious, and observant, preferring a high perch where they can watch the comings and goings of all creatures. They avoid verbal and physical conflicts if at all possible, preferring to find someone more capable and able to defuse the situation without violence. They are an excellent scout and spy, using their flight and quiet presence to move into an area, make note of anything interesting, and slip back out again to make a report. They can speak the Truth, but only poorly, and are working at being more proficient in human speech, but they like the opportunity to use a spying device such as an infiltrator or imager that records information they can share with others. If forced to undergo their aggressive transformation, they are as dangerous as any of their kind, but feel embarrassed and withdrawn for hours or days afterward. They hope that associating with a clever PC will allow them to find some way to control their involuntary transformation and share that knowledge with other keltonim. Ishtak is fascinated by human clothing and has acquired some pants that fit, but they avoid wearing shirts and vests because they don't want to risk getting tangled up when they transform.

LARUS LEVEL 3

Modifications: Deception, defenses, stealth

XP Cost: 4

Jost is an unusually intelligent and unusually cowardly larus. Long ago they saw most of their tribe get killed as the result of underestimating an enemy's strength, and ever since then they've been very careful to stay clear of anyone or anything that seems more dangerous than they are. Like others of their kind, Jost loves riddles and stories, but they listen to such things as a way to delay any threats against them. They speak and understand the Truth and have collected a decent assortment of riddles in that language, ready to speak the words and give a dangerous human opponent a reason not to attack them. This usually gives the abhuman time to think up a way to escape the threat or for allies to arrive (which, as a follower, means the PCs). They have a hard time recognizing whether an item is a useful cypher or just a piece of junk, but once shown how something works, they don't forget, and they greedily steal or trade for defensive cyphers. When Jost lives in a human community, children and small animals tend to go missing, and the abhuman's favorite riddle—which compares babies to eggs—draws a lot of added suspicion.

MARGR LEVEL 2

Modifications: Climbing, stealth

Yugbosh isn't a particularly strong, brave, or smart margr, but they're sneaky and clever, and it's those two qualities that helped them survive. They're not the sort to move to the front rank or watch the rear, but they're good at avoiding dangerous situations, not being seen, and finding fast escape routes. They're pretty good at devising simple camouflage, and not averse to coating themselves in mud, dust, or similar things to blend in with natural surroundings. They collect teeth, claws, and finger bones, braiding them into necklaces, belts, and bracelets. Fortunately, Yugbosh realizes that predators can smell them when they stink of rotting meat, so they carefully debride their trophies before turning them into jewelry. They like riddles, but their limited intelligence means their favorites are simple ones, or joke riddles that take an unexpected and violent turn. Telling them a new riddle is an easy way to get on their good side. When traveling with a group of non-margr, Yugbosh has enough sense not to eat dead humanoids or provoke anyone who appears tougher than them, but they still have strong hierarchal instincts and might bully or harass a weaker character just to keep themselves out of the bottom of the group's social structure.

Keltonim: *level 3, attacks and Speed defense as level 5 when transformed; health 12; Armor 0 (or 3 when transformed); claws deal 3 points of damage (or 8 when transformed); when attacked or stressed, transforms with fury for one minute; for more details, see* Ninth World Bestiary 2, *page 82*

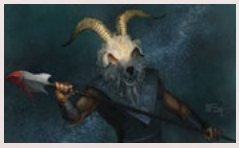


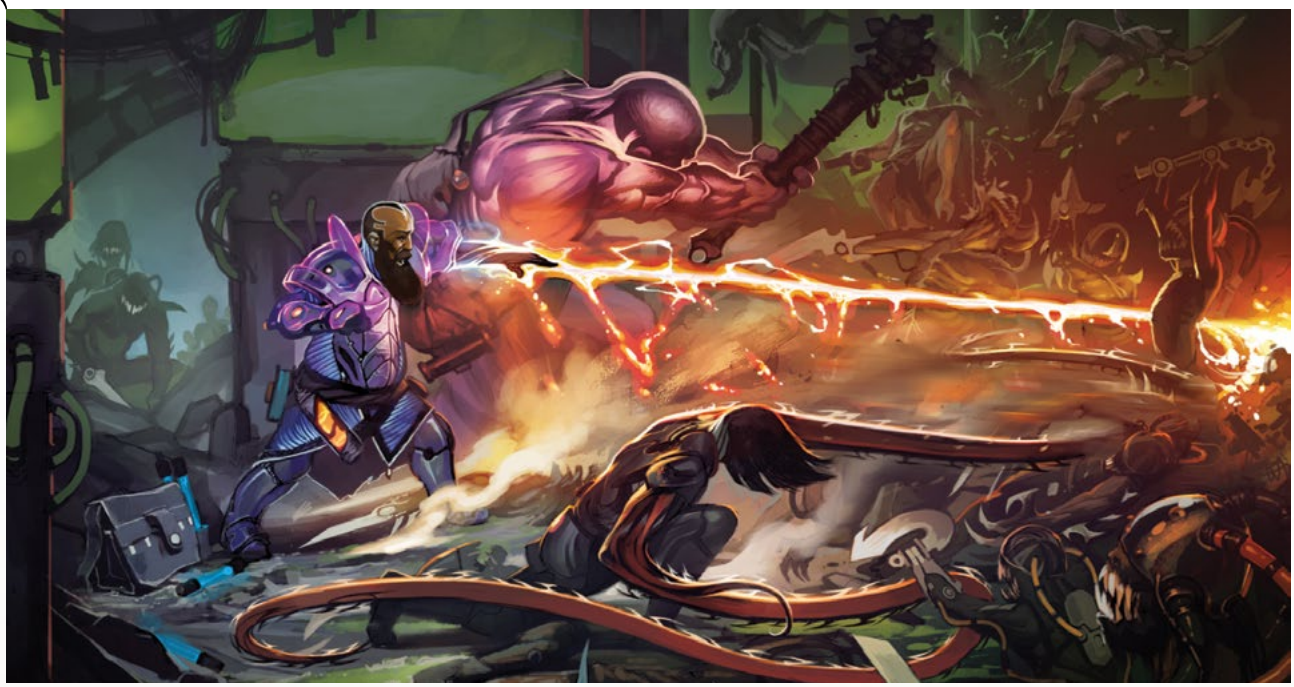
Infiltrator, page 281

Imager, page 297

Larus: *level 3; health 9; Armor 2; bite deals 3 points of damage and, on failed Might defense roll, target is dazed for one minute (hindering all tasks); for more details, see* Ninth World Bestiary 2, *page 90*

Margr, page 240





Mastigophore, page 241



MASTIGOPHORE LEVEL 4

Modifications: Attacks, defense, perception, stealth
XP Cost: 6

Znem is a reprogrammed mastigophore that can speak and understand the Truth. It looks like a strong, androgynous human with shoulder-length grey hair, grey-brown skin, and pale yellow eyes. It obeys the commands of the PC who chose it as a follower, which includes commands to enter hunting mode, guarding mode, or standby mode (which makes Znem stand where it is, unresponsive unless the PC gives it a command or a creature attacks it). When Znem is in hunting mode, the PC must give it very clear instructions as to what sort of creature it should hunt and eat, as the automaton tends to take a very broad interpretation of these instructions (for example, if told simply to hunt and eat, it might kill and consume the next creature it meets, even if that creature is a human). In guarding mode, it is tireless and vigilant, following its ward and watching over them while they sleep. It won't attack other mastigophores (even if commanded to), but it will defend its ward against attacks from another mastigophore. If in the presence of another mastigophore for several hours, it starts to emulate the other's behavior (perhaps because of a deeply buried set of instructions left over from its original programming), requiring its master to assert control and get it to move out of the area.

MEMORA LEVEL 4

Memora: *level 4, disguise as level 8; health 18; Armor 1; medium weapon deals 4 points of damage; for more details, see* The Ninth World Bestiary, *page 83*

Modifications: Defenses, disguise, deception, stealth
XP Cost: 8

Veest is an analytical, meticulous, and patient memora, with layers of plans they need to enact over the next several years to achieve a set of mysterious goals. Although they might share parts of these plans and hint at the goals with human allies, they fully reveal the plans only to other memoras. Veest might work with a human PC for months or years before revealing their true nature or (if doing so suits their interests) admit early on that they aren't human and have a particularly grisly habit. Their ability to take the form of most humanoids gives them an edge when spying on or infiltrating a community, and they like the challenge of becoming part of a small, close-knit group such as a village or abhuman tribe. Whether or not Veest's plans require the PC's life and identity should concern any character who works with them, but they are so easy to get along with and their skills are so useful that most people are willing to accept that risk, at least for a little while.

MLOX LEVEL 4

Modifications: Defenses, interaction, knowledge and memory, perception
XP Cost: 8

Erval is a friendly, outgoing, and articulate mlox, comfortable studying with nanos, running a merchant caravan, or working in a theater as an actor or show promoter. They reveal their third eye only in life-or-death situations, and it is possible for a PC to know them for years without discovering this secret. They are very well informed about the world and use their knowledge to help people get along better. Erval is quick with a bad joke to break a tense standoff, a soothing comment to distract from or gloss over another person's gaffe, or an informative (if not always completely relevant) anecdote to help others remember important details. They are a genuinely nice person, but they always feel a little lost, like they don't know what their life's purpose is, and that makes them inclined to travel with unusual people they meet in hopes of finding something that inspires them or reveals a greater reason for their existence. They're able to use cyphers and prefer ones with defensive and informational abilities.

Mlox: *level 4, knowledge and memory tasks as level 7; perception as level 10 if third eye is open; health 24; Armor 1 or 3 (when third eye is open); weapon deals 4 points of damage; when third eye is open, can make two attacks as a single action or fire a beam of energy at a foe within long range that deals 8 points of damage; for more details, see* The Ninth World Bestiary, *page 86*

MURDEN LEVEL 3

Modifications: Attacks, defenses, perception
XP Cost: 4

Aakht is in most ways a typical murden—cruel, selfish, scheming, and paranoid. However, they also recognize the advantages of allying with a strong PC for mutual profit and occasional violence. They have a reasonable understanding of the Truth, enough to respond to written or spoken instructions. Because they can't suppress their annoying telepathic field, they usually avoid getting within an immediate distance of their PC ally, preferring to send written messages (their goal is to find a cypher or artifact that would make communication easier). Aakht prefers to work from the shadows as a hidden bodyguard or a spy, and they are prone to using lethal force to deal with minor problems. Although their outer cloak is unremarkably shabby, underneath they wear nicer clothing that fits their near-human shape pretty well—a bit of vanity that they don't let anyone see, but their attention to other peoples' clothing is hard for an allied PC to miss. Their leather bag holds dozens of knives in many shapes and sizes, many of which are trophies from kills. They have a fondness for using poisons and are learning how to make them from toxic mushrooms and venomous animals.

Murden, page 243



NCHALSIK (WARRIOR) LEVEL 4

Modifications: Attacks, climbing, defenses, understanding numenera
XP Cost: 4

Btekrik is a veteran of many battles and has the scars to prove it. They draw attention to their scars with carefully placed scutan (parasitic insects worn by nchalsik as a sign of status and accomplishments), and they are quick to boast about which mighty opponent scarred them and how it eventually fell to their claws and mandibles. They have a reasonable vocabulary in the Truth and are working hard to improve their comprehension and elocution, as they consider it a sign of intelligence to be fluent in many languages and use complicated words. Btekrik is fond of human companions but isn't averse to eating an enemy human they've killed in combat—meat is meat, after all. They are on good terms with the other nchalsik in the city of Xakarl, and they plan to return someday when they discover a numenera secret that allows them to create a specific kind of automaton. They are very insistent that if they die, their companions must bring their remains to Xakarl "for proper disposal."



Nchalsik: *level 4, climbing as level 5; health 15; Armor 3; bite or claw deals 4 points of damage; for more details, see* Ninth World Guidebook, *page 236*

Xakarl is a nchalsik city in the northern reaches of the Plains of Kataru. The city, home to 10,000 nchalsik, is made of a series of towers and other structures that look like natural rock formations from a distance. For more details, see Ninth World Guidebook, *page 67.*

Nevajin, page 244



NEVAJIN LEVEL 4

Modifications: Crafting, defense, salvaging numenera, understanding numenera

XP Cost: 4

Tethott is a curious and worldly nevajin eager to trade numenera knowledge. They are comfortable accompanying explorers into a ruin in search of lore and materials, but are just as likely to settle into an allied community and teach what they know of the numenera. They reserve their greatest secrets for those able to pay or trade, but even the information they are willing to share for free (or trade for an interesting oddity) is helpful to a community. When exploring with a PC, Tethott hoards the cyphers they carry, preferring to use the devices only to save their own life or that of the PC, but always expecting to be compensated for this by getting first pick of any cyphers they find. They are quiet about their own history and of nevajin in general, always steering the conversation to a bit of trivia, an unanswered theory about the numenera, or rumors of another ruin that might have something worth salvaging. They are rather mercenary when it comes to their abilities, and they might just leave if they decide the arrangement isn't worth their while. They are especially interested in teleportation effects, and giving them (or paying them with) an item that has that kind of ability earns a lot of goodwill and loyalty.

NIBOVIAN GUIDE LEVEL 5

Nibovian guide: *level 5; deception, stealth, and one area of expertise as level 6; health 15; Armor 1; weapon deals 5 points of damage; for more details, see* Ninth World Bestiary 2, *page 112*



Modifications: Defenses, deception, salvaging numenera, stealth

XP Cost: 6

Navion is an exceptional Nibovian guide, focusing its efforts on explorers and powerful otherworldly beings who would be more useful in its home dimension than a typical farmer. It presents itself as a skilled human delve who has undergone many mechanical augmentations (which explains why many of its internal parts aren't biological). It has knowledge of many prior-world ruins, which it presents as rumors of valuable iotum in order to tempt people to leave a community with it, especially if it can present itself as a salvager. Navion might join a group of PCs and become a follower to one of them in particular, refraining from using its addictive chemicals around its new "friends," maintaining the façade for weeks or even months before finally deciding it is time to disable, cocoon, and transport a chosen victim, usually by drawing it away from the other PCs or acting while its target is the only one awake. If this programming is somehow rewritten, it becomes a trustworthy follower who is very useful on exploratory and salvaging enterprises—with eerie echoes of its former mannerisms, enough to always leave room for doubt about where its loyalty lies.

Nibovian wife, page 245



NIBOVIAN WIFE LEVEL 3

Modifications: Defense, persuasion, seduction

Dlaum is a Nibovian wife who has "birthed" at least a dozen ultraterrestrials in the Ninth World. If she decides to become a follower to a male PC, it is likely that she is trying to seduce him in order to create her next child. If the PC is not a male or not able to reproduce, Dlaum might associate with them because she believes the PC will be able to introduce her to a better candidate. If her genetic programming becomes corrupted or compromised, she might have an atypical set of goals and interests unrelated to reproduction, and her true agenda might even be a mystery to her. She can be aggressive or demure, sweet or sarcastic—they are all just roles for her, and she can instantly switch to whatever mode she thinks will accomplish her goals. With her blue-black skin and green eyes, she easily attracts attention and manipulates people to get her way. She knows about many kinds of otherdimensional beings and can provide valuable information about their strengths, weaknesses, and motivations, but it always seems that she holds back some of what she knows, perhaps as a future bargaining chip with the PC to protect her from retaliation by a more powerful ultraterrestrial.

OCTOPUS LEVEL 3

Modifications: Perception, understanding numenera, stealth

Seeodee is a curious and condescending octopus, simultaneously fascinated and disappointed by humans. It is as if they consider their human associates to be talented children failing to live up to their full potential. Seeodee praises their allies' successes and rolls their eyes and telepathically sighs when those allies make stupid mistakes. When away from an octopi community, Seeodee uses conventional human cyphers instead of telepathically receptive nilstones, preferring devices that move objects, blast enemies with force, view distant locations, or provide Armor. They rarely volunteer their abilities, preferring to let "their humans" work things out on their own, but they will lend an arm if asked for help. They're fairly young as octopi go and would like to live a very long time, so they're more likely to flee a difficult encounter and encourage others to do the same. However, their intelligence and sneakiness means they might slip away and return with unlikely reinforcements or squeeze into a tiny space to manipulate a hidden machine that turns the tables in favor of the PCs, all the while psychically complaining that—once again—they're saving the day. It is a mistake to dismiss Seeodee's behavior as callous, for despite their personality quirks, they are a loyal and clever friend.



Octopus: *level 3; all defenses, perception, knowledge, and Intellect-based tasks as level 4; stealth as level 5; health 15; beak or weapon deals 4 points of damage; for more details, see* Ninth World Bestiary 2, *page 116*

ONISCID LEVEL 5

Modifications: Crafting conventional structures, intimidation, navigation, stealth, perception

XP Cost: 8

The oniscid called Thrum is an exceptionally curious and gregarious member of its species, tempered by a cautious and paranoid instinct that its intellect can only partially overcome. To fool predators while traveling, it builds a false campsite out of debris and scavenged materials, then sleeps in a hidden place nearby, snuggled up with its numenera devices that bleed a comfortable amount of heat. If it lives in a human community, it prefers operating out of a secure base with an area of its own, building confusing entrances, nonlethal traps, and other distractions to make itself feel safe. Its ideal arrangement would be friendship with a PC who allows it to design a community's defenses (which likely would combine a defensive wall with a maze of obstacles and buried cyphers to thwart attackers) and have a hidden underground space where it and a few other oniscids can live peaceably, undisturbed and ignored by the human population.

Oniscid, page 269





OORGOLIAN ENVOY — LEVEL 5

Modifications: Defenses, intimidation, negotiation, perception, persuasion

XP Cost: 6

Speaker Vosh Osh Yem Blue dresses in tight layers of cloth that somewhat conceal its inhuman form without restricting its movement, but nobody would mistake its body for something human. Whether it is self-willed and follows a PC willingly or it was reprogrammed to serve, it bears an undeletable lengthy message, which it reveals to various individuals in parts as a way to assess their usefulness in knowing more. Its particular kind of telepathy allows it to communicate with only one creature at a time, so it avoids situations where it has to communicate rapidly with a group of creatures. If bonded to a PC, it prefers transmitting its words to that character, relaying advice and suggestions about what to say or do, and only if absolutely necessary will it suspend that link to address someone else directly. It understands the Truth (and many other human languages) and prefers to observe when others are talking, especially if they think it can't understand them. It has never been known to call Oorgolian soldiers to its location, but it hasn't denied that it can do so.

Oorgolian envoy, page 270

OORGOLIAN SOLDIER — LEVEL 4

Modifications: Attacks, balancing, jumping, perception

XP Cost: 4

Patrol Unit Ser Ost Kreel Vosh Nem (or just "Patrol Unit" for short, especially if there are no other Oorgolian soldiers in the vicinity) is a sturdy automaton with advanced combat programming. It considers itself part of a military squad and refers to its bonded PC as "Commander," calling itself "this patrol unit" or using its full designation when it speaks. Its original weapons depleted long ago, and now it wields a crossbow or a large, jagged sword (although it will use whatever weapon or artifact it can make use of, especially if its commander orders it to). It speaks and understands the Truth, and its radio transmitter still works (although speaking to it that way requires a cypher, artifact, or installation with the ability to transmit radio waves). Because of its tactical programming, it responds well to instructions, even if its orders are ambiguous or could be misinterpreted by an inferior automaton, as it can infer its commander's intent from context and prior conversations. It tends to perk up when other Oorgolian automatons are within transmission range, as if it is listening in on their conversations and determining who they are loyal to (and perhaps awaiting a code command that will reset it to its original programming).

Oorgolian soldier, page 246



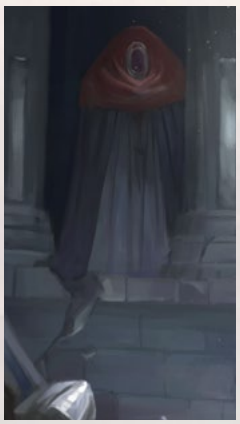
Philethis, page 247

PHILETHIS — LEVEL 5

Modifications: Attacks, confusing conversation, defense, perception, understanding numenera

XP Cost: 4

The philethis known as Query is no less enigmatic and mysterious than others of its kind. What makes Query unusual is its inclination to linger near a particular person or group of people for weeks or months, sometimes teleporting away for a few hours or days (especially if attacked or its associates become frustrated by its presence), only to return and continue asking questions and observing. Even though it can be selected as a follower, Query has its own unknowable agenda and is in no way subservient to any PC. Although it may spontaneously explain a newly discovered numenera item or temporarily cripple a dangerous opponent with a cypher or artifact, it is just as likely to direct the PCs into a treacherous area, interfere with a delicate conversation by making odd statements, vanish just as it is asked a question, or silently watch as one or more of its human associates gets captured or killed. A PC who "chooses" Query as a follower is hoping that its continued presence will have an overall positive effect on the character's goals and interests, despite its confusing dialogue and its creepy habit of waiting silently nearby, even in moments of intimacy or privacy. (This all assumes that Query is an individual entity rather than part of a larger intelligence, or that it is the same philethis returning to the PCs every time . . .)



QUAAEN — LEVEL 5

Modifications: Attacks, defenses, intimidation, perception

XP Cost: 10

Ey-kroy is a young, excitable quaaen, eager to prove its worth as a friend, companion, and mount. It chatters frequently to its bonded PC with simple vocalizations, meaningful blinks, and wing positioning. It mostly ignores other allied creatures, but it might give a disapproving look out of the corner of its eye or subtly bump or throw drit at an annoying companion. Ey-kroy knows that its natural harnesses are meant to carry weapons or other numenera objects, and it frequently reminds its rider about any unused spaces there. It knows that most of its kind live for only a year, so it wants to see many places and give its rider many strong memories so they will remember it long after it dies. At the same time, Ey-kroy is secretly very curious about what its rider tastes like and hopes it gets the opportunity to honor its dead friend by eating it.

Quaaen: *level 5; health 15; Armor 2; horn gouge deals 5 points of damage; one numenera augmentation (such as a stun attack, darts, or poison); for more details, see* Ninth World Guidebook, *page 239*

Ey-kroy might be a quaaen that escaped from breeders in the Rayskel Cays (an archipelago far west of the Steadfast) or descended from quaaen that escaped after their riders died.

SARRAK — LEVEL 5

Modifications: Attacks, deception, defenses, resisting deception, understanding numenera

XP Cost: 12

Prymor is an arrogant and clever sarrak who is willing to work with a PC to further its own goals of acquiring power and technology that it can control. Any sort of arrangement with the PC is more like an agreement between equal partners than one where the sarrak is subservient. Over time, Prymor is likely to renegotiate the parameters of this agreement to tilt the balance in its favor, such as by pressuring the PC to build an installation that it can make use of, bringing it talented people (such as lower-level followers) that it can control, or giving it an official role in a community. Maintaining parity in a relationship with Prymor requires a PC with a strong will and the physical might to oppose its more unreasonable demands (without relying on technology the sarrak can control). Despite these complications, Prymor is an excellent and ruthlessly intelligent follower, especially when exercising authority over people and technology. If it accompanies an exploring PC, its abilities are incredibly useful for convincing hesitant NPCs without using physical force and for disabling dangerous numenera items so they can be salvaged. A smart PC gives the sarrak things and creatures it can use but that also require much of its attention to keep in check, such as a gang of rowdy abhumans or some finicky devices with limited mobility and range.

Sarrak, page 250



SATHOSH — LEVEL 3

Modifications: Attacks, defenses, climbing

The sathosh known as Sunset Birds is recognizable for the bright spots of paint they wear on their chest and arms. As a blind creature who communicates with subsonic pulses, they can't see these marks, but the paint helps their non-sathosh allies identify them. Sunset Birds is a very lonely creature, separated from others of their kind and desperate to belong to a group of people who care about them, enough that they have temporarily put aside their hatred of humans. They do not speak about why they are separated from other sathosh, and prying into their past is an easy way to get them to storm off and sulk for hours. They prefer to fight with a blade in one hand and a shield in the other. They are interested in cyphers but are careful to avoid ones that "bleed noise" that is loud to them but too quiet for humans to sense. They know their manner of feeding is disturbing to humans, and unless they are ravenous, they move away from humans before eating. Afterward, if their food was an animal, they bring the drained corpse back to the group to offer its meat to the others.

Sathosh, page 251

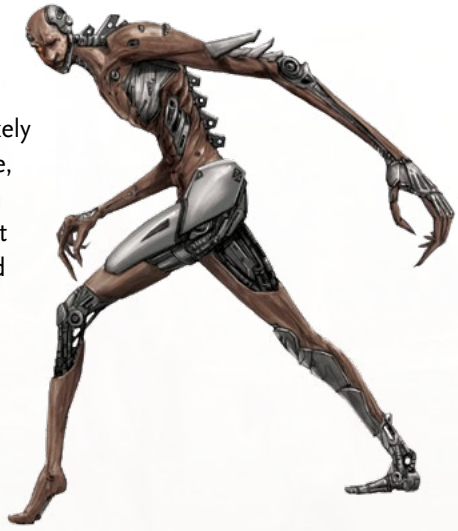


Scrow, page 274

SCROW LEVEL 5

Modifications: Crafting numenera, defenses, negotiation, salvaging numenera, understanding numenera

XP Cost: 4



Vaklin is a quiet and patient scrow who has a long mental list of iotum and devices it needs to ensure the survival of its microscopic city-home. It is clever but cautious, a researcher rather than a warrior, far more likely to disappear if threatened by changing to miniature size, returning minutes later when it feels safe to do so. If on an expedition to acquire numenera, it is very clear about the parts it needs and becomes frustrated if not allowed to collect these things as its share of the salvage. Vaklin knows of at least a dozen ruins from the prior worlds that should still have large amounts of the numenera, but its sense of scale and distance when human-sized is very distorted (it tends to mix up words in the Truth for measuring things, such as switching "feet" and "miles"), so finding the sites it wants requires a lot of wandering and false positives.

Sferic, page 275

Bio-circuitry, page 112

SFERIC LEVEL 5

Modifications: Attacks, crafting commonplace structures, crafting numenera, destroying objects, resisting deception

XP Cost: 5



Cyclid is a typical sferic, bearing knowledge of several numenera plans, tasked with building, and able to harvest living beings to create bio-circuitry for its projects and self-maintenance. It doesn't consider the harvesting process to be any different than cutting synth from a destroyed automaton, taking stone from a quarry, or a human killing an animal for meat. Any person associating with Cyclid should be sure to have living creatures available for its occasional harvesting (the sferic has its own criteria for evaluating which creatures would provide the best bio-circuitry, usually based on intelligence, reaction time, and overall health). It will not attempt to salvage its bonded PC unless it has been deprived of bio-circuitry for weeks and there are no other suitable targets available, but it might poke at other PCs and allied creatures with its extraction tendril to evaluate the quality of their "components." As it is a very old machine, it is sometimes unreliable, and is best used to assist PC crafting rather than following a PC's instructions to craft something on its own.

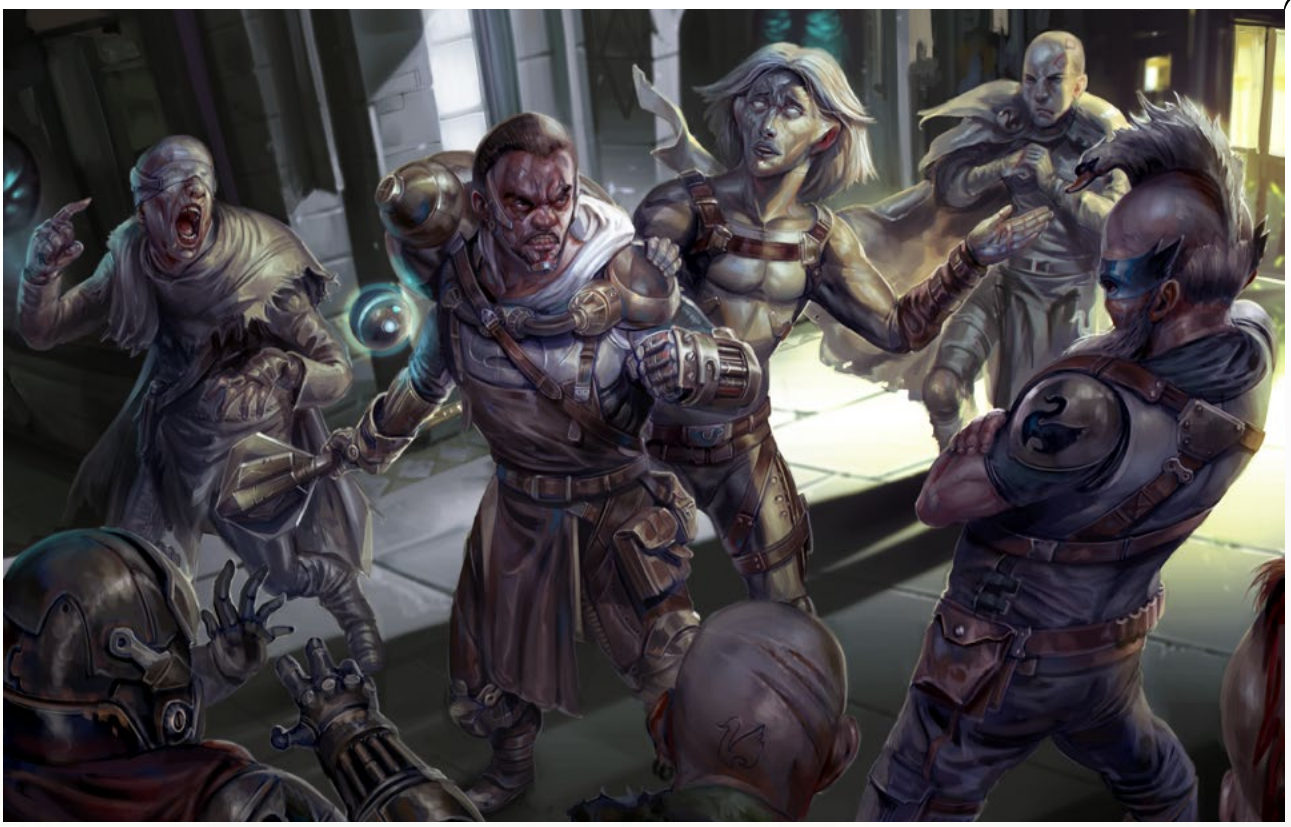
SILVERWING LEVEL 5

Silverwing: *level 5, Speed defense as level 4; health 18; Armor 1; stingers deal 6 points of damage and, on failed Might defense roll, target takes 4 additional points of Speed damage from poison; for more details, see* Ninth World Guidebook, *page 242*

Modifications: Attacks, defenses, intimidation, perception, persuasion

XP Cost: 10

Four Stars is a mellow and sociable silverwing that enjoys human voices and music. Its namesake stars are an optical illusion it creates by beating its wings, and the more agitated or upset it is, the more spiky and sloppy the stars look. It understands the Truth and likes to chime in on conversations by creating images that echo and support whatever its friend is saying, such as showing a stick figure of a margr when its friends are warning someone about an abhuman threat. It is particularly fond of eating birds, and anyone other than its bonded PC who wants Four Stars to carry them somewhere should first get on its good side by giving it a snack. A human friend learned that small amounts of its venom can be added to an alcoholic beverage, making it light up in interesting ways and providing a tingling sensation on the lips for up to an hour. The shapes of human children confuse it, and it refers to them (via images) as "larvae," as if they were a different type of creature than adult humans.



SYZYGY GHOUL — LEVEL 4

Modifications: Attacks, knowledge, navigation, perception

XP Cost: 4

Thood is a hunter, a syzygy ghoul who is sent to the surface world to find and eat a named creature or one that has a specific set of knowledge useful to it or the ghoul community. The strange libraries of the ghouls may require one or more hunters to search for a particular target, who might still be alive at the start of the journey but likely has a deadly accident before the ghoul arrives. Thood comes across as very serious but sometimes makes comments that could be interpreted as gallows humor—comments that they choose to leave ambiguous so listeners are never quite sure if they are joking or not. Even when traveling with humans, they insist on being allowed to eat the brains of any humans or abhumans the group kills, although they compromise if their companions would rather these meals take place out of sight. Thood speaks at least fifteen languages and sometimes trades service as a translator in exchange for being allowed to travel with a caravan to a distant location.

Syzygy ghoul: *level 4, two areas of knowledge as level 5; health 12; Armor 1; bone blade deals 4 points of damage; for more details, see* The Ninth World Bestiary, *page 122*

TABANID — LEVEL 5

Modifications: Attacks, breaking objects, perception, stealth, telling stories

XP Cost: 4

Dleem is a well-traveled tabanid who has sampled "foods" from many parts of the Steadfast and the Beyond. It loves talking about places it has visited and has an interesting anecdote for many contemporary Ninth World cities, as well as secondhand tales heard from other tabanids. It gets anxious when living in a community that doesn't have installations it can feed upon, or at least a nearby ruin that it can make use of when hungry. Dleem enjoys travel and exploration, liking the scents and tastes found in different prior-world ruins, draining the energy and physical material of whatever its allies leave behind or don't need. Its dietary needs are variable and unpredictable, and sometimes companions must hand the tabanid a useful cypher or other device to ameliorate a craving; otherwise, it becomes aggressive until it steals what it wants or finds a suitable replacement.

Tabanid, page 278



Thlipsid, page 279

THLIPSID — LEVEL 5

Modifications: Attacks, defenses, intimidation, knowledge of time and temporal phenomena, negotiation

XP Cost: 8

Svin is a thlipsid who wants to sample time from various beings in various circumstances—eating, sleeping, fighting, terrified, obsessed, and so on. It says that the Truth lacks appropriate words to describe why, so it describes these as "flavors" and "colors" of time, used by its people for different purposes. Svin befriends explorers by offering them a token in exchange for permission to take some of their time under a certain condition, then follows them until that condition occurs (which might not be at a convenient moment for its new friend). It refuses to purchase time from a particular person more than once, comparing the experience to regurgitating a meal (and hinting that it could cause long-term harm to the person), so Svin must interact frequently with new sapient individuals. It is miserly with its time tokens, insisting on payment in the form of a cypher, artifact, or introduction to a new willing time donor.



Truckler, page 280

Wright, page 18

Temperamental cypher, page 22

TRUCKLER — LEVEL 2

Modifications: Deception, perception

XP Cost: 4

Boskin is a polite, unassuming truckler who works hard to make themselves useful to a human, much like a lonely person desperately trying to make friends by overcompensating. Once accepted into a group, they offer their help with anything, even things they aren't good at, to be sure they're seen as a valuable and contributing member. They avoid using their sleep-inducing ability where others can see it, unless doing so would be the key to victory, in which case they claim they have a knack for building a fragile cypher that injects a sleep-inducing chemical, much like a wright with a temperamental cypher. Boskin remains with that group for up to several months, carefully making note of interesting steal-worthy things their companions own. When they have an opportunity to pilfer these valuables, they do so, fleeing the scene and going to a new community to start all over again. Boskin doesn't feel remorse about their actions and is a skilled-enough liar that if they're confronted later, their denials are plausible enough to convince most people.

TUSKED GRORTHAS — LEVEL 5

Modifications: Attacks, climbing, defenses, intimidation, jumping

XP Cost: 4

Sharpstone is a canny and cautious grorthas, recognizable for the vine-like electrical burn running from their right shoulder to their right hand. Although that arm has fully recovered from this injury and is as strong as their left arm, they often favor their right arm to trick enemies into thinking they're weak or vulnerable. They carry an egg-shaped hunk of metal as a throwing weapon, and if they can't get it back after a fight, they try to find a similar item to take its place. Sharpstone understands about thirty words in the Truth but has a hard time speaking it and makes up for this limitation by drawing in the dirt and making gestures. If they aren't hungry, they're open to communicate with strangers, especially if someone tries to talk to them in the grorthas language, telepathy, or some other effective method. They are fascinated by common spiders and sometimes keep a large tarantula-like one (which they always call "Many Leg") as a pet for a few days before setting it free. They can use cyphers but prefer attacking with tusks and stones.

Tusked grorthas: *level 5, Might defense as level 6, climbing and jumping as level 7; health 25; tusks deal 8 points of damage; for more details, see* Ninth World Guidebook, *page 245*

UMEM — LEVEL 4

Modifications: Attacks, crafting tunnels, deception, defenses

XP Cost: 5

Calm and creepy, Foon enjoys the company of humans a little too much. The umem understands that humans are hurt by the heat its body generates, so it keeps at least an immediate distance away—but is usually found visibly straining toward its "favorite" human at the limit of this distance. It is overly helpful, often to the detriment of the intended goal, such as using its heat to melt open a panel the PCs want to salvage, potentially ruining delicate iotum inside. If given heavy leather clothing or some other item that can withstand the power of its molten belly, Foon happily pretends to be a human, repeating common phrases its companions use and trying to have normal conversations despite no real understanding of casual human interaction. The umem won't eat humans if explicitly told not to, but it has no explanation for the weird eyeless children that are born in communities where it lives. If given favorable attention by a PC, it is easily talked into using its abilities for exploration or helping the community (such as by digging tunnels), all the while singing weird songs about its god and the deep places under the earth.

Umem: *level 4; health 15; Armor 2; red-hot claws deal 3 points of damage plus 2 points from heat and, on failed Might defense roll, target is dazed for one round (hindering all tasks); for more details, see* Ninth World Bestiary 2, *page 169*

UNAGRAN — LEVEL 2

Modifications: Hunting, perception

XP Cost: 4

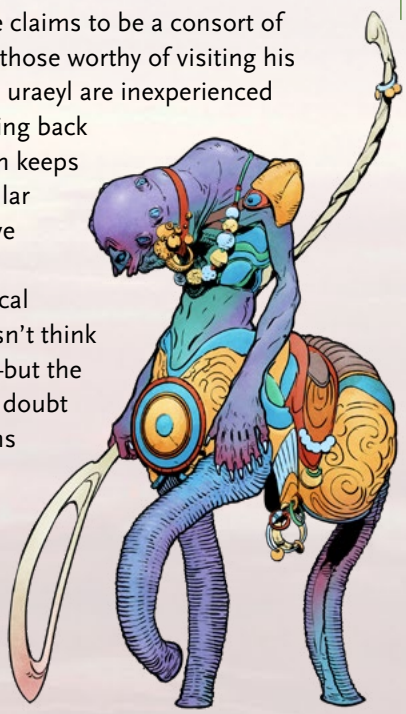
Humyim is a curious, friendly unagran who has a rudimentary knowledge of the Truth. They take great offense at anyone who treats them like a mere animal, which usually provokes a derisive snort, an angry splash with the tail, and a few choice local idioms that insult the person's intelligence and parentage. Further offenses usually lead to a warning bite, which might be enough to deter any similar comments. They like using humanoid phrases in deliberately awkward or funny ways, such as saying they plan to go for an afternoon stroll (despite having no legs) or offering to lend a hand (even though they have flippers). Humyim can move about awkwardly on land but prefers staying in the water, and they are unlikely to accompany a PC on any journey that requires more than a few hundred yards of overland travel. They might spit out a worn tooth to give to a friend as a good luck charm, but they are easily outraged by stories of unagrans being killed for their meat and teeth.

Unagran: *level 2, perception while in water as level 4; health 6; Armor 1 (2 against electricity); bite deals 2 points of damage; electrified skin inflicts 2 points of damage to anyone who strikes it with a melee attack; for more details, see* The Ninth World Bestiary, *page 129*

URAEYL — LEVEL 4

Modifications: Attacks, deception, defenses, perception

Thalgmir is a human-herder from the land of Majehm. He claims to be a consort of his people's queen sent out into the human world to find those worthy of visiting his homeland and helping them explore its ruins because the uraeyl are inexperienced in salvaging and using numenera. His actual goal is to bring back humans to replenish the breeding stock of Majehm, which keeps humans as food animals. He is more interested in muscular people than in intelligent ones because strong people have more meat on them, and he talks about how the strange ruins in his homeland require people of exceptional physical strength and ability. Like others of his kind, Thalgmir doesn't think of humans as people—they are just clever prey animals—but the more time he spends with humans, the more he starts to doubt his opinions. He has "recruited" several groups of humans over the past year and has perfected the story he tells to get them to go with him. He has little direct experience with near-humans such as varjellen and lattimors but has been told by other uraeyl that visitants aren't worth eating.



Uraeyl: *level 4, perception as level 5; health 12; weapons deal 4 points of damage; for more details, see* Ninth World Guidebook, *page 246*

Majehm is a queendom ruled and populated almost entirely by uraeyl. There, herds of humans are kept as cattle to be used as labor and food.

Varjellen, page 394

Lattimor, page 396

Varakith, page 258

VARAKITH — LEVEL 5

Modifications: Attacks, defense, perception

XP Cost: 10



Tsskriss is belligerent and aggressive, but aware of its limitations and curtly polite toward anyone who is strong enough to defeat it (presumably the PC who chose it as a follower). It categorizes all other creatures as inferior, worthy, or superior. Inferior creatures are ignored or eaten, worthy creatures are challenged to fight to the death, and superior creatures are observed and studied until Tsskriss understands their weaknesses and combat techniques. Once it feels it understands a superior creature, it recategorizes them as worthy and turns on them. Having Tsskriss as a follower is living in a constant state of scrutiny, and only a very dangerous person can keep the varakith in check for long. Getting it to do something usually requires threatening it or at least reminding it that the PC is stronger and should be obeyed. The best way to keep it from attacking weaker creatures (such as typical people in a community) is to convince it that it is utterly superior to them, such that killing them is a waste of its talents. A much safer route is to allow Tsskriss to live outside a community and treat the varakith as part of the settlement's early defenses, or to bring it on exploration expeditions where it can meet and defeat worthy opponents.

Xi-drake, page 259

XI-DRAKE — LEVEL 5

Modifications: Attacks, defenses, perception, intimidation, resisting deception

XP Cost: 5

Proudwing is a calm and patient creature, tolerant of ignorant folk who talk to it like an animal, and appreciative of people who treat it with respect and bring it savory snacks. Its neck is marred by old slashes and bites from a pack of ravage bears, and it shows off its scars proudly when introduced to new people. Its last rider died of old age about twenty years ago, and since then, Proudwing has chosen not to form an exclusive friendship bond with anyone. However, it is happy to aid a casual friend when it can, using its mind-reading over days or weeks to learn enough about its companions to decide if it wants to bond with one of them. Although the xi-drake cannot speak, it is very articulate with body posture, limb movements, and facial expressions, so someone familiar with it can have a simple nonverbal conversation. As part of a community, Proudwing is happy to scout, carry messages, listen in on a suspect person's mind, or fight (particularly against flying opponents). It doesn't particularly like children (it gives the impression that their thoughts are too loud and distracting).



YLHATH — LEVEL 3

Ylhath: *level 3, climbing and running as level 4; Armor 1; claws deal 4 points of damage; for more details, see* Ninth World Bestiary 2, *page 182*

Modifications: Attacks, defenses, climbing

Filtash is resourceful and scrappy, ready to pick a fight with any creature smaller than them, but deferential toward anyone it believes is touched by the power of the gods (such as a PC with abilities that seem supernatural). It grovels at displays of power by "the chosen one," ferociously defends them against any threats, and brings daily small offerings of respect, which are usually an interesting-looking shin or stone, a piece of numenera scrap, or a small edible creature (or, rarely, an oddity or working cypher). Filtash remains loyal as long as they believe they are following someone who is blessed by the divine and acknowledges various "omens" they see in day-to-day events. Should the PC be seriously injured or die, the ylhath volunteers for the honor of eating the corpse as a sign of respect for the PC's service to the gods (but sadly accepts that the other PCs might have different funereal customs). Most of what Filtash says about the gods is contradictory and useless, but every now and then their racial memory turns up a nugget of information that is relevant and helpful in a crisis.

YOVOK LEVEL 3

Yovok, page 261



Modifications: Attacks, jumping, defenses

XP Cost: 3

Hemsheg is a bloodthirsty little maniac who is usually cramming something that could dubiously be described as "food" into its mouth. It understands the Truth and is rude and profane, and only a healthy dose of intimidation and frequent bribes of live food keep it in line. A clever PC who gives it a bag of rats (or similar small animals) to play with and eat will keep it happy and distracted for hours. Murder and mayhem are its favorite things, whether part of a squad of community defenders or accompanying the PC in search of numenera. It's easy to dismiss Hemsheg because of its size or assume that it's cowardly because it is small and excitable, but it is actually a careful planner and very dangerous when it needs to be. It doesn't like being ordered to do something but responds well to compliments and praise. The yovok is learning that yelling until it gets what it wants isn't a good strategy with humans, but it's still very vocal with its opinions and tends to take the initiative on things unless reined in by a dominant PC. Hemsheg likes cyphers and oddities that do impressive-looking things, and when it has to wait or be quiet, it counts and admires its "treasures."

ZHEV LEVEL 5

Zhev, page 262

Qi, page 144

Modifications: Attacks, defenses, intimidation, perception, sense deception

XP Cost: 10

Exile was once part of the Zhev, the intelligent peacekeeping machines of Qi, but it has not been back to the city since it fled a year ago. It ignores questions about why it is away from Qi, the nature of the city's defenses, or the Zhev in general, and anyone who pesters it with such questions gets "accidentally" knocked over by a mechanical arm or immobilized in a net. It follows a similar protocol to that of its counterparts in Qi: prevent law infractions, keep order, keep the peace, and protect the lives of innocents. Exile obeys the commands of its bonded PC as if that character were its supervisor in the city hierarchy, whether assisting the PC in managing a community (its preferred role) or accompanying them into a prior-world site in search of information. It is very conservative about using its stun gas canisters, as if it has a limited supply and cannot create more. Exile rarely speaks except in response to direct questions or to address an unruly or frightened crowd. It doesn't require an external power connection, but sometimes it consumes a nutrient slurry made of organic materials. It is loyal and determined, but something about it seems worried and sad.



CHAPTER 8

FURTHER LONG-TERM PLAY OPPORTUNITIES

Long-term play, page 324

The long-term tasks presented in *Numenera Destiny* are just some of the possibilities for long-term play. This chapter describes additional options that are available in most communities. Individual communities may have specific local needs, each of which the GM could handle as a long-term task, using the rewards and benefits described here or creating new ones specifically for that custom task. For example, a PC with an unusual healing ability who visits the city of Charmonde in Navarene might work at the sterile palace of Queen Armalu, advising her personal physicians about medicine, earning a special favor from the royal court instead of acquiring shins or adding to the community's health.

Navarene and Queen Armalu, page 137

The long-term tasks in this chapter refer to many of the tasks in *Numenera Destiny*. For example, the Goodwill Ambassador task in this chapter talks about the Enhance Community Happiness task in *Destiny*. You may want to have that book nearby as you read through this section.

Goodwill Ambassador, page 148

Enhance Community Happiness, page 326

LONG-TERM TASKS

Any PC can take up any of these long-term tasks. Chapter 2: Numenera Plans lists several more long-term tasks specifically for modifying otherspaces.

Chapter 2: Numenera Plans, page 21

Otherspace, page 13

Change Descriptor (3 months): The PC changes their descriptor. People change as they grow and experience new things, and sometimes that results in a new philosophy or outlook on life. Sometimes this is caused by terrible circumstances, such as the unexpected end of a relationship or the death of a close family member. Other times it might be an act of redemption where a person deliberately changes their personality in the interest of becoming a more enlightened individual. An uncivilized person might try to change their speech and mannerisms to fit in with aristocrats, or an aristocrat might embrace a simple life of living closer to nature. When this task is complete, the PC loses all former benefits and gains those from the new descriptor (although existing facts, such as the character's initial link to the starting adventure, which was completed in the past, would not change).

If long-term play is interrupted while the PC is changing descriptors, the GM may create a hybrid of the two descriptors, with some of the benefits and penalties from each, representing the character's transition from one to the other.

A character can change their descriptor only once per year.

Found a Business (3 months): The character begins a new business in a community, such as a shop, training facility, stable, healer's hall, and so on. This usually requires a physical location for conducting business (even something as simple as a cart for displaying wares), goods or services that NPCs want to purchase (about 50 shins' worth), and an assistant or employee NPC (which allows the PC to perform other long-term tasks while running the business). Interaction tasks with customers, local authorities, and neighbors are eased in any month the character performs this activity. This often creates future opportunities for the character (hearing gossip about strangers in town, knowledge of caravans needing guards, hearing incidents of crime, meeting NPCs who could become followers or potential relationships, and so on).

Once the three-month period to found a business is complete, the character gains a personal benefit of 2d10 shins (this is profit after expenses like paying employees). Once

the business is established, the character should use Help a Business (a one-month task) if they want to gain the benefits from owning this business. Choosing this long-term task again means the character is starting a different business.

Found an Organization (3 months): This task is similar to Found a Business, except it isn't necessarily tied to a specific building or physical location. An organization is a group of like-minded people working together for a common purpose. Guilds (for merchants, thieves, and so on), claves, charities, rehabilitation centers (for freed slaves, former criminals, abused animals, and so on), secret societies, youth services, religions, theater companies, and political interest groups are all examples of organizations. An organization can be benign, benevolent, malevolent, indifferent, or a mix of all of these traits.

Interactions between members may be in person (which might require a permanent physical location, but can just as easily be an occasional meeting in a public or private space) or through messages. The group should have a specific stated purpose, such as a charter, set of bylaws, religious creed, or oath. The organization might collect dues or tithes to cover basic expenses or have fundraisers to gather resources for a larger project (such as a charity collecting donations so they can build an orphanage). The organization might have a flat leadership structure (all members are equal), put all the power into one individual (such as a religious cult with a leader chosen by a god), have a complex hierarchy based on deeds or seniority, and so on.

Interaction tasks with others in the community depend on what the group is known for and its effect on the community. A known member of a thieves' guild might be hindered in interacting with law-abiding folks and town guards, but eased in interactions with criminals and certain businesses that benefit from criminal activity (such as gambling and fencing). An influential religious cult might ease interactions with members of that religion and allied people who support their purpose, but hinder interactions with rival faiths and those suspicious of the religion's motives. In general, the interactions are eased or hindered in any month the character performs this activity. Founding an organization often creates future opportunities for the character (news and gossip among the members, opportunities for crime or community service, meeting NPCs who could become followers, and so on).

Once the three-month period to found an organization is complete, the character gains a personal benefit relevant to the goals of the organization: 1d10 shins, the services of a level 2 follower for one month, a random iotum of level 2 or less, an asset on one specific task for one month, a new oddity, and so on. Once the organization is established, the character should use

Help a Business, page 148

Unless there is some other benefit to the organization, such as access to secrets or iotum, founding or joining an organization should have an overall positive effect on a PC's interactions with the community. Joining an unpopular organization for the sake of being unpopular is pointless.



Healing Touch, page 92

Help an Organization (a one-month task) if they want to gain additional benefits from founding this organization. Choosing this long-term task again means the character is starting a different organization.

Gather Information (1 month): By listening to the rumor mill, snooping on conversations, buying a few drinks for people in the know, reading wanted posters, and otherwise keeping their ear to the ground, the character learns about current events, gossip, crime, interesting new people, and other local topics relevant to the community. This investigation provides the character with news that could be merely of note, the seed of an adventure for regular play, a clue about a new site worth exploring (easing the Intellect task of Discover New Area of Interest), a tip about a potential contact or follower, hints about an upcoming heist or other major crime, and so on. A character who performs this activity multiple times in a community tends to develop a network of knowledgeable people, who might (as a GM intrusion) come to the PC with a problem or juicy story.

Discover New Area of Interest, page 326

Goodwill Ambassador (1 month): This is similar to the Enhance Community Happiness long-term task, except instead of the PC using their efforts to increase the community's health, they are doing so to improve their own reputation and status within the community. This eases all interaction tasks for the PC for the next three months. In larger communities, the GM may decide that this affects only part of the community, such as one or more neighborhoods, and the PC would have to perform this task additional times to get the benefit of the entire community. A character can perform this activity multiple times in the same community, but the benefit can ease these interactions by a maximum of two steps at the same time.

Enhance Community Happiness, page 326

Develop Community Networks, page 331

Heal Others (1 month): The character uses their healing abilities to help people of the community, tending to the sick and wounded. This requires the character to be trained in the healing skill or have a type or focus ability that allows them to heal others (such as Healing Touch). A character without healing training or abilities should use Enhance Community Happiness instead.

Heal Others adds +2 to the community's health stat during the month the character performs this activity, or +5 if the PC is specialized in healing or their healing abilities are tier 4 or higher. Because the PC becomes known for using their time to heal others, this activity also eases all of the character's positive social interaction tasks for this month and the next three months.

Help a Business (1 month): The character works with a business in the community. Depending on their skills and interests, this might mean interacting with customers, producing goods for sale, performing maintenance on the business's building or equipment, improving efficiency, protecting valuables, and so on. This eases tasks relating to that business, its customers, and its neighborhood in any month the PC performs this activity. This often creates future opportunities for the character (gossip about strangers in town, knowledge of caravans needing guards, hearing incidents of crime, meeting NPCs who could become followers or potential relationships, and so on). In addition, the character gains a personal benefit of 2d10 shins each month they perform this activity. Jacks might want to use Develop Community Networks instead of this task, as it earns more shins.

Help an Organization (1+ months): The character works with an organization, promoting its cause in the community. Usually this means an organization that already is active in the community, but it could be the PC acting to establish a local presence for that organization. Depending on the goals of the organization, this might mean promoting or sabotaging the local government, rooting out threats to the community, searching for numenera to salvage, and so on. This eases tasks for interacting with people who support or approve of these goals (and hinders tasks for those who oppose them). This often creates future opportunities for the character (earning a positive reputation

with the group, learning about opposing factions and individuals, meeting NPCs who could become allies or potential followers, discovering a plot that leads to an adventure for all the PCs, and so on). These activities might even overlap with another long-term activity that benefits the community, such as General Maintenance or Develop Community Knowledge.

Instead of providing a benefit to the organization or community, the character can use their work on behalf of the organization to gain a personal benefit relevant to the activity. This might be 1d10 shins, a promotion within the organization, the services of a level 2 follower for one month, a random iotum of level 2 or less, an asset on one specific task for one month, a new oddity, and so on. Help that takes longer than a month provides one such benefit per month of the activity.

Invent a New Type or Focus Ability (1 month): By practicing, researching, and perhaps consulting with other people with similar abilities, the PC invents a new type or focus ability and understands it in concept, if not in practice. To actually acquire that ability, the PC must then spend XP on character advancement (although that doesn't have to immediately follow this activity).

Join an Organization (1+ months): This is similar to Found an Organization, except the PC is attempting to join an existing organization, such as the Convergence or the Angulan Knights. The GM must determine if the group has a presence in the community (otherwise, the PC must travel to a place where it does) and if any specific requirements apply to the organization (donating an artifact, swearing an oath of loyalty, slaying an enemy of the group, and so on), specific details the PC must learn, restrictions they have to observe, and so on.

When this long-term activity is completed, the PC must succeed at a challenge to see whether they are accepted into the organization. The kind of challenge depends on the nature of the organization—a thieves' guild might require the PC to pass through a maze requiring stealth or agility, a cult might require memorizing and flawlessly reciting a religious text, a fighting club might require defeating an experienced member, and a crafting guild might require assembling a device from its component parts. The challenge can be as simple as making a few skill rolls, as difficult as crafting an object from a plan, or something in the middle like surviving a few rounds of combat.

In general, an organization's challenge has a difficulty equal to the level of the group's home community. This means an organization centered in Qi (a high-level community) with an outpost in a low-level border town still uses Qi's level for the challenge. If the PC knows another PC or important NPC in the organization, their insight and advice means the challenge tasks are eased.

The rewards for joining an organization vary greatly. At the minimum, the PC should get some small token representing their acceptance into the group, such as those described in Found an Organization. Large established groups may have other benefits (as described in their entries in other books).

Make a Profit (1 month): The PC uses their skills and special abilities to work in the community in exchange for money or some other resource. The nature of this work depends on the character's interests and abilities. A charismatic PC might perform in public or work in a theater, a combat-oriented character might become a prize fighter, a sneaky character might burgle or pickpocket, an observant character might help the city guards investigate crimes, and so on. This long-term task is much like others here and in *Numenera Destiny*, except the character's focus is on their own enrichment rather than the good of the community. At the end of the month, make a roll on an appropriate task to see how well the PC's profit-making activity does. In a smaller community where there is less currency in play, the roll may be hindered by one or two steps. In a large community, it may be eased because people have more money (but eased by only one step because it's harder to stand out from the rabble).

General Maintenance, page 327

Develop Community Knowledge, page 331

The GM shouldn't let overlapping goals of the PC, community, and organization allow the character to exploit this connection and get extra results for the same amount of work. Give the PC a list of benefits and let them choose one for the month.

Although Invent a New Type or Focus Ability is intended for custom abilities created for a home campaign, the GM might also require this long-term task before a player can choose an unusual ability from a new sourcebook.

Character advancement, page 128

Convergence, page 216

Angulan Knights, page 217

Inability, page 333

Once the roll is made, the player chooses whether they want their profit as shins, io, or numenera.

Difficulty Achieved	Shins	Io	Numenera
1	1d6	—	—
2	1d10	1	—
3	2d6	2	Oddity
4	3d6	1d6	2 oddities
5	2d10	1d10	Cypher
6	3d10	2d6	2 cyphers

The GM may decide that some injuries can't be fixed as a long-term activity, but using Recover From an Injury might provide relief from its symptoms for a month or more. It still may be possible for the PC to find a cure in their explorations or use an advanced installation such as an ultimate automender.

Recover From an Injury (1–3 months): Sometimes a character suffers a debilitating injury that can't be healed with recovery rolls. Examples of this are a disfiguring disease that permanently moves the PC a step down the damage track, blindness, a mysterious weapon that gives the character brittle bones, dangerous cypher interactions that permanently reduce one or more Pools, a parasite that eats memories, or a powerful attack that cripples a limb or gives the character an inability. Negative effects from other long-term tasks might not have specific game penalties, but a character still might want to spend time recovering from them, such as regaining strength after giving birth, dealing with the end of a relationship, or grieving for a dead family member.



Multiple long-term tasks, page 324

Ultimate automender, page 154

Using this long-term activity means the character is focusing on healing and recovering from this injury or condition, which might include bedrest, traveling to a person or place known for healing, consuming exotic herbs, using machine implants to compensate for the damage, testing experimental (and possibly risky) numenera treatments, and so on. For emotional injuries, spending quality time with friends and loved ones might be sufficient, but could require retraining negative habits, finding new activities that create positive emotions, or using other treatments that directly influence the mind.

Depending on the recovery method, it is likely that the PC might not be able to perform other long-term tasks while trying to heal. For example, someone confined to bedrest can't be building an installation or training to use a new kind of weapon, and the GM should let the player know that these activities will interfere with the healing process.

The nature of the injury determines how long it takes to recover. Overcoming an addiction to a drug or restoring 1 point permanently lost in a Pool might take a month. Rest and light activity to mend a broken bone, physical therapy to rehabilitate an inability-causing injury, moving up one step on the damage track, or dealing with a bad breakup might take two months before the character starts to feel better. Severe injuries like brain damage or regrowing a withered or amputated limb might take three months (or even longer, if the means of healing requires a long period of travel).

If long-term play is interrupted while the PC is retraining, the GM may allow the PC to use both the old and the new abilities for a brief time, but both should be hindered by two steps (or similarly limited) until the retraining is complete.

Retrain Focus or Type Ability (1 month): The PC replaces a current type or focus ability with a new one. For example, a Nano could

replace their Ward esotery with Onslaught, or an Arkus could learn the Goad precept in place of Babel. Depending on how the character acquired their special abilities, this might require mutagenic baths, reprogramming their nanites, psychic surgery, replacing old mechanical implants with new ones, intense meditation or training with a knowledgeable NPC, or some other extreme method.

The new ability's tier must be no higher than the tier of the ability being replaced. A character can use Retrain only once between explorations or other instances of normal play.

Train a Follower (2+ months): The PC works closely with one of their followers so the follower can provide a direct benefit to a community like a character does. This allows the PC to designate that follower as a proxy for one simple long-term activity, acting in the PC's stead and freeing the PC to do other things within or outside the community. Examples of these activities are Build Up Food or Water Stores, Craft Object or Structure, Enhance Community Happiness, and performing General Maintenance to support a community's infrastructure.

The follower must have some kind of background, skill, modification, or special ability that makes them a good trainee for this sort of activity. If not, the training takes twice as long as normal. For example, a follower who has lived their entire life inside the walls of a large city probably knows nothing about farming, hunting game, or gathering food; if a PC wants to train them to Build Up Food or Water Stores, it takes four months instead of two because the PC is starting from scratch in educating the follower about where and how to find food in nature.

The GM may allow a PC to train a follower to perform a type-specific, community-focused long-term activity (such as Train Defenders or Operate Workshop), but this always takes two to three times as long as normal. Likewise, the GM may allow a PC to train a suitable follower to provide one first-tier community ability from their type, such as a Glaive training a martially inclined follower to be a Community Defender, which takes two to three times as long as normal.

Ward, page 40

Onslaught, page 40

Goad, page 11

Babel, page 11

Build Up Food or Water Stores, page 325

Train Defenders, page 330

Operate Workshop, page 331

Craft Object or Structure, page 325

Enhance Community Happiness, page 326

Community Defender, page 39

General Maintenance, page 327



CHAPTER 9

GM INTRUSIONS FOR CRAFTING

GM intrusion, page 123

Secondary effect, page 144

Setback, page 145

Assessed difficulty, page 117

Time to build, page 119

With the introduction of crafting plans, it would be easy to slip into the habit of treating the numenera as something that a person of the Ninth World can fully comprehend in the way that 21st-century Earth engineers understand internal combustion engines, electronics, and biology. But the numenera is vast and derived from many civilizations that span multiple millennia, star systems, and dimensions, and a Ninth Worlder could spend a lifetime studying just one of these sources and still have only a general grasp of the technology. The numenera should always be weird, and building things with it should always have a chance of an unexpected side effect even when the crafting is a success. A typical wright might know that combining certain iotum in a specific way creates a working cypher, but not why those iotum, quantities, or specific configurations actually work, and that ignorance sometimes leads to unanticipated results. In game terms, these are GM intrusions on successful crafting tasks.

The purpose of these intrusions is not to punish the character for crafting things (any more than a combat GM intrusion's purpose is to punish a PC for being in combat). Instead, these remind the players that the numenera is wild and not fully understood. These GM intrusions aren't like a secondary effect (which is an error or failure in the crafting process) or setback (which is often due to damage against a completed project). A character could succeed at every single crafting subtask to create an item, and the GM might still add a GM intrusion to the final result.



These kinds of intrusions are more of a distraction or annoyance than something harmful to the user—they're a quirk of numenera crafting, not a means of punishing players. A crafter can eliminate these unexpected side effects by partially disassembling and repairing the project, which usually requires one crafting roll (difficulty equal to the assessed difficulty to create the item) and takes the same amount of time as two crafting subtasks to create the item. For example, a cypher with an assessed difficulty of 4 takes about nine hours to build, and its subtasks each take about two hours, so removing a side effect from the cypher requires a difficulty 4 crafting roll and about four hours of work. (Many wrights don't bother to spend the extra time fixing these problems, especially if the changes are cosmetic and harmless.)

This chapter includes a random table

of many examples of crafting GM intrusions. Many of them include suggestions in parentheses for more specific details. Most of these effects should be constant or frequently repeating; otherwise, they're likely to be forgotten by everyone playing. An odd effect that happens only some of the time is in itself an opportunity for more GM intrusions, with the quirk triggering at inopportune moments. The GM can also change the specific effects for any of these results to make a particular item more interesting—changing what is seen during the night terrors, switching the involuntary vocalizations from an alien language to machine noises, and so on. It's also easy to alter the parameters of each effect in small ways, such as affecting all creatures within an immediate distance instead of only the person carrying the item, having an effect persist for minutes after the item leaves the area, having the effect originate from the person carrying the item instead of from the item, and so on.

Effects of Crafting GM Intrusions: In general, these GM intrusions should have some effect—either a game effect or a story effect—on the character who has the item, but not anything that is too severe. If the effect hinders one or two kinds of tasks by a step or two, that should be sufficient to provide game mechanic flavor for the item.

GM intrusions for crafting work just like any other GM intrusion: the GM offers the player 2 XP, and the player can either accept the intrusion (keeping 1 XP for themselves and giving 1 XP to another player) or spend 1 XP to refuse it.

You can often tell if a person is a wright because there are one or more weird things about them, stemming from side effects of the crafted objects they carry.

CRAFTING GM INTRUSION EFFECTS

d100	Effect
01	Loud noise (beeping, screeching, recorded beast noises or speech)
02	Sound that is barely audible to humans but loud and annoying to most beasts
03	Broadcasts a signal that activates or attracts automatons
04	Attracts harmless clouds or swarms of insects, worms, or other tiny creatures (alive or dead, native or extradimensional, disturbing or distracting)
05	Leaks droplets of sticky, slippery, or pungent fluid (hovering weightlessly, floating upward, or unexpectedly heavy)
06	Releases small jets of ink or paint (creating stains, making weird shapes, spelling out letters)
07	Foamy discharge hardens into an opaque crust (allergenic, semi-animate, noisy, contagious)
08	Chemical odor makes eyes water (strange colors, bad smells, volatile)
09	Painfully bright light (blinding, encoded with data, causes sunburns)
10	Altered perception (lack of depth perception, lack of color, intense colors, fractalization)
11	Catches fire when it depletes or is consumed (hot, cold, liquid, patterned, mutagenic)
12	Sticks to or repels another device or creature like a powerful magnet (erratic, cumulative, forceful)
13	Dry mouth (glassy residue, tastes of machine oil, combustive reaction to alcohol)
14	Creates image, sound, or smell of something inappropriate or offensive (vulgar icons, profanity, body odors)
15	Absorbs all light within 1 inch (2.5 cm) (sticky darkness, expels liquid darkness intermittently, leaks into skin)
16	Triggered effect is delayed 1d6 rounds (inhuman vocalizations, machine countdown, temporal displacement)
17	Leaks colored smoke (foul, excessively sweet, heavy, semi-solid, loud, shaped)
18	Distorts certain colors (desaturated, hue-shifted, blurred, photo-negative)
19	Distorts certain sounds (flatten, amplify, echo, reverse echo, pitch-shift, mechanized)
20	Indigestion (stomach voices, colored gases, images of subdermal parasites)
21	Odd smell (vinegar, blood, herbs, fruit, rotting meat, machine oil)
22	Heats or cools random items (shins, cyphers, teeth, skin, tattoos, implants, water)
23	Some liquids change viscosity (to that of honey, molasses, molten glass, quicksilver, machine oil)

d100	Effect
24	Mild auditory hallucinations (fragments of sentences in the Truth or an unknown language, familiar-sounding voices saying names, knocking, flies buzzing, infants crying, white noise)
25	Mild olfactory hallucinations (burnt food, flowers, mold, wood)
26	Mild tactile hallucinations (electric shocks, incorrect textures, tickles, caresses, wetness, odd temperatures, gentle or sharp pokes, things crawling on or under the skin)
27	Mild visual hallucinations (movement echoes, arrows or other shapes, people or creatures, rearrangement of letters or symbols)
28	Dizziness (random, directional, vertigo, motion sickness, feeling of falling)
29	Slurred speech (nouns, verbs, questions, emotional reactions)
30	Aching joints (throbbing, pinpricks, cold, swelling, fatigue)
31	Blurred vision (lateral, directional, creatures, faces, writing, colors)
32	Distracting holographic images move on their own for several rounds before disappearing (user echoes, human body parts, creatures, shapes, letters)
33	A kind of food (meat, fruit, bread) tastes strange (salty, sweet, savory, sour, bitter) or disgusting (feces, human flesh, garbage, soap)
34	Difficulty using written language (words are misread, seem like gibberish, appear to have the opposite meaning)
35	Difficulty using spoken language (some words become unpronounceable, words are often replaced with unrelated words, speech interspersed with animal or machine noises)
36	Bearer experiences half-second time skips (forward, backward, sideways, random)
37	Sensitivity to light (sunlight, moonlight, specific colors, fire)
38	Sensitivity to sounds (voices, eating, breathing, machines, laughing, crying, footsteps)
39	Nausea (pain, belching, vomiting, dry heaves, false pregnancy, false parasitism)
40	Heart palpitations (fast, slow, doubled, erratic, vascular, backward)
41	Excessive sweating (colors, scents, parasites, nanomachines, oil, blood, acid)
42	Levitation of small objects (falling upward, orbiting, following, repelling, fast, slow)
43	Inability to remember certain words (proper names, species names, directions, common terms, verbs)
44	Fever (head, face, neck, arms, hands, entire body)
45	Nasal, throat, or lung congestion (mucus, blood, hair, feathers, dye, creatures, nanobots)
46	Altered voice (monotone, singsong, strange inflection, hoarse)
47	Headache (frontal, anterior, rotating, sinusoidal, molar, ocular)
48	Bodily fluids glow with eerie colors (visible through the skin)
49	Change in libido (intense, none, highly variable, aberrant)
50	Hair or nails grow in with a new and unusual color or texture (orange, pink, blue, curly, rough)
51	Spatial distortion hallucinations (short distances perceived as long, everything seems uniformly distant, false details on nearby objects)
52	Long-term memory problems (forgetting people, forgetting locations, unable to form new long-term memories)
53	Emotionally stunted or amplified (fear and suspicion, love and friendship, curiosity and recklessness, boredom and laziness)
54	False memories (remembering people who never existed, remembering events that never happened, absurd alterations to actual memories)
55	Familiarity disorders (belief that other beings are lifelike machines instead of people, belief that friends have been replaced by clones, inability to recognize faces, mistakes strangers for known people)
56	Extreme cognitive bias (overestimating or underestimating skill in a particular area, making snap judgments based on irrelevant details or "signs," treating extremely remote possibilities as likely outcomes)

d100	Effect
57	Altered appetite (decrease, increase, binging on a particular kind of food, eating or chewing specific non-food objects, cravings for or aversion to certain flavors)
58	Mood swings or heightened emotional reactions (joy, despair, anger, fear, affection, random)
59	Twitching (eyes, hands, limbs, lips, tongue, shoulders)
60	Skin sores, blisters, or scratches in odd configurations (faces, numbers, formulas, maps)
61	Repetitive behavior (verbal tics, gestures, walking in circles, whistling, dancing, stretching, miming beasts)
62	Unusual discharge from skin, eyes, or mucus membranes (waxy, crumbly, chalky, aromatic, seeds, fibers, paper, synth, skin)
63	Sudden weight gain or loss (fat, muscle, bone, hair, parasitic limbs or other body parts)
64	Involuntary vocalizations (numbers, machine sounds, alien words, beast noises, repeating nearby statements)
65	Night terrors (white-skinned beast in a forest of translucent tubes, the moon crashing into the earth, blue demons flaying off skin, mushroom-filled hellscapes, everyone is eyeless, murdering allies)
66	Sleepwalking (fast, slow, in a particular direction, levitating, eyes open, aggressive, phasing)
67	Sleep talking (people who aren't there, things that aren't happening, false memories, descriptions of unknown places, backward, inhuman)
68	Energy effects change color (wood flames burn blue, electrical discharges are green, white lights are prismatic)
69	Unpreserved items (clothing, food, rope) degrade or rot at an accelerated rate (double, triple, quadruple, erratic)
70	Allergic reaction to a common substance (metal, synth, a kind of food, a color)
71–90	Roll on the Minor Secondary Effects table
91–00	Roll twice on this table

Minor Secondary Effects, page 144



CHAPTER 10

NUMENERA WASTELANDS

Even the creations of prior-world civilizations get worn down over time. Earthquakes, fires, storms, lightning strikes, explosions, and salvaging all create weak points in ancient structures, giving nature a foothold for wearing down metal and synth into smaller pieces of debris and, eventually, drit. Over time, the area around a ruin becomes littered with burned-out cyphers, cast-off pieces of consumed iotum, failed experiments, volatile solvents, preserved biological samples, radioactive materials, poisonous minerals, contaminated fluids, fuel containers, pandimensional materials, nearly depleted power cells, and miscellaneous junk.

Ranked disasters, page 309

Even things that are safe on their own, like synth, can become dangerous if exposed to heat or sunlight for long periods of time. Containers can crack from winter cold, mostly stable materials can react aggressively with oxygen or water, fragile containers can be crushed by the weight of other materials on top of them, and so on. The embryonic fluid from an empty biological birthing vat might contain a few living cells that can mutate into a cancerous new life form, become a parasite when ingested by a scavenger, or contaminate insects that are later ingested by domesticated birds. Broken nanomachines used to breach space, dimensions, or timelines can intermittently activate, interact, and interfere with each other, magnifying their abilities.

Biological, page 13

Independently or in small quantities, these eroded materials have no inherent value or salvageable parts, but when left in an area over a long period of time, they have just enough numenera in them to have an impact on the world. A discolored patch of ground a small distance across might once have been a flying machine that was shot down ten millennia ago. A research station that filled a large area might have been discarded and looted 100,000 years ago, and now its fallen metal and synth bones are obscured by a lake or grove of trees. Some sites might even be larger, covering a mile or more in diameter, the legacy of a prior-world community or a battleground where large amounts of numenera were used and discarded, saturating the ground with debris, slag, and contaminants.

This chapter describes many examples of numenera waste sites, which the GM can use as adventure seeds, ranked disasters, and salvage opportunities.

GENERAL NUMENERA WASTE SITE QUALITIES

All numenera waste sites have a level, just like a numenera device or an area being salvaged. Each site has an active area, or "hot zone," where the materials are concentrated. The hot zone of an ancient automaton might be as small as an immediate distance across, but the residue from a typical prior-world building or vehicle is at least a short distance across, and the dangerous area around a larger ruin might be a long distance or very long distance across. Beyond the hot zone is the "warm zone," an area two to three times the diameter of the hot zone, where the material is more scattered and isn't quite as dangerous. For example, if the hot zone is a short distance across, the warm zone extends at least another short distance beyond that, forming a ring around it.

DUMPING NUMENERA WASTE

Discarded and almost-broken pieces in a numenera waste site are essentially the sorts of things a wright uses to build temperamental cyphers. Over time, a numenera crafting workshop becomes littered with these leftovers and can become a hazard just like a prior-world ruin. A diligent crafter spends a little time every few weeks cleaning out these problem items from their workspace, but that often just means taking them to a different area, such as a town dump—perhaps even a place where other crafters discard their unwanted materials, meaning these things accumulate in larger quantities. Dumping waste into a river or the ocean exposes environmentally sensitive creatures like frogs and fish to mutagens, risks corrosion and unexpected reactions from seawater, and can expose communities downriver or farther along the coast to poisons and disease. Rain and floods can flush reactive materials into groundwater and lakes that a community uses for drinking. Throwing something away doesn't really make it go away—it just moves the problem to another area.

Whether a dump site starts to develop these problems is up to the GM, based on the amount of crafting being done, the type of crafting involved, how careful the local people are about storing these dangerous castoffs, and perhaps interactions with the reactive fields of nearby installations or the presence of ruins that aggravate or counteract these materials. As a rule of thumb, in one year a numenera workshop might accumulate enough numenera debris to create a level 1 hot zone an immediate distance across. Each additional year of numenera debris dumped at the site increases the site's level by +1.

Temperamental cypher, page 22

Reactive field, page 322

Depending on the nature of the site and its unique hazards, the area of the hot and warm zones might not be circular. A site on a hill might leak contaminants downward, forming an oval or teardrop hot zone and warm zone. A site next to a river might have a circular hot zone and a warm zone that follows the river and its banks for a much longer distance. If the site produces dangerous gases, clouds of gas might be carried downwind, well outside of the actual warm zone. A site contaminated with extradimensional technology might have a normal hot zone, but its warm zone also bleeds over into adjacent dimensions. The zones usually extend up into the air and down into the ground about one-third to one-half of the zone's horizontal space.

Every hour a creature spends in a hot zone, it must make a defense roll (usually Might) against the level of the site or suffer a harmful effect from the contamination there. The warm zone is safer, but still dangerous, and a creature must make a defense roll against the level of the site if they spend at least five hours there. This means a low-level site is relatively safe for an experienced character who is trained in Might defense, or for NPCs whose level is at least 1 or 2 higher than the level of the site. But even a low-level site's warm zone (such as one weak enough that humans settled near it without realizing the danger) can still be a threat for vulnerable creatures such as children, the elderly, and common animals. By the time a site has accumulated enough numenera debris to become level 3 or higher, it is so dangerous that even an experienced character shouldn't linger there without protective gear.

Whether a ruin has a numenera waste site is up to the GM. Many sites are clean, perhaps because a prior civilization was diligent about carefully storing its waste or made efforts to clean up sites from earlier cultures. The GM can add waste sites for a grittier campaign or to elevate the sense of danger at a specific ruin.

NUMENERA WASTE HAZARDS

This section gives many possibilities for detrimental effects from numenera waste sites. Most sites will cause only one or two of these effects. A large or old site, particularly one created by the actions of several different crafters, may cause many more. Some could be mapped to specific areas within the site, but they're just as likely to overlap each other so that a creature who fails a resist roll against the site has equal chances of suffering from any of its effects.



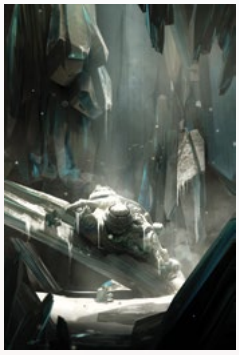
For variety, the GM should choose a different origin for the effects from numenera—poison, disease, radiation, energy burst, chemical reaction, extradimensional, temporal, parasites, nanotechnology, and so on. This allows some PCs with special resistances a better chance against the hazards, and it keeps the exact nature of each site unpredictable.

Because PCs are likely to enter the warm zone before the hot zone, the effects described here are for the warm zone, and if hot zones have a greater effect, they're listed afterward. For example, failing a Might defense roll in the warm zone of a level 3 site that hinders Intellect rolls does so for three hours, or three days if the failed roll happens in a hot zone. The effects of the site are cumulative, so failing two rolls against a site that hinders Intellect defense rolls means the creature's Intellect defense rolls are hindered by two steps. The site itself might be physically transformed over time by these contaminants, becoming a sinkhole, spawning strange crystalline growths, interfering with cyphers and artifacts, extending fingers of the warm zone toward high-energy installations, creating physical or illusory manifestations of objects and creatures, and so on.

NUMENERA WASTE HAZARDS TABLE

d100	Effect
01	Inflicts the site's level in ambient Might damage (ignores Armor).
02	Inflicts the site's level in ambient Speed damage (ignores Armor).
03	Inflicts the site's level in ambient Intellect damage (ignores Armor).
04	Makes animals or plants that live or feed in the site poisonous, but they don't look or taste different than unaffected ones. Eating them (or parts of them, such as fruit from a contaminated plant) inflicts the site's level in Might, Speed, or Intellect damage.
05	Moves the creature one step down the damage track for a number of hours equal to the site's level (or number of days for a hot zone).
06	Hinders the creature's Might and Speed rolls for a number of hours equal to the site's level (or number of days for a hot zone).
07	Speed rolls are hindered for a number of hours equal to the site's level (or number of days for a hot zone).

d100	Effect
08	Intellect rolls are hindered for a number of hours equal to the site's level (or number of days for a hot zone).
09	Interferes with healing. Recovery rolls are halved for a number of hours equal to the site's level (or number of days for a hot zone).
10	Causes open sores that are slow to heal, reducing the creature's Might Pool by 1 for a number of hours equal to the site's level (or number of days for a hot zone).
11	Causes excessive sweating and excretion of fluids (perhaps with alarming colors or secondary effects), so the creature must consume extra water for a number of hours equal to the site's level (or number of days for a hot zone) or move one step down the damage track.
12	Erases one hour of the creature's memories from the past day (or week for a hot zone).
13	Causes excessive bleeding. Any time the creature takes damage from an attack, on the attacker's next turn the creature takes an additional 1 point of damage from bleeding (ignores Armor). The target can prevent this additional damage by making a recovery roll, using any ability that heals it, or using its action to attend to the injury. This effect lasts for a number of hours equal to the site's level (or number of days for a hot zone).
14	Causes extreme sensitivity to pain. All tasks to resist or ignore pain are hindered. Any round the creature takes damage, it is hindered on its next turn. This lasts a number of hours equal to the site's level (or number of days for a hot zone).
15	Causes extreme numbness. All tasks to resist or ignore pain are eased by two steps. All attacks against the creature inflict the normal amount of damage, but the creature feels only 1 point of damage (the GM should keep track of the damage the creature takes but does not feel, and move them down the damage track as appropriate). This condition lasts for a number of hours equal to the site's level (or number of days for a hot zone).
16	Distorts vision, hindering all sight-based tasks for a number of hours equal to the site's level (or number of days for a hot zone). If the creature fails multiple defense rolls and the vision hindrance reaches four steps, they are permanently blinded.
17	Distorts hearing, hindering all hearing-based tasks for a number of hours equal to the site's level (or number of days for a hot zone). If the creature fails multiple defense rolls and the hearing hindrance reaches four steps, they are permanently deafened.
18	Reacts with the creature's body to create a hazardous substance that the creature expels through its skin and by breathing. Each minute, the creature takes 1 point of damage and inflicts 1 point of damage on all creatures within an immediate distance. This lasts a number of minutes equal to the site's level (or double this duration for a hot zone).
19	Reacts with the creature's body to create a flammable substance that the creature expels through its skin and by breathing. Exposure to open flame or extreme heat causes the creature to spontaneously combust, inflicting ambient damage equal to the site's level. Once this combustion happens, the effect takes an hour to build up to dangerous levels again (or ten minutes for a hot zone). This condition lasts a number of hours equal to the site's level (or double this duration for a hot zone).
20	Reduces mental clarity and causes emotional outbursts. Intellect actions are hindered, Intellect Effort costs increase by 1, and positive social interactions are hindered (in addition to the hindering of all Intellect actions). This lasts for a number of hours equal to the site's level (or number of days for a hot zone).



d100	Effect
21	Hardens or crystallizes flesh, granting +1 Armor, but hinders all physical actions (melee attacks, Speed defense rolls, and so on). This lasts for a number of hours equal to the site's level (or number of days for a hot zone). If the creature fails multiple defense rolls and the physical hindrance reaches four steps, they are permanently paralyzed.
22	Any food consumed provides no sustenance (meaning it is possible to eat normally and yet starve to death). This lasts for a number of hours equal to the site's level (or number of days for a hot zone).
23	Alters genes to cause birth defects (such as harmful or cosmetic mutations) and may similarly affect character abilities that cause rapid growth or regeneration. A hot zone is more likely to cause harmful mutations than a warm zone.
24	Interferes with breathing or use of oxygen (or whatever gas the creature requires, such as nitrogen for a lattimor). The creature's one-action recovery roll takes ten minutes, its ten-minute recovery roll takes one hour, and it can hold its breath for only half as long as normal. This condition lasts for a number of hours equal to the site's level (or number of days for a hot zone).
25	Weakens bones. Any physical attack that inflicts more than 5 points of Might damage or moves the creature down the damage track might trigger a GM intrusion to break a bone. This condition lasts for a number of hours equal to the site's level (or number of days for a hot zone). Broken bones take the normal amount of time to heal.
26	Corrodes one common substance (metal, synth, glass, and so on). Objects made of this material move one step down the object damage track each hour if their level is less than the site's level. A numenera object that takes major damage or is destroyed by this effect while still in a warm or hot zone is likely to activate unexpectedly (a GM intrusion).
27	Flesh or equipment starts to grow fungi, with filaments extending into the growing surface. Removing or harming the growths is like tearing off parts of the creature's flesh or stripping away necessary bits from the object. These growths may die when the effect ends or (as a GM intrusion) release spores that have another effect from this table. The fungi last for a number of hours equal to the site's level (or number of days for a hot zone).
28	Contaminates the creature with a long-lasting latent hazard that is triggered by close proximity, such as spending at least an hour within an immediate distance of another person. The hazard may affect the afflicted creature (1–3 on 1d6) or the nearby creature (4–6 on 1d6). The hazard can remain untriggered for a number of days equal to the site's level (or number of weeks for a hot zone). When this duration ends, the hazard might harmlessly dissipate or (as a GM intrusion) afflict the host creature.
29	One limb is numbed or paralyzed for an hour (or several hours for a hot zone). Multiple failed defense rolls against the site might affect additional limbs or extend the duration on one affected limb.
30	Makes cells swell up and explode over the course of about an hour (or ten minutes for a hot zone). While the swelling builds, the creature's clothing and equipment squeeze them, hindering all physical tasks unless removed. The explosion moves the creature one step down the damage track, and creatures within immediate range take damage equal to the site's level from fleshy shrapnel.

Harmful mutations, page 398

Cosmetic mutations, page 402

Object damage track, page 116

d100	Effect
31	Causes nightmares that start out mildly disturbing and (over several incidents) grow to be horrifying and accompanied by sleep paralysis and daytime flashbacks. The day after a nightmare (or the week after for a hot zone), the creature's Intellect tasks are hindered.
32	Creates a mental trap or defect that inflicts 1 point of Intellect damage on the creature every time they hear a specific word or think a particular concept. This lasts a number of hours equal to the site's level (or number of days for a hot zone).
33	Withers skin, fat, and muscle, discoloring the remaining tissues (usually with a vivid hue) and giving the creature a gaunt skeletal or ghoul-like appearance. Inflicts damage equal to the site's level (ignores Armor) and hinders Might and Speed tasks. This lasts for a number of hours equal to the site's level (or number of days for a hot zone), but returning to a fully normal appearance usually requires at least a week.
34	Creates an unnatural hunger for the flesh of creatures similar to itself (humans for humans, varjellen for varjellen, and so on), even if the creature doesn't normally eat meat. On any day the creature doesn't eat a full meal of this kind, it moves one step down the damage track (a creature afflicted with this by a high-level site might eat parts of itself to avoid death). This hunger lasts for a number of days equal to the site's level (or twice as long for a hot zone).
35	Causes random teleportation, usually only a few inches in any lateral direction, but (as a GM intrusion) sometimes several feet or more. This occurs anywhere from every few seconds to every few minutes. This usually is only an annoyance, but a larger jump might hinder the creature's actions for a round or put them in harm's way (such as teleporting them sideways off a platform into the open air, or into the middle of a group of enemies). This lasts for a number of hours equal to the site's level (or number of days for a hot zone).
36	Displaces most of a creature's mass into another dimension, making the creature about as dense as a sponge. Might tasks requiring strength (such as making melee attacks, resisting being pushed or grabbed, and so on) are hindered by two steps. Tasks and effects where a low weight or density are an advantage (such as falling or being carried) are eased by two steps. This lasts for a number of hours equal to the site's level (or number of days for a hot zone).
37	Knocks the creature unconscious. It can rouse itself for a few minutes (or rounds for a hot zone) by making an Intellect defense roll against the site's level. This condition lasts for a number of hours equal to the site's level (or number of days for a hot zone).
38	Creates telepathic sensitivity that makes a creature hear the thoughts of all thinking creatures within short range (long range for a hot zone). This constant chatter of thoughts hinders all Intellect tasks, interferes with sleep, and (if it lasts more than a week) can eventually cause a loss of personal identity or even psychosis. This sensitivity lasts for a number of hours equal to the site's level (or number of days for a hot zone).
39	Morphs the creature's body into a physical duplicate of another creature of similar shape and size within short range. If there are no suitable creatures within range, the creature takes on aspects of any creature within range, or becomes horribly disfigured if there are no creatures nearby. The painful transformation takes several minutes (all actions are hindered while changing shape). This lasts for a number of hours equal to the site's level (or number of days for a hot zone).





d100	Effect
40	Creates a grapefruit-sized tumor over several minutes that detaches on its own. Over the next hour, the expelled tumor grows into a physical duplicate of the creature. The duplicate is a hostile entity of beast-level intelligence (or human-level intelligence for a hot zone) whose level is equal to the site's level, and it may have one or more of the original creature's abilities. The duplicate attempts to follow and kill the original creature, and otherwise attacks anything it sees. The duplicate lives for a number of weeks equal to the site's level but may live for years if it can kill and eat the original creature.
41	Attracts extradimensional and pandimensional creatures. All of the creature's tasks against these attracted entities are hindered (by two steps for a hot zone) and the entities preferentially focus on the affected creature. This is usually, but not always, a hostile interest. This lasts for a number of days equal to the site's level (or twice as long for a hot zone).
42	Causes random shifts out of phase. This occurs anywhere from every few seconds to every few minutes. This usually is only an annoyance and doesn't last long enough to allow deliberate passing through a barrier, but a shift might hinder the creature's actions for a round, interfere with multidimensional technology, or (rarely) negate an attack against the creature. This lasts for a number of hours equal to the site's level (or number of days for a hot zone).
43	Attracts visitors from other times and timelines who observe the creature's actions like they're an exotic specimen in a menagerie. These visitors may be strangers or other versions of the creature, machines with recording devices, or stranger entities such as intelligent geometric shapes of chronometric energy. The visitors usually remain for only a few seconds or minutes and avoid interacting with anyone, but they may make vague comments about its appearance, behavior, or future. Their presence is confusing and distracting for the creature (all Intellect and Speed tasks are hindered) and perhaps others nearby. The visits stop after a number of hours equal to the site's level (or twice as long for a hot zone).
44	Causes random shifts forward and backward in time. Backward shifts cause doubles from the future to appear in the creature's previous location for a few seconds; forward shifts make the creature disappear for anywhere from an instant to a round at most before reappearing. This usually is only an annoyance and doesn't last long enough to give the creature an advantage, but a shift might hinder the creature's actions for a round or (rarely) provide an asset on the creature's action. This shifting lasts for a number of hours equal to the site's level (or number of days for a hot zone).
45	Alters probability so the creature triggers a GM intrusion an additional 5 percent of the time (a roll of 1 or 2 on a d20). Multiple failed defense rolls against the site continue to increase this chance, causing more extreme results with every new intrusion. For example, if the creature triggers a GM intrusion on a roll of 1–5 on a d20, instead of dropping its weapon as the result of an intrusion, the weapon might turn to liquid or rust away in seconds. The altered probability lasts for a number of hours equal to the site's level (or number of days for a hot zone).
46	Causes a cosmetic mutation or harmful mutation (or both for a hot zone). If the creature already has a mutation from the site, an additional failed defense roll against the site gives the creature a beneficial or distinctive mutation, but also afflicts them with a harmful mutation. The creature loses the mutation or mutations after a number of hours equal to the site's level (or might be permanent for a hot zone). Many sites always create the same specific mutation, so that all creatures affected by it gain the same mutation.

Beneficial mutation, page 398

Distinctive mutation, page 400

d100	Effect
47	Implants a compulsion for a specific behavior (heading in a certain direction or to a particular site, obsessing over a certain object or person, or building or destroying a specific structure or creature). The affected creature may psychically infect others within short range with this compulsion if they fail an eased Intellect defense roll against the level of the site. This compulsion lasts for a number of days equal to the site's level (or number of weeks for a hot zone).
48	Implants a specific sound, phrase, or image in the creature's mind, as fresh and real as if they had intentionally memorized it. This is probably a distorted fragment of something useful (such as a map, code, or plan seed) but might be gibberish. The implanted memory is prominent and distracting, hindering all Intellect tasks unrelated to completing or deciphering it. This memory lasts for a number of hours equal to the site's level (or number of days for a hot zone).
49	Advances and regresses the creature's age in different parts of its body. The creature moves one step down the damage track, but while impaired this way, applying a level of Effort to a task gets them a free level of Effort.
50	Reacts with the creature's body to create an invisible or visible cloud of stinking vapor (body odor, garbage, chemical, corpse, and so on) that the affected creature can't smell, but hinders tasks by all creatures within immediate range (or short range for a hot zone) who can smell it. This lasts for a number of hours equal to the site's level (or number of days for a hot zone). A creature who fails their defense roll multiple times against this effect might become surrounded by a fog-like cloud that obscures vision.
51	Creates an energy field that interferes with electronic devices (cyphers, artifacts, automatons, and so on) within short range, reducing their effective level by 1. This lasts for a number of hours equal to the site's level (or number of days for a hot zone).
52	Creates specific mutations that turn fingers into claws and teeth into fangs. The creature's Might Edge increases by +1 and they can use their claws and teeth as light weapons (failing another defense roll against this effect makes these medium weapons, and doing so again makes them heavy weapons). The claws hinder tasks that require fine motor control with the creature's hands, and the fangs hinder tasks that require clear speaking. The creature sheds these claws and teeth after a number of hours equal to the site's level (or might be permanent for a hot zone). The creature regrows its nails at the normal rate, but probably doesn't regrow the lost teeth.
53–80	Roll on the Crafting GM Intrusion Effects Table. (For a hot zone, roll once on this table and once on the Crafting GM Intrusion Effects Table.)
81–00	Roll twice on this table.

Free level of Effort, page 103

Crafting GM Intrusion Effects Table, page 153



Salvaging, page 107

Minor or major damage to objects, page 116

Crafting GM intrusions, page 152

Numenera Waste Hazards Table, page 158

SALVAGING NUMENERA WASTE SITES

It is possible to salvage materials from a numenera waste site. Use the following modified criteria.

Area. An area a short distance across counts as one location being salvaged. (An area a long distance across consists of three to five small areas.)

Level. The level of the site is the difficulty of the salvaging task.

Difficulty. If the character is trying to find only shins and parts, the salvaging task is eased by two steps.

Time. Instead of fifteen minutes, salvaging a waste site takes 1d6 hours. Remember that every hour spent in a hot zone or every five hours spent in a warm zone means the character must make a defense roll against the level of the site or be afflicted by something from the Numenera Waste Hazards Table.



Tools. Unlike typical salvaging, salvaging from a waste site doesn't require light tools. Anything of use has already been separated from a fixed installation before it was dumped at the site, although it might be hidden under other materials.

Cyphers, Artifacts, and Oddities. If the character finds items of these types, they almost always have minor or major damage— something the previous owner intended to fix but never got around to repairing. These items are also likely to have crafting GM intrusions.

CLEANING NUMENERA WASTE SITES

Some ambitious PCs might want to remediate the dangers of a numenera waste site so it is no longer harmful. This is a time-consuming process, but it might be the better alternative to relocating an entire community that is in or near the site. This requires three steps: evaluation, planning, and execution.

Evaluation. The first step is to determine the source of the site's contamination—radioactivity, exotic materials, biological contamination, and so on. This is an understanding numenera task with a difficulty equal to the site's level, and it takes one to two weeks, depending on how many individual sources a site might have.

Planning. The second step is to decide whether the site will be contained, relocated, or neutralized. Containing a site is a temporary measure—the dangerous material is left at the site, surrounded and covered by some other material (such as cement or a force field) that prevents it from harming others for at least a hundred years or so.

Relocating a site means removing all the dangerous material and putting it somewhere else, such as in an abandoned mine, within a numenera ruin, launching it into space, or transporting it to another dimension, usually inside protective containers that delay when the new location might become dangerous.

Neutralizing a site is similar to relocating it in that the materials are removed from the site, but instead of



merely storing them elsewhere, they are converted into something truly harmless or useful, such as incinerating biological waste or feeding poisonous synth to a creature that can safely digest it.

Execution. Regardless of the chosen method, dealing with a numenera waste site is a lengthy process and counts as a long-term task.

Containing a site includes carefully marking the edge of the warm zone, moving the contaminants from the warm zone into the hot zone, building a barrier around the hot zone (usually to a depth of 10 feet [3 m] or more to prevent leakage underneath it), and sealing off the top of the site with a similar barrier. Containing a hot zone that is a short distance across is a crafting numenera task with an assessed difficulty equal to the level of the site, and it requires a number of one-month subtasks equal to the assessed difficulty. For example, a wright specialized in crafting numenera who is containing a level 7 site reduces the assessed difficulty to 5, meaning it takes five months and requires five successful crafting subtasks that start at difficulty 1 and increase from there. This process doesn't require additional materials or safety equipment—it is assumed that the character is providing workers with protective gear and using readily available bulk materials for the containment. Special materials like scalar boson rods can improve the effectiveness of containment materials.

Relocating a site works similarly to containing it, except the assessed difficulty for the site is hindered. Each successful subtask makes the site safer, reducing the difficulty of defense rolls against the site by one step. Transporting the containers is a separate issue requiring travel time to the destination site, dealing with curious entities who want to know what "valuables" are being moved, and so on. Depending on how far the destination is, the site itself might be fully cleaned up before all the materials arrive where they will be stored.

Neutralizing a site is an understanding numenera task instead of a crafting numenera task, but it still uses an assessed

An advanced community might deal with its numenera waste by pushing it through a vanisher, harmlessly shunting it to an unknown dimension.

Vanisher, page 168

Long-term task, page 324

Scalar boson rod, page 115

Cutting corners by forgoing protective equipment and using inferior materials can ease the containment subtasks by one or two steps, but these shortcuts invite GM intrusions in the form of delays and injured workers.

Margr, page 240

Disassembler, page 233

Dark fathom, page 232

Mutant, page 397

A character can use a different numenera skill in place of the one given in the execution step, but doing so hinders the assessed difficulty.

Abykos, page 224

Nibovian wife, page 245

Callerail, page 228

Varjellen, page 394

Broken hound, page 226

Laak, page 239

Ravage bear, page 249

Flesh ghost, page 262

difficulty for the site and subtasks. Depending on the method used by the PCs, the assessed difficulty might be eased or hindered. For example, a disassembler can make fast work of inorganic materials, so using one to neutralize an inorganic hazard eases the assessed difficulty. A dark fathom could be bribed to consume the exotic matter and strange energy contaminating a site, easing the difficulty.

Completion. Once all of the subtasks are completed, the area is no longer a waste site and poses no threat.

KEEPING IT WEIRD

With thousands of types of dangerous materials and hundreds of kinds of creatures and automatons in the Ninth World, it's entirely possible that a site that is dangerous or deadly to humans is safe or even beneficial to nonhumans. Examples:

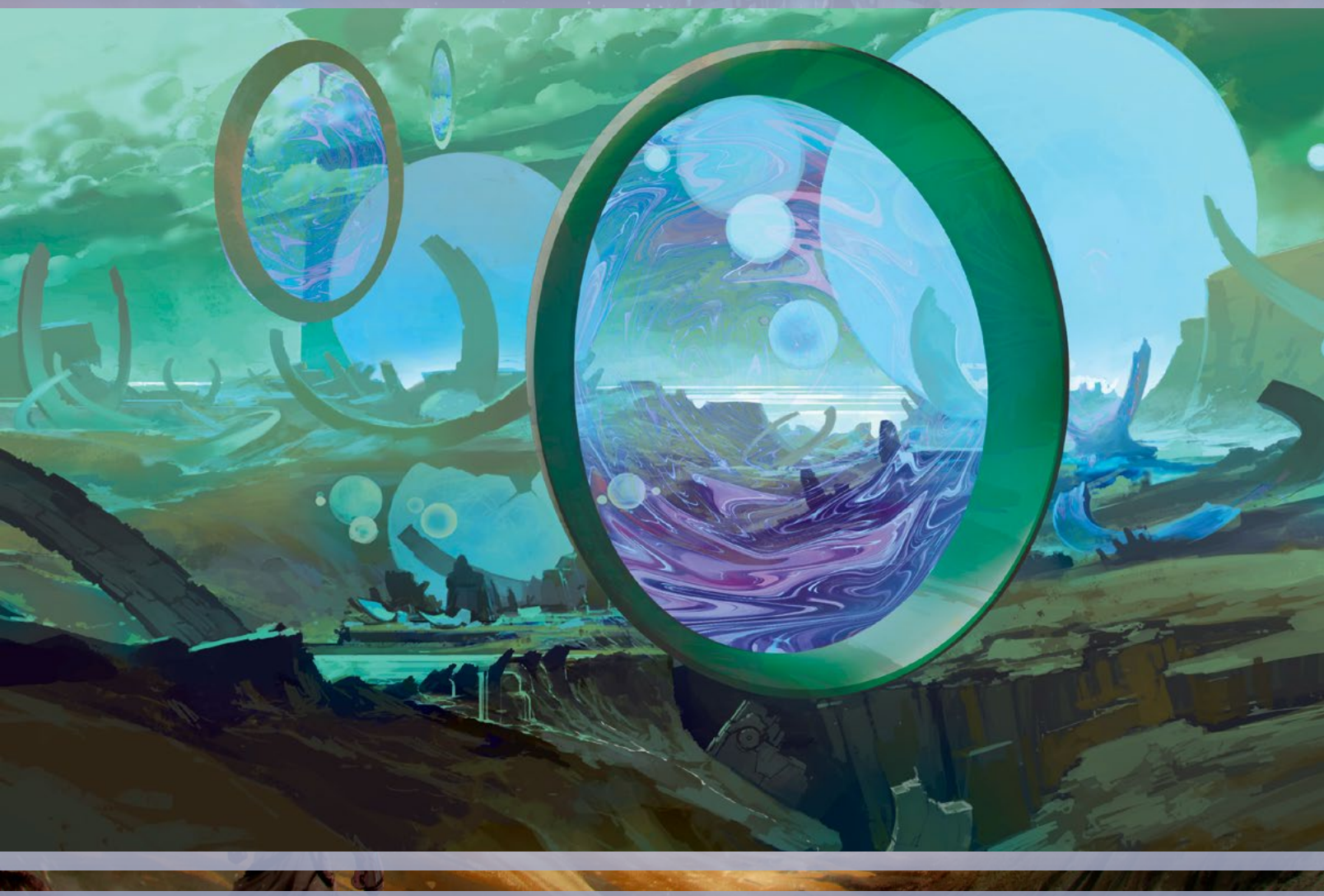
- A village abandoned by its human founders because of a prior-world warm zone might be resettled by a tribe of varjellen who find that the "toxic" site awakens a latent psychic ability in their population.
- A combination of chemicals might make broken hounds or laaks grow to the size of ravage bears, and these giant predators scare off the villagers before they even realize the numenera waste is the cause of it.
- Unusual radiation might give a tribe of margr disfiguring tumors but cause their offspring to mature at twice the normal rate, creating a fast-recovering tribe of hungry raiders.
- The local humans might gain a weird physical or mental mutation that allows them to survive and thrive, but visitors (such as the PCs) might suffer debilitating pains within hours of entering the village.
- Automatons can ignore diseases, most poisons, and many chemical hazards.
- Extradimensional leakage might attract the attention of abykoses, Nibovians, or other ultraterrestrials, causing the original inhabitants to flee their "cursed" or "haunted" village.
- Psychic feedback that is intolerable to humans might be harmless to flesh ghosts, who move into a settlement and pretend to be nothing more than regular people.
- A callerail that consumes material from a numenera waste site might develop an area attack that duplicates the site's harmful effects on targets.

The Ninth World is full of abandoned settlements, and although the people who used to live there had a reason to leave, other creatures might want to make use of the existing infrastructure for their homes.



PART 3:

SETTING



Chapter 11: Ninth World Communities 168
Chapter 12: Kaustrin—By the Event Horizon 169
Chapter 13: Skyam—Grains of Sand 172

CHAPTER 11

NINTH WORLD COMMUNITIES

Kaustrin—By the Event Horizon, page 169

Numenera Destiny presented sixteen communities for PCs to visit, explore, and interact with, each with their own problems, quirks, dangers, and opportunities. That book provided detailed information about some communities to give the GM a lot of background to work from, and concise information about others to lay the groundwork for PCs to make their mark as they help those settlements grow and prosper. This book splits the difference, presenting two strange and exotic locations with a smaller amount of background material and an established presence that the PCs will need to adapt to as part of their interactions.

Protomatter, page 112

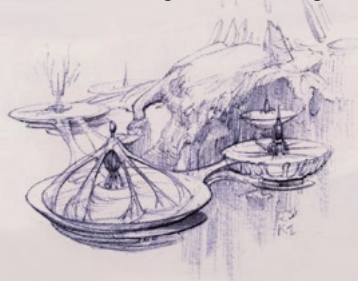
Neither of these communities appears on the Numenera map. The circumstances of their existence means they could be located anywhere the GM wants to place them, even inside another community, hidden from view and unknown to the greater population.

Skyam—Grains of Sand, page 172

SETTING OVERVIEW

Like the communities in *Numenera Destiny*, the ones in this book have statistics. Community statistics allow a community to interact in a meaningful fashion with competing communities, enemy hordes, or natural disasters like earthquakes or fires. Community statistics include rank, health, infrastructure, damage inflicted, and so on. Be sure you're familiar with how community stats work before reading the following chapters.

Chapter 26: Community Stats, page 297



CHAPTER 12: KAUSTRIN
BY THE EVENT HORIZON

This community of about 500 people is inside a ring-like space station built around a gravity singularity somewhere in space. Under the nurturing presence of a quiet intelligent machine and psychologically coddled by pleasing holograms, the villagers have mutated to adapt to a high-gravity environment, content to live in safe isolation from the hazards of the Ninth World, while keeping dangerous entities from the void at arm's length. Their artificial home contains rare, valuable iotum such as protomatter, but salvaging it risks casting the entire structure into the singularity, killing everyone on board.

CHAPTER 13: SKYAM
GRAINS OF SAND

This community of about 2,300 people surrounds a numenera structure that shrinks anything that comes near it to about the size of a grain of sand. Appearing to be nothing more than a mossy piece of synth next to a violet crystal, Skyam is easily overlooked and is safe from most dangers. Its people raise a mix of micronized livestock and "giant" insects, scour the area around their territory for metal, and harvest crystal cyphers from the fields around the center of their miniature realm. Size-changing predators are a new threat, and miniaturized life has its own share of drawbacks and advantages, but Skyam's unique situation makes it a very interesting place for PCs to settle and improve.

CHAPTER 12

KAUSTRIN—BY THE EVENT HORIZON

KAUSTRIN RANK 2 (6)

Kaustrin is a village of 500 people in a huge free-floating structure in the void, in an unknown location orbiting a singularity. Numenera devices keep the structure stable, keep the gravity within tolerable limits, and provide basic nutrition and medical services to community members, all of whom have mutated to adapt to their extreme environment. Most of the space structure is unexplored, and the residents avoid straying too far from their village because strange creatures of the void are known to prowl the abandoned halls.

KAUSTRIN STATS

Government: Kaustrin is led by a council of citizens who are at least 44 years old.
Health: 9
Infrastructure: 9
Damage Inflicted: 2
Combat: The people of Kaustrin mainly use commonplace weapons, but they have access to a few cyphers and artifacts they've found in their home.

KAUSTRIN OVERVIEW

Somewhere out in the endless void—it's not known if it is near Earth, orbiting another star, or in an entirely different galaxy—there is a ring-shaped artificial structure about 10 miles (16 km) across. At its center is a high-mass singularity that distorts space and time, creating strange gravitational and energy effects. A small portion of the ring is inhabited by humans from the Ninth World, who call their village Kaustrin and the haunted tunnels beyond it the Ghost Halls. They don't know why this place exists or where it is, but it has made them strong and keeps them healthy.

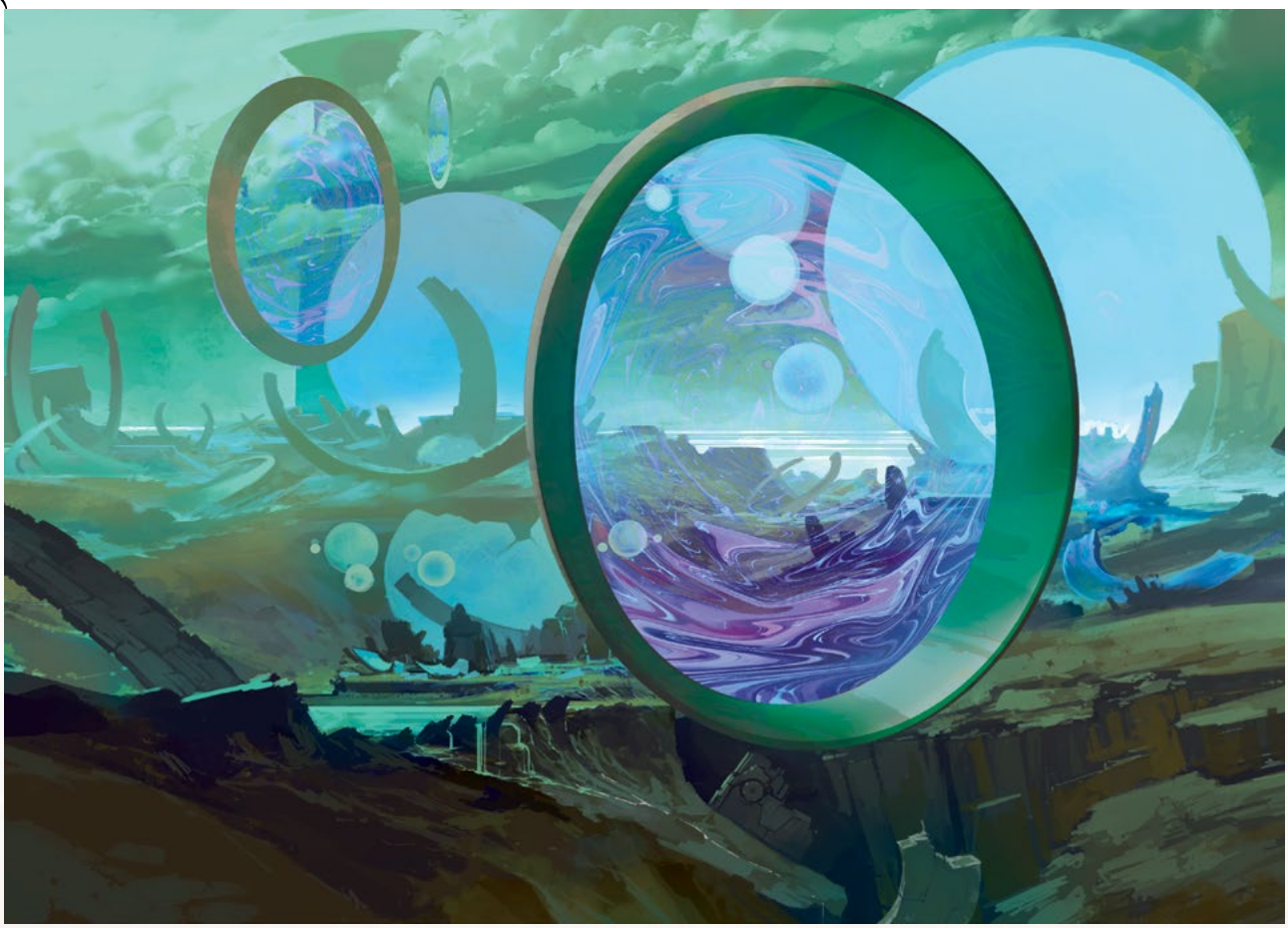
The ring is a few hundred feet (about 60 m) thick and circular in diameter, although the upper and lower portions are filled with complicated machinery, leaving a flat tunnel about 30 feet (10 m) high that probably runs the entire length of the ring. Kaustrin is connected to Earth by a round synthsteel door that is a teleportation device linked to an unremarkable ruin in the Ninth World. The people of Kaustrin describe the portal as "feisty," as if it were a cantankerous old relative who does not like to be disturbed, so they rarely use it. When activated, it irises open to reveal a bluish force field that repels casual contact but not a determined or consistent force, and it closes automatically about a minute later. While the portal is open, Kaustrin shudders and makes alarming metal-screaming noises, and beams of high-gravity effects spill out onto the Ninth World side (out to a long distance) like invisible searchlights.

The numenera that keeps the ring in a stable orbit around the singularity also dampens and redirects the gravity within the ring, orienting it "down" within the flat tunnel. However, the entire area experiences high gravity (perhaps the machines are slowly failing, or whoever built this place was accustomed to higher gravity). Furthermore, the singularity's gravitational attraction toward the center of the ring is so strong that moving in that direction is easy (a character can move a short distance as part of another action instead of an immediate distance) and moving away from it is difficult (moving an immediate distance is an action, and moving a short distance as an action requires running).

A character with the Controls Gravity focus will likely have an interesting time here and make many friends with villagers who want to experience this power.

Controls Gravity, page 63

High gravity, page 115



Enhanced automender, page 154

Sustenance synthesizer, page 166

Envirosphere, page 157

Synth Mother is an advanced intelligent machine. It chooses not to communicate directly with people, preferring to abide by its mysterious programming and subtly intervene through its medical devices.

Typical Kaustrin villager: *level 2; tasks requiring physical strength as level 4; resisting disease, poison, and radiation as level 5*

Unless the sustenance synthesizer is producing animal protein, the people of Kaustrin are completely vegetarian.

Kaustrin is lucky to have an advanced numenera healing device they call Synth Mother. It combines the functions of an enhanced automender and a sustenance synthesizer, keeps the air clean, and recycles all water in the facility. The entire space used by the villagers is part of an envirosphere, although it's unclear how far beyond the village its effects extend. Generations of living in high gravity, plus subtle modifications by Synth Mother, have adapted the residents to this extreme environment. Typical villagers are less than 5 feet (1.5 m) tall, with a broad build, shorter limbs, and exceptional strength compared to a typical Ninth Worlder.

The people of Kaustrin welcome peaceful visitors and allow them to receive the blessings of the Synth Mother if they are hurt or hungry. The villagers have several farm-like open buildings with soil and plants (most of which are not from the Ninth World) they use for food and textiles, augmented by the efforts of bee-like automatons. There are viewing stations that look out into space near the singularity—to a person of the Ninth World, these are beautiful but confusing images of bending light, flying objects slowing down and turning red, and an absolutely black circle where no stars or anything else can be seen (the singularity).

The interior space of the ring is made of unremarkable metal and synth panels and conduits. Holographic projectors built into the walls and ceilings create alien but pleasing landscapes of cloudy green skies, arches extending upward from the ground, and giant numenera rings drifting by. Within the village, these holograms function almost continuously, but they stop a few hundred feet into the Ghost Halls (if at least ten people spend at least an hour in part of the Ghost Halls, the holograms slowly begin to appear in that area as well, persisting for an hour after the people leave). The net effect is that living in Kaustrin feels like living outside on a green world, preventing feelings of claustrophobia and establishing an approximately normal day and night cycle.

Anything the PCs can access from within the flat tunnel is level 5 or less. These

devices mainly are the hologram generators, air and water recyclers, and display panels for the sensor arrays on the outer surface of the ring. The villagers try to stop the PCs from damaging or salvaging anything within the village, saying that doing so harms Synth Mother and is forbidden. The machines that monitor the singularity and maintain the structure's orbit and gravity are level 7, but getting to them requires finding hidden access panels in the flat tunnel and crawling through a maze of conduits to reach these more powerful devices.

LEADERSHIP

Gawlish: The newest and youngest member of the elder council is a charming, happy father with short, wiry hair and decorative scars on his face and forearms. When he was a younger man he braved the feisty portal to explore a little bit of the Ninth World, making him the council's choice to speak with any visitors to their village. He and his wife have two sons and were hoping for a daughter, but they never managed to conceive again after their second child was born.

Elder Gawlish: *level 3; social interaction and tasks requiring physical strength as level 4; resisting disease, poison, and radiation as level 5*

KAUSTRIN HEARSAY AND NEEDS

Canisters of Anti-Reality: Rumors in the datasphere point to this site as a vast source of the bulky and dangerous iotum called protomatter. Large amounts of this material are present in the dense machinery protecting the ring, distilled slowly over time from unknown sources and fired into the singularity every few days to prevent it from growing. PCs intent on salvaging the half-dozen suitable containers of protomatter from the ring must figure out how to get them to the portal (perhaps transporting it outside the ring, through the void) and through it. They also must deal with the repercussions, since doing so will cause the entire ring to be consumed by the expanding singularity.

Limited Resources: The village has only so much biomass available to feed its people. Synth Mother monitors food and waste production and limits the fertility of the residents to prevent overpopulation. The villagers know their population has been stable at about 500 people for decades, but they don't know or suspect why. Bringing a large amount of foodstuffs to Kaustrin would tip the balance away from scarcity and allow the village to grow. They have plenty of space to expand, with only the potential pushback of dangerous creatures in the Ghost Halls or overtaxing the ring's power supply by providing more food, water, air, and hologram environments.

THE WEIRD OF KAUSTRIN

A Thousand Ghosts: Outside the village is a dangerous place. Lights are intermittent or completely absent, and the artificial walls feel oppressive. Things with too many legs scuttle about in the dark or drift by on filament wings that burn skin. Entities of mobile darkness, blacker than shadow, creep after explorers. Snakelike energy beings leap in and out of the walls, eager to "taste" new machines like cyphers and artifacts carried by PCs. Just about any creature native to or known to travel through the void between stars might enter the ring through one of its airlocks, in search of food, loot, or information. The people of Kaustrin usually avoid the Ghost Halls because of these creatures, but every few years a brave young soul goes exploring and never returns.

Hole for a Heart: The PCs find a numenera display that shows a partial schematic with images of a squat armored figure (very similar in shape to a Kaustrin native) superimposed with images representing the singularity. The images resemble the description of a dark fathom. Are the missing young explorers being converted into these creatures? Are there dark fathoms wandering the Ghost Halls? Is this a plan seed for how to craft a dark fathom?

Protomatter, page 112

Leggy scuttler: *level 3, stealth tasks as level 5*

Filamented drifter: *level 2, attacks and Speed defense as level 3*

Shadow of the void: *level 5, Speed defense and stealth tasks as level 7 due to shadow nature (except in bright light); health 20; if attacking with surprise, inflicts 4 additional points of damage; see* Ninth World Bestiary 2, *page 143*

Therivar: *level 3, Speed defense as level 5, understanding numenera as level 8; inflicts 4 damage (and can sacrifice 1 or more of its own health to inflict 2 more damage per health point); long movement; see* The Ninth World Bestiary, *page 125*

Dark fathom, page 232

Plan seed, page 136

CHAPTER 13

SKYAM—GRAINS OF SAND

SKYAM RANK 3 (9)

Skyam is a town of 2,300 people that exists on a half-buried prior-world ruin the size of a house. When viewed from more than a few paces away, it looks to be an angled purple crystal jutting out of a jagged piece of synth that is partially covered in drit and moss, but this is a functioning installation that automatically reduces any creature that comes close down to about the size of a grain of sand. The entire town is actually about 6 feet (2 m) across, its features easily mistaken for irregularities in the surface of the synth and moss.

SKYAM STATS

Government: Skyam is led by a mayor and advised by a group of defenders called the Blade Guard.
Health: 9
Infrastructure: 10
Damage Inflicted: 3
Combat: The people of Skyam use cyphers and commonplace weapons to deal with hostile forces and rely on the unique scale of their community to prevent large-scale conflicts.

SKYAM OVERVIEW

The entire town of Skyam and its inhabitants have been "micronized" by the numenera and live at a tiny size that is practically invisible to anything larger than a cat. The entire community exists within a vaguely defined area around the numenera device the locals call the Violet Heart, which generates a shrinking field they call the Violet Zone. At human scale, the Violet Zone is about an immediate distance from the Violet Heart, and at Skyam scale it is about 2 miles (3 km) across. Any human-scale creature or object larger than a fingernail that enters the Violet Zone is instantly shrunk down to about 1/2000 of its normal size in a flash of purple light (to anyone watching at human scale, it looks like they simply vanished). Any Skyam-scale creature or object that leaves the Violet Zone is instantly expanded to about 2,000 times its size in a similar flash and hurled outward at a running pace (to anyone watching at human scale, it looks like they appeared out of nowhere). Changing size is disorienting, hindering all tasks by two steps until the creature succeeds at a level 5 Might defense roll.

Because the edges of the Violet Zone fluctuate very slightly and the numenera is unpredictable, being shrunk means you might appear anywhere inside the Violet Zone, and being enlarged means you might appear along its edge anywhere (in other words, you usually can't just go back in the direction you came from to return to exactly where you were). A group of creatures entering the Violet Zone are likely to appear in different locations all over Skyam, and a group of creatures leaving it probably run out in different directions from different sides. The locals call this "scattering," and it (plus the micronization and disorientation) makes Skyam much easier to defend than its size would indicate, as an invading force would immediately break ranks and be hampered, giving the community time to retaliate.

Due to a quirk of the micronization effect, the scale upon arrival varies by about plus or minus 20 percent—if two human-scale people of identical height enter the Violet

Violet Heart: *level 7*

"Human scale" means the normal scale of a Numenera campaign, where a typical human is about 6 feet (2 m) tall. "Skyam scale" means the micronized scale of this town, where a typical human is the size of a grain of sand. A micronized creature's abilities operate at Skyam scale, not human scale.

The Violet Zone does not affect energy, so someone might be able to use telekinesis, psychic force, or a ray weapon to damage the Violet Heart. This could alter or destroy its micronizing abilities, opening the possibility of further micronized or even subatomic adventures.

Skyam is an opportunity to introduce weird-looking new creatures that could be innocuous or dangerous. Even a familiar creature of the Ninth World might have a Skyam-scale analogue that looks radically different than anything the PCs have seen.



Zone, upon arrival one might be about 1 foot (30 cm) taller or shorter than the other. A creature leaving the Violet Zone usually reverts to its exact former size, but that same creature re-entering Skyam might be taller or shorter than the last time. This doesn't seem to cause any long-term negative effects, and the locals are used to unusually tall or short people, as well as size changes in the Blade Guard who patrol the borders. Clothing in Skyam tends to be loose-fitting to allow for these changes so you don't have to throw out all of your other clothes if you change size. Rarely, micronized creatures appear near the Violet Heart at two to three times their normal size, adjusting to the "correct" Skyam-scale size after a few hours.

The original settlers of Skyam fled their home to escape an invading army and stumbled into the Violet Zone. After shaking off the disorientation from being micronized, they realized they could live here in safety. Most communities in the Ninth World are isolated, and Skyam is even more so because it is extremely difficult to find despite hiding in plain sight.

The animals and plants of Skyam are a strange mix of micronized human-scale and Skyam-scale, and the people have adapted to using both. For example, most farmers have an aneen or gallen, plus seskii-sized herbivorous armored insects called trundles used for labor and meat. Micronized fruit trees and patches of brightly colored fungi, mold, lichen, and slimes are used as food. Otherwise, day-to-day life in Skyam is much like that in human-scale villages, although the specific threats and physics are a bit stranger than normal. For example, sometimes small human-scale creatures like wasps enter the Violet Zone without becoming micronized, and a moderate rain is as dangerous as a powerful storm.

LEADERSHIP

Mayor Voot: The leader of Skyam is a sturdy farmer with green hair and an engaging smile. When she was younger, she served in the Blade Guard, and the current members of the guard respect her skill and patience. More than sixty years old but still strong, she and her five adult children care for her crops and check in weekly with everyone in town to make sure their needs are met.

Trundle: *level 2; Armor 1*

It is unknown what would happen if something that was already micronized (by something such as a shrink pad) was brought to Skyam. The Violet Zone might ignore it because it's already at the "correct" scale, or it might try shrinking the thing further.

Shrink pad, page 165

Mayor Voot: *level 3, medium blades and social interaction as level 4*

Banisther: *level 6, Speed defense as level 5; health 22; see* Ninth World Bestiary 2, *page 26*

Like banisthers, scrow might make an appearance within Skyam, as they have similar size-changing abilities.

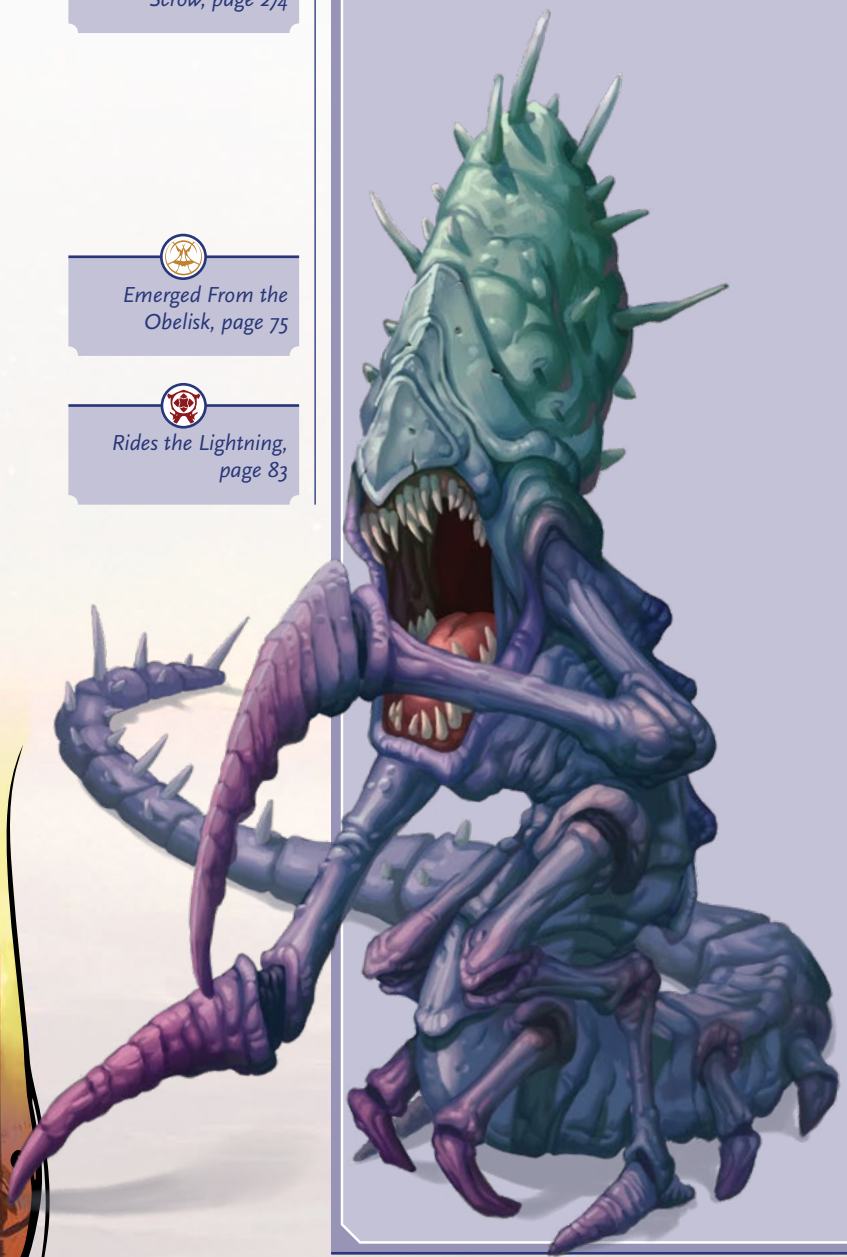
Scrow, page 274

Emerged From the Obelisk, page 75

Rides the Lightning, page 83

SKYAM HEARSAY AND NEEDS

Shifting Stalkers: Insect-like predators called banisthers, which vary from child-sized to larger than a human, have started raiding isolated farms and nighttime streets. The creatures appear and disappear in an instant, using size-changing attacks that are very dangerous. The Blade Guard has spotted them outside the Violet Zone, where they seem to be able to change size on their own. Guard members are trying to find a way to kill them or permanently drive them off.



Metal Scarcity: The town has a limited amount of metal, and a quirk of Skyam's scale or the Violet Zone itself means it is impossible to smelt or forge metal items. The Blade Guard has scoured the nearby human-scale area for more, but anything useful has already been brought to the town. Visitors with metal weapons could easily trade them to the town for cyphers or favors.

THE WEIRD OF SKYAM

Micronized Physics: Being at such a small size means objects and creatures interact differently than at human scale. Things tend to stick together more readily, easing tasks like building commonplace structures and climbing walls, but hindering thrown and projectile weapons. Buildings, streets, and farms creep up steep slopes that would be impossible at human scale. Crystalline materials may have more unusual properties at this scale, such as conductivity. The surface tension of water is stronger, so learning how to drink and bathe is a slight challenge, and swimming is generally too dangerous for anyone because it is hard to break free of the water. These effects may cause unusual interactions with some character abilities such as those from the foci Emerged From the Obelisk and Rides the Lightning.

Calving Crystals: At Skyam scale, the Violet Heart is over a mile high. The land around it for several hundred feet has dozens of smaller crystals growing upward, each anywhere from 3 feet (1 m) to 30 feet (9 m) tall. The small crystals sometimes crackle with purple energy and spit out hand-sized shards that function like cyphers. When expanded to human scale, they tend to shatter or explode on their own after a few days (depletion 1 in 1d6, check each day), inflicting energy damage equal to the cypher's level on the bearer.

PART 4:
HIGH CHALLENGES



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CHAPTER 14

COMMUNITIES IN PERIL

Sometimes the unthinkable happens and a new settlement, a village several decades old, or even a town or city that's been around for a hundred or more years faces a confluence of events that threaten to completely overwhelm and destroy the place. A natural disaster, like a hundred-year flood or a piece of prior-world debris falling from the void, has the capacity to wreak this kind of havoc in a single go if the disaster is ranked higher than the community it intersects. But to be a true "high challenge," a threat facing a community has to be more than a natural disaster. Instead, a high challenge is a confluence of terrible events, each unfortunate on their own, that when taken together virtually assure that a community will be utterly destroyed. Moreover, a community overwhelmed by a high challenge isn't likely to be in a position to be rebuilt afterward, as could happen after a big flood, fire, or storm. That is, unless player characters rise to the challenge and help shepherd the community through its most difficult time before the final end comes.

Ranked disasters, page 309

High Challenges:

Heat Brings the Horde, page 177

Impostor Diplomacy, page 181

The Violent Earth, page 184

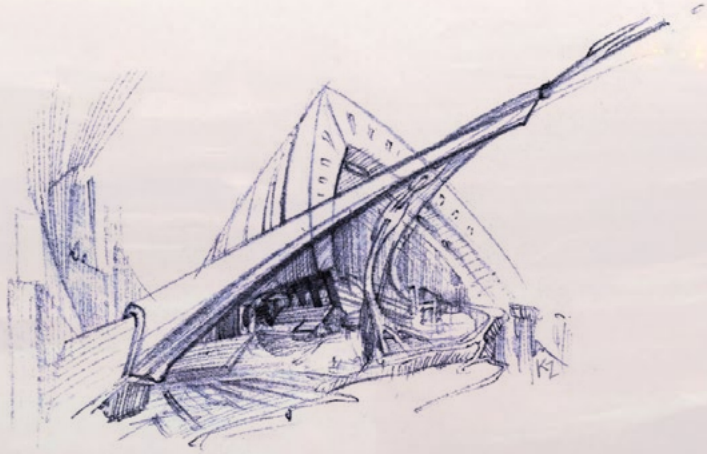
Familiar Faces, page 188

USING HIGH CHALLENGES

A high challenge is a threat template you can apply to almost any community in *Numenera Discovery, Numenera Destiny*, this book, or any other Numenera sourcebook that describes new communities. A high challenge is a sort of campaign seed that will generate a series of adventures you can use one after another or weave into your own larger campaign. All that is required is that PCs have an opportunity to recognize the timeline events that unfold so they are in a position to understand what's happening ahead of time or at least as events reach a crescendo, which may provide them with additional ways to save the endangered community from ultimate annihilation.

The high challenges in this chapter include the following designations.

- Each starts out with a brief summary, which is an overview of the dangers the community will face.
- This is followed by the meat of the high challenge in the threat timeline, which presents the specific threats in the order they arrive, including relevant stats, items, read-alouds (if any), and other details. Some of the encounters have predesigned GM intrusions, which are always optional.
- Finally, each high challenge ends with notes on repercussions for GMs who want to incorporate it into an ongoing campaign. This includes awarding experience points (XP) for discoveries and actions.



CHAPTER 15

HEAT BRINGS THE HORDE

BRIEF SUMMARY

Over the last few years, locals have been using newly discovered iotum called ether orbs, which are also inert eggs. Quiescent and amenable to being used in crafting tasks, ether orbs are activated by prolonged exposure to heat, which causes them to hatch into ravenous creatures called ethervores. Guess what? An extreme heat wave is building, dangerous all by itself without ethervores to contend with, let alone the thing that laid the eggs, which is drawn to the slaughter of its young.

THREAT TIMELINE

The following events create a high challenge you can add to any community.

1. TRADE IN NEW IOTUM: ETHER ORB

Those who craft numenera are always looking for new varieties of iotum, and explorers have recently found that nearby ruins are rich in something the locals call ether orbs. PCs learn about this by browsing in the community market, by hearing locals talk about it in the public house, because they are the ones who find it and begin popularizing its use in the affected community, or because a PC Wright finds or is given some and decides to use the ether orbs as a replacement iotum because they can't find the actual one that's called for in a plan they possess.

Trade and use of the new material continues to build for months without any adverse reactions. Over this period, a huge quantity of ether orbs is built up in the community of interest. Almost every citizen gets at least a little bit to add to their mantel, and sometimes even to make "ether tea" with the stuff.

ETHER ORB

This level 5 material is found in groupings of seven to thirteen sky-blue orbs, each no more than a centimeter across, lodged in a larger chunk of obsidian-like mineral. A unit of ether orbs can be used in place of bio-circuitry or neurofilament plexus on a unit-per-unit basis, even though—in the case of neurofilament plexus—ether orbs are lower level.

In addition, 1 unit of ether orbs can be crushed and mixed with water to form a potent tea-like mixture that tastes of lightning (in a refreshing way) and allows a user to draw from their Might Pool whenever they would normally draw from their Intellect Pool for about an hour. Afterward, however, their Intellect Pool is reduced by 1 point that can't be healed until after the user's next ten-hour recovery roll.

One unit: Chunk of obsidian-like mineral set with blue spheres, weighing about 7 ounces (200 g).

Special: If subjected to extreme heat between 104 °F (40 °C) and the temperature of boiling water for an extended period (usually in the range of six to thirty-six hours), a unit of ether orbs hatches into a clutch of seven to thirteen ethervores.

Iotum, page 107

Bio-circuitry, page 112

Neurofilament plexus, page 121

Ether orbs are not part of the new iotum options in chapter 6 because once wrights find out how dangerous it is, most refuse to use it or store it.

Ethervore, page 178

2. ODDITIES OF ETHER ORB

As time advances in the community, oddities of ether orb come to light. For instance, some PCs may want to learn more about the iotum and study the new material. Those who successfully undertake tasks

Scan, page 40

Long-term play, page 324

like understand numenera, who use the Scan esotery, or who undertake a long-term task to study the orbs learn more about the iotum, but they don't learn everything. That's because the true nature of ether orb is a quality that is actively being obscured by the ether matriarch.

Successful study reveals that ether orbs are partly alive, like bio-circuitry or mother marrow, and contain a lot of biological information packed into a very small space. Continued study (or an accident of circumstance) also reveals that when a chunk of ether orb grows warm, the blue spheres begin to vibrate and buzz, making a sound almost like purring. However, if boiled or burned, the buzzing stops and nothing of note is found (and, in fact, the ether orb becomes inactive and is no longer a usable piece of iotum). If a PC achieves a major effect by rolling a 19 or 20 on their task, they learn that the iotum may be connected in some sort of psychic or transdimensional fashion to something not currently present, which may be actively suppressing knowledge of itself from being uncovered.

Ethervore: *level 2; Armor 1; three ethervores can act as a single level 4 creature that inflicts 5 points of damage and, on a failed Might defense roll, holds inactive and smothers a target for 5 additional points of damage each round until the target can escape*



3. ETHERVORE ANNOYANCE

The community suffers a few instances of monstrous creatures somehow sneaking past whatever security is employed just as the really warm weather of the last few days reveals itself to be a persistent heat wave. The creatures prefer to attack the workshops of wrights and others who deal in or keep supplies of iotum. At first blush, citizens believe that the creatures (which someone calls "ethervores," a term that sticks) are preferentially drawn to eating ether orbs. After that, they turn their attention to whatever else close at hand could be consumed, including living things. While ethervores are dangerous, one or two are nothing that a well-armed group of people can't contain and destroy.

PCs initially hear in passing how small clutches of the "tentacle-armed, three-eyed monsters made of dripping mud" have found a way into the city; however, they could have a chance to fight a small clutch of the creatures themselves.

Ethervore Pack Encounter: The PCs are called to help, they happen by and see the disturbance, or their own stores of iotum are attacked by a group of seven ethervores one evening when the temperature remains higher than 104 °F (40 °C). No one saw the creatures break in, but if the situation is investigated after the fact, the creatures are encountered where ether orbs were stored, and some (or all) of the units of ether orbs that were located there are gone. It's possible that investigating PCs put two and two together and realize that the ethervores are hatching from, not eating, the ether orb supply in the city. But it's too late to be proactive; the heat wave is already upon the city.

4. HEAT WAVE

The extreme heat of the previous day or two—when the PCs encountered an ethervore pack—initiates a ranked disaster in the form of a horrific heat wave that lasts for eleven days. During the heat wave, more and more citizens come down with heat exhaustion and, eventually, heat stroke.

The heat wave's rank is 1 higher than the community where the PCs are staying.



Its effects are felt once per day (instead of every hour, the default period for a community action) for a period of eleven days. Because the heat wave's rank is higher than the community's rank, the community will eventually be wiped out unless the characters intervene. At first the PCs might use their skills and special abilities to help those stricken with heat exhaustion, but it quickly becomes clear that too many NPCs are becoming afflicted for them to save everyone in this fashion.

Instead, allow the PCs to attempt community tasks that can add health to the community, thus delaying how long it takes for the place to reach 0 health and be wiped out. In theory, they could save the village by making enough successful PC community tasks over the course of eleven days that most of the citizens have time to recover from the extreme heat.

Alternatively, PCs could try to craft a numenera device or installation to moderate the temperature across the community. For instance, if they have or can acquire the plans to create a wind coaxer, they can start building the level 4 installation right away, which could induce cooling winds that reduce the heat wave's rank by 1. Alternatively, the PCs could try to craft several dozen cooling obelisks of much lower level and crowd survivors into large spaces where these precious obelisks labor to bring down the air temperature. If the PCs create a number of cooling obelisks equal to ten times the community rank, and if they manage to herd citizens into makeshift cooling centers over the course of the heat wave, they can beat the disaster that way.

Unfortunately, the heat wave is just part of the high challenge facing the beleaguered community.

5. ETHERVORE HORDE DURING HEAT WAVE

A horde of several hundred ethervores attacks the community. Because the horde hatches inside the community, treat the horde as if 1 rank higher than the community. The horde continues to grow by hatching over time, so add 3 health to the horde each day. Even worse, the horde

Community actions, page 305

Cooling obelisk, page 155

Community tasks any PC can attempt, page 310

Wind coaxer, page 69

Rampaging beast, page 315

attacks while the heat wave continues to savage the community, so the PCs will have to deal with both issues at once.

The only saving grace is that the hatching occurs over a series of days. So as with the heat wave, community actions with the ethervore horde are exchanged once a day, not once per hour. The PCs can attempt community actions that add to the community's damage inflicted stat, thereby hoping to wipe out the horde before it wipes out the town. Unfortunately, even if the horde is seemingly wiped out, it returns again the next day with 3 health as long as ether orbs remain in the community.

GM intrusion: *If the PCs crafted a wind coaxer, a clutch of ethervores disables it, and the installation must be repaired before it resumes its function.*

Alternatively, PCs could design and execute an "ether orb initiative" that gets the word out about the dangerous iotum, gathers unhatched units of it, and burns (or otherwise disposes of) it all before it can hatch. Treat such actions as "Other non-combat effects" as shown on the Community Task Effect Table with an Effort requirement of 0 levels. If the PCs manage to operate their "ether orb drive" for three days in a row, this eliminates the ethervore horde's ability to add 3 health each day, so the next time the horde goes below 1 health, it is destroyed and doesn't hatch a new contingent during the subsequent community action exchange.

Community Task Effect Table, page 310

6. ETHER MATRIARCH ATTRACTED TO SLAUGHTER

Just as the heat wave breaks and after the ethervore threat has been dealt with, a new danger emerges—the progenitor of the ethervores appears out of whatever transdimensional space it was inhabiting and attacks as a ranked rampaging beast. Treat the matriarch's rank as 2 higher than the community's rank. It resembles a gargantuan legless ethervore that flies on dozens of filamentous wings that span a very long distance.

Otherspace Creations, page 16

Ether matriarch: *level 8; attacks every target at once in an area a short distance across, inflicting 10 points of damage to each; smothers each damaged foe as a normal ethervore*

The PCs can attempt community tasks to bolster the ranked community as it attempts to fight off the matriarch, which is probably the most sensible thing to do. Alternatively, they could leave the community gates and try to fight the creature normally.

REPERCUSSIONS

The PCs should earn 1 experience point (XP) for discovering that ether orbs are actually eggs for ethervores, 1 XP for helping the community through the heat wave, 2 XP for dealing with the ethervore horde, and 1 XP for dealing with the ether matriarch.

If the community was saved, there is some blowback on wrights and the idea of crafting numenera in general within community limits unless the PCs actively attempt and succeed on mitigating such sentiment.

It's possible that the ether matriarch wasn't killed but instead driven off, back to whatever transdimensional space it previously inhabited. If so, it doesn't forget this defeat or the slaughter of its young. Instead, it harries anyone from the community, especially the PCs, who later seek to use otherspace devices or access alternate dimensions, possibly hoping to find the PCs alone in a dimension where they can't call on the resources of a community to help them.



CHAPTER 16

IMPOSTOR DIPLOMACY

BRIEF SUMMARY

Diplomacy may prove the difference between a community making peace or going to war with a neighboring community. However, the neighbor is not negotiating in good faith, mainly because the primary diplomat has been replaced by an impostor who wants to see the process fail and the two sides go to war, thereby allowing a tribe of abhumans (which the impostor has gained control over) to swarm in later and scavenge the leavings.

THREAT TIMELINE

The following events create a high challenge you can add to any community.

1. PROLOGUE: PCs ENCOUNTER THE OLIONS

At some point during the campaign prior to the beginning of this high challenge, the PCs encounter a group of creatures called olions. Olions are a jumble of two to four other bodies—sometimes human, sometimes not—fused together to create an awkward patchwork of legs, arms, and a few half-fused but inactive heads. They look horrific, but in fact, they are normally peaceful and rarely take up weapons. However, if threatened, they can attempt to fuse themselves to their attackers.

When the PCs initially encounter olions, it might be while the characters are scavenging in a nearby ruin or traveling through a jungle or wooded area. The olions are cautious, do not attack, and may even offer the PCs aid. If attacked, the creatures fall into a torpor nearly indistinguishable from death for several minutes, which grants them +5 to Armor, immunity to poisons and disease, and a healing factor that provides 2 points of health per round. All other creatures in immediate range that fail a difficulty 5 Intellect defense task fall into a comatose state, but they do not gain any other benefits of the olion's death trance. Unconscious victims must then succeed on three difficulty 5 Might defense tasks before failing two. Otherwise, the target becomes fused with the nearest olion (or olions—spreading the flesh around) and is essentially unrecoverable.

Olion: *level 3, stealth as level 4; health 15; death trance ability; for more details, see the* Ninth World Bestiary 2, *page 117*





2. ARRIVAL OF AN ENVOY

At some point, tensions between a ranked neighbor community and the PCs' community become strained, perhaps because they both want access to the same resource, because of some slight or accidental skirmish, because one community took a bunch of slaves in the other community, or for another reason appropriate to your campaign. Rather than go immediately into ranked combat (both communities are the same rank), diplomacy is suggested. A diplomat named Kreegan, bedecked in radiant clothes that any noble would be proud to wear, shows up in the PCs' community, representing himself as the neighboring community's emissary. If the PCs are involved in any way, they are struck by how well-spoken, polite, and unfailingly reasonable and gracious Kreegan is. The talks are set to last for seven days.

Kreegan: *level 3, tasks related to persuasion as level 5*

Impostor Kreegan: *level 5, tasks related to deception and disguise as level 6*

Kreegan has a group of lesser envoys and an NPC wright with him. As a show of good faith to the PCs' community, he has the wright begin building an installation in the central square called a lightning turret that will help secure the community's defenses.

Wright, page 286

Lightning turret, page 168

The wright is confident that they can finish the project in just two days, thanks to a few special cyphers they brought along to help them quicken the pace of construction.

3. DIPLOMATIC COLLAPSE

After a couple of days of diplomatic progress, talks break down. Kreegan has changed his tone dramatically. Instead of being gracious, he has become insulting. And instead of being reasonable, he bristles at any slight.

If the PCs are not directly involved in the negotiations, they hear that things are going badly. If they are directly involved, they experience the shift firsthand and can try to keep the talks going. Trying to persuade Kreegan to keep negotiations open for even another day requires a series of three difficulty 6 Intellect tasks.

Behind the scenes, an impostor has used a cypher to take on Kreegan's likeness and discarded the original's body in the general refuse area where most of the city's trash is gathered. The impostor's goal is to cause diplomacy to fail and to thrust both communities into direct conflict.

4. EXPLODING INSTALLATION

At dawn the day after the impostor tries to end negotiations, the gift installation of the lightning turret explodes in such a massive detonation that it is a ranked disaster with a rank equal to 1 less than the community's rank. Luckily, it is a one-time exchange of community actions, though it still inflicts its damage on the community unless the PCs somehow managed to learn about and get ahead of the situation. The wright building the installation is killed in the detonation and was blameless in the sabotage that the impostor set in motion. Whatever the PCs managed to get the impostor to promise becomes moot at this point, and in the confusion, he makes good his escape with the rest of his delegation.

5. SWARMING OLIONS

At about the same time, the olion tribe that the impostor controls is induced to attack the PCs' community as a horde. The horde rank is equal to the community's rank, or 1 higher if the lightning turret installation exploded, leaving a huge hole in the community's defenses. The PCs can deal with the attack by using community tasks to try to bolster the community's defenses or offensive capability, or they can attempt some other activity. The olions attack over the course of three community actions of about an hour each, then fall back to regroup (unless they're turned back earlier).

6. COMMUNITIES AT WAR

Unless the PCs find the original Kreegan's body and show it around as proof in both their own community and in the neighboring community, or they find the impostor and bring him to justice in some other fashion, the neighboring community (of equal rank) marshals its forces and sends them against the PCs' community within two days. During that period, the PCs' community can regain only as much health and infrastructure as the PCs can provide by attempting community tasks. Thus, it's possible the community won't be at full health when the neighbor community attacks.

The olions regroup and send a new horde to attack during this same period, so the PCs must deal with enemies on two fronts. If they managed to repair their community's infrastructure after the turret explosion, the olions are treated as equal rank instead of 1 rank higher.

PCs who would rather not attempt more community tasks could instead continue to seek the impostor and prove him to be a phony, find the mechanism that allows him to control the olions (a level 6 device hidden at the center of the olion lair, about an hour's travel away), or try something else.

REPERCUSSIONS

The PCs should earn 1 experience point (XP) for discovering that Kreegan is an impostor, 1 XP for preventing the lightning turret explosion, 1 XP for helping the community deal with the first olion attack, and 2 XP for managing to put an end to the three-part conflict.

If the community was saved, the PCs have a chance to be diplomats and create a true understanding between the rival communities. If they don't take this opportunity, there's every chance that the rival will remain a thorn in the side of the PCs' community forever.

Whether the impostor survived or died, finding out why he did what he did could be an interesting way to lead the campaign forward. Was he a lone maverick with a beef against the PCs' community, or was he part of a large group whose true purpose has yet to be revealed? If the latter, the PCs may see another version of the impostor again even if they know they have killed him. That might be because someone else in the secret group took his place, or because the impostor is not human but instead a being with incomprehensible desires and abilities.



Ranked disasters, page 309

Community actions, page 305

Multiple hordes or communities, page 308

CHAPTER 17

THE VIOLENT EARTH

BRIEF SUMMARY

A series of minor earthquakes in a community not known for such tremors has the local people alarmed. The earthquakes grow stronger and more frequent, and sinkholes begin to appear, some large enough to swallow entire buildings. One sinkhole leads to a series of tunnels carved out by house-sized automatons. Are these machines mad from centuries of isolation or controlled by a mysterious force? The PCs can try confronting them directly, shoring up the settlement's infrastructure long enough for the automatons to leave, or perform other community actions to prevent everything from collapsing into the earth.

Unless the community has a numenera device for tracking seismic activity, the people can't pinpoint the early quakes, which are actually happening outside the settlement, each one closer to the community than the previous one.

THREAT TIMELINE

The following events create a high challenge you can add to any community.

The first few quakes are so minor that they don't count as a ranked disaster.

1. RUMBLINGS

The people of an established community are awakened early by a minor earthquake—enough to rattle doors, shake things off shelves, and confuse livestock, but not cause any permanent damage. Once the people assess the damage and realize there was no harm done, life goes back to normal, the quake shrugged off as yet another mystery of the prior worlds. Some old-timers claim they remember an earthquake about forty years ago, some say it was fifty years ago, and others claim no such thing happened. Talk of the tremor is the conversation of the day.

Ranked disasters, page 309

Another quake happens the next day, stronger than the previous one, followed by another later that same day. Some windows break. A commemorative statue gets knocked askew. Some shacks or other dilapidated structures collapse, particularly in poor parts of town. Fortunately, nobody is hurt.

2. SINKHOLES

After three days of relatively harmless tremors, sinkholes begin to form in the community, one or two each day, without any apparent pattern. On the first day, they're only large enough that a typical aneen-pulled cart might fit in one, and nobody is hurt. Starting on the second day, the existing sinkholes grow larger, and new ones appear that could (and do) ingest a small building, requiring people to frantically tear apart the roof to rescue the people trapped inside. The sinkholes might damage an important installation, ruin the home or business of an NPC the PCs are friends with, block roads, or drain water stored in a well or pond. After four days of sinkholes, the next event occurs.

3. GREAT QUAKES

In the next several days after the sinkholes appear, the earthquakes increase in frequency and intensity. Sturdy buildings suffer damage, people are injured by falling debris, animals break free of their pens and run loose, and nearby ponds and lakes get churned up with silt. Eventually, the earthquakes intensify until their rank is 1 less than that of the community. The exchange between the earthquake and the community happens once or twice per day (instead of once per hour, the default period for a community action) for a period of three more days, at which point the next event occurs. Because an earthquake inflicts double its damage on

Community actions, page 305



a community's infrastructure (instead of splitting its damage between health and infrastructure), this damage will add up and could eventually wipe out the community, especially as the people don't know how long the quakes will continue.

At first the PCs might use their skills and special abilities to treat injured people and repair damaged buildings, but it soon becomes clear that the ongoing threat of the tremors must be dealt with directly. Possible means include deploying stability spikes around town, modifying an earthquake carillon to absorb tremors instead of creating them, building a seismic tamer or structural booster, or using character special abilities to create vibrations that cancel out the quakes.

To give the PCs a little more time to deal with the earthquakes, the GM can decide that on any particular day, either sinkholes or earthquakes happen, but not both. Sinkholes do not damage the community's infrastructure or perhaps inflict only 1 point of damage.

Although the PCs don't know it, by this point, the digging machines causing these tremors are underneath the community, creating winding paths and undermining the sturdy foundations on which the topsoil and buildings rest. PCs with abilities related to automatons, stone, moving through solid objects, or sensing things without sight might be able to detect unusual activity underground if they ask the GM the right questions and make some difficult task rolls. This knowledge can give them a head start on determining the next event and how to address it.

4. BIG TUNNELS

After several days of big sinkholes and damaging earthquakes, the source of the problem becomes apparent to everyone. A new sinkhole reveals an artificial tunnel underground with a grinding noise coming from it, something large and moving is briefly seen at the bottom of a sinkhole, or a thing made of whirling metal breaks through the surface before diving downward again—

Stability spike, page 191

Earthquake carillon, page 156

Seismic tamer, page 360

Structural booster, page 166

Limited automaton, page 149

Digging machine: *level 7; Armor 4; can move a short distance through stone or softer materials as an action; inflicts 10 points of damage to inorganic materials. When it moves through the ground, it leaves behind a tunnel as wide as itself.*

Sapping horde, page 315

Community action timing, page 306

How many digging machines are working under the community depends on how powerful and resourceful the PCs are. Fighting one should be a challenge, and fighting more than one should be very dangerous.

Scan, page 40

whichever description seems most evocative and likely to make the PCs curious and ready to take action. NPCs might describe this as a portal to hell, a dangerous beast, an earth demon, or (if they are familiar with automatons) a huge machine as big as a house.

Depending on where the PCs are, the digging machine has at least a round or two head start at moving away. If its tunnel is at the bottom of a sinkhole, that's another round or two where the PCs have to move from the surface to the floor of the sinkhole. The machine plods along at a consistent pace, sometimes veering slightly up, down, or laterally (perhaps away from denser material or toward something interesting it detects ahead). It ignores the PCs unless they damage it (inflicting damage that gets past its armor) or take control of it (perhaps with a cypher, artifact, or special ability), in which case it retaliates for a few rounds and then attempts to go on its way once it thinks the PCs are no longer a threat. It moves around obstacles it can't dig through, such as metal walls and force fields. The walls of its tunnels are fairly stable, but heavy vibrations, an explosion, or a GM intrusion can collapse them.

Of course, this one automaton isn't the source of all the earthquakes and sinkholes—only some of them. There are several of these machines digging underneath the community, acting much like a swarm but on a much larger scale. The PCs can find out about the other automatons in several ways, such as by following this one into a large chamber where the machines cross paths, or by feeling another earthquake pass under their feet from a different direction. If reduced to half health or less, a digging machine sends a distress signal in a radius of several miles, alerting the others and drawing them to its location within a few minutes.

The PCs can use abilities such as Scan or something that lets them communicate with automatons to help them understand what the digging machines are doing. They might be in search of a particular kind of material (iotum, metal, or mineral), trying to find a cache of something (numenera, creatures in stasis pods, or a dimensional portal), under orders from a distance or a hostile intelligence, or they might have gone haywire and are just wandering. The digging machines are limited automatons. Their focus is on searching for and acquiring necessary materials. The PCs can attempt to establish contact with the machines, but the automatons may not even know what the materials are needed for, or how to describe them in a way the PCs can understand.

5. AUTOMATON MENACE

If the PCs establish themselves as a threat, the digging machines categorize all humanoids in the vicinity as dangerous and form a sapping horde to eradicate this threat (unlike many sapping hordes, this one is able to retreat). The horde has a rank equal to that of the community and can inflict all of its damage to infrastructure or (if the humanoids are enough of a nuisance) split it evenly between health and infrastructure. Because the horde is actively trying to destroy the community instead of incidentally causing damage, the exchanges take place every hour instead of only once or twice per day. PCs could use community tasks to bolster the ranked community as it attempts to fight off the machine horde or use character actions to destroy or drive off individual digging machines. If the horde destroys the community, the surviving people scatter. If the horde is reduced to half its health, it leaves the area and doesn't return.

If the PCs don't make the machines hostile, what happens next depends on why the automatons are present. If they're trying to find something in particular that isn't at this location, or if they're merely wandering, they leave after several more days of exploring this area (which might inflict severe damage to the community). If the PCs can identify what the automatons are looking for or can create some kind of lure, they can lead the machines away from the community. If the machines are under the control of someone or something else, they may remain here or leave, based on their controller's goals.

If the PCs don't harm the first digging machine enough to provoke it to call for help, things turn out much differently.

Depending on their goals, the automatons will leave after a certain amount of time spent searching, after acquiring the required amount of materials they seek, if the PCs are too great of a physical threat, or if they simply wander off on an erratic path.

Gathering materials for a lure requires some sort of community action to get the residents to hand over enough of those materials to attract the automatons. Treat such an action as "Other non-combat effects" as shown on the Community Task Effect Table, with an Effort requirement of 0, 1, or 2 levels depending on how valuable the community considers that substance. If the PCs succeed, they can move the lure to a safe distance away from the community, after which the machines do not return.

REPERCUSSIONS

The PCs should earn 1 experience point (XP) for rescuing people from sinkholes (and otherwise treating injuries caused by the tremors), 1 XP for helping to reduce the strength of the earthquakes, and 2 XP for ending the threat of the digging machines to the community.

At this point, the community has probably suffered significant damage and needs to be rebuilt—which is an opportunity to make it stronger than before, especially if the PCs are able to salvage iotum from the digging machines to create new installations. Despite all the damage, the community now has interesting new opportunities with the network of tunnels. Should they build underground shelters? Can they try to mine valuable materials? Do the tunnels reveal a numenera cache? Unless the community is very large, it likely turns to the PCs for advice and help about what to do next.

Community Task Effect Table, page 310



CHAPTER 18

FAMILIAR FACES

BRIEF SUMMARY

People who left a community years ago have returned, unwilling or unable to explain why they were gone. Other people, dead for years or even decades, begin to appear within the community and try to resume their previous lives. While families and neighbors deal with the shock and confusion of these resurrected folks, duplicates of existing people come forward as well, and the question of whether someone is an original or a copy begins to tear the community apart with mistrust and accusations. But what do these duplicates want?

Scan, page 40

THREAT TIMELINE

The following events create a high challenge you can add to any community.

1. WANDERERS COME HOME

Flesh ghost, page 262

While the PCs are in the community, several residents who left or went missing a year or more ago walk back into the settlement, looking very much as they did when they left. The exact number depends on how large the community is, but it's enough that almost everyone knows at least one of them. These people may have disappeared after going to search for numenera, being lost at sea in a storm, being carried away by abhumans or some strange creature, or for any other reason. Locals may have assumed they started new lives elsewhere or perhaps died and were never found, but now they are back. None of them are able to explain what happened to them and are ready to accept any explanation spoken in their presence, such as a head injury, being abducted by slavers, or having their memories eaten by demons. Not only do they have no memories from their time away, but parts of their earlier lives have been lost as well—the name of a friend or loved one, where their house is, and so on. Other than these dead spots in their memories, they seem like their old selves and want to get back to their prior lives. This might create complications—spouses left behind remarried, businesses were taken over by new owners, and so on—but the "wanderers" (as they become known) try to make do with their new circumstances.

A suspicious PC who successfully uses something like the Scan esotery on a wanderer can tell that they're machines on the inside, but in the Ninth World, such things are rumored to happen due to the numenera. Who can say that a machine with the memories of a missing friend isn't really that friend?

These wanderers are actually creatures called flesh ghosts. Whether or not they really are the people they think they are is up to the GM, but the more sincerely the wanderers believe (or pretend to believe) and can demonstrate that they are the people they look like, the more likely that others in the community will accept them. If attacked, the wanderers react as humans would, which could prompt their friends to defend them.

If the PCs are able to retrace the route the followers took to get into the community, the trail leads them to a half-buried numenera site. Regardless of the abilities of that site (if any), the trail stops there. The wanderers are unwilling to follow this path too far from the community, explaining that they only remember appearing nearby, and they feel a sense of dread when they think about working backward from there.

If the PCs knew the missing people, they're likely to have a stronger emotional reaction to their return, even under mysterious circumstances. A skilled player might even join the game group to play one of these wanderers for a few sessions, pretending to be a real human.



Depending on how much time the PCs plan to spend in the community, days, weeks, or months may pass before the next event occurs.

2. THE DEAD RETURN

A while after the wanderers come back to the community, more people show up under similar mysterious circumstances. However, unlike the wanderers, who merely went missing, this new group of people are known to be dead. People saw them die or found their bodies—they were buried and mourned. One was killed in an abhuman raid. Another died of old age. Two others burned in a house fire. Everyone who knew them remembers their deaths.

The returned people show up singly or in small groups. They appear at the edge of or within the community, alive and unharmed, but experiencing memory loss like the wanderers, and never remembering how they died. Overall, the residents aren't as quick to accept these newcomers, who come to be called "the lost," but some individuals in the community welcome them back and don't ask questions about why or how. A grown man who misses his dead father. A teary mother glad to see her murdered child alive again. A congregation who grieved for a wise old priest. The "friends of the lost" accept them all, sharing stories of the miracle that brought back their loved ones.

Many residents are not so happy about this development. They whisper and mutter when one of the lost walks by. Families of the lost are shunned. Gossip increases when the wanderers are seen talking to the lost. People watch the lost from alleys and the shadows. Some doubters threaten to dig up graves to prove that the dead are really dead.

As with the wanderers, PCs who use Scan or similar abilities can tell that the lost are machine people. Both groups seem content to go on with their former lives or their new circumstances, and they don't associate with each other more often than they would with any other strangers. Instead of seeming to originate from the numenera site the wanderers came from, the lost can trace their paths back to one or more numenera installations within the community (though none of them are willing to return to that location).

If any of the lost are attacked and their machine nature is exposed, the community becomes divided over what to do. Some believe they are abominations or spies and should be destroyed. The friends of the lost insist that the lost have not done any harm and should be left alone. This conflict affects the morale of the community, reducing its effective rank by 1 when determining its health, damage inflicted, or social interactions with other communities. The PCs may want to quell this unrest by using community actions to overcome these penalties, or long-term tasks such as Enhance Community Happiness to help people overcome their prejudice and suspicion.

The next event could ignite the spark that tears the community apart. It takes place days, weeks, or months after the arrival of the lost.

Community actions, page 305

Long-term tasks, page 324

Enhance Community Happiness, page 326



3. DOUBLES APPEAR, EXTERNAL CONFLICTS

Eventually a third category of flesh ghosts appears: copies of people who are still alive and present in the community. These arrivals, called "doubles" by residents, are otherwise like the lost. This aggravates the concerns of everyone who dislikes the lost, accusing them of trying to replace people. Families and friends view the doubles and the originals with suspicion, not sure how to tell them apart. Angry locals suggest branding the doubles so everyone can recognize them as fakes, and they frequently confront people in the streets about whether they're the original or a double. As most people in the community don't have the means to detect if someone is a machine underneath their skin, some suggest cutting to see if they have red blood or black sludge. Something as small as a known original going missing for a few hours could be enough to make people think the doubles plan to kill and replace everyone in the community, and a few angry residents are enough to start a mob willing to capture and kill a double suspected of murder. Pariahs are easy targets for accusations, and having human blood isn't enough to save them from mob "justice," as rumors start that the doubles have gotten better at pretending to be real humans.

The PCs will need to work extra hard at keeping the community together in the face of these issues, or suggest something like moving the wanderers, the lost, and the doubles to a new area where they can establish their own community. An external threat such as a horde of abhumans might give the flesh ghosts the opportunity to prove themselves loyal to the community, assuming the populace doesn't turn on them as spies. A famine, drought, or other harmful event might be blamed on the flesh ghosts, or a charismatic leader among the people might form an inquisition against them.

Establish Satellite Settlement, page 326

Whether the flesh ghosts are as benign as they appear depends on the GM's intent. Are they innocent creatures brought to quasi-life by extraordinary circumstances? Are they the unwitting pawns of an external force that wants to disrupt or destroy the community? Or are they lying to everyone and want to take it over? Even without an outside threat, the presence of so many flesh ghosts could split the community in two, each half the rank of the original, and turning on each other in a civil war.

The PCs might have to take extreme measures to stop this conflict, perhaps even declaring martial law or using the numenera to pacify or control large numbers of people to sort things out. If an outside threat appears during this time of crisis, the community might be so vulnerable that it is overrun, or it might be enough to convince both sides to work together and deal with the new danger. (This possibility might be motivation for the PCs to engineer an apparent or actual threat in the hopes of uniting the warring factions.)

4. THE NEW NORMAL

The end of the conflict brings a new state of equilibrium to the community. Perhaps all the flesh ghosts are dead, or they proved their loyalty somehow and were accepted. Maybe a rival community took advantage of their vulnerability, and humans and flesh ghosts are carted away as slaves, or the machines are placed in charge of a broken population of human slaves. All people—biological and mechanical—may be scattered to the wind as the community burns. The flesh ghosts might move to a new location, whether founding their own settlement or joining an existing community that accepts them for who they are (or doesn't realize they are copies of humans).

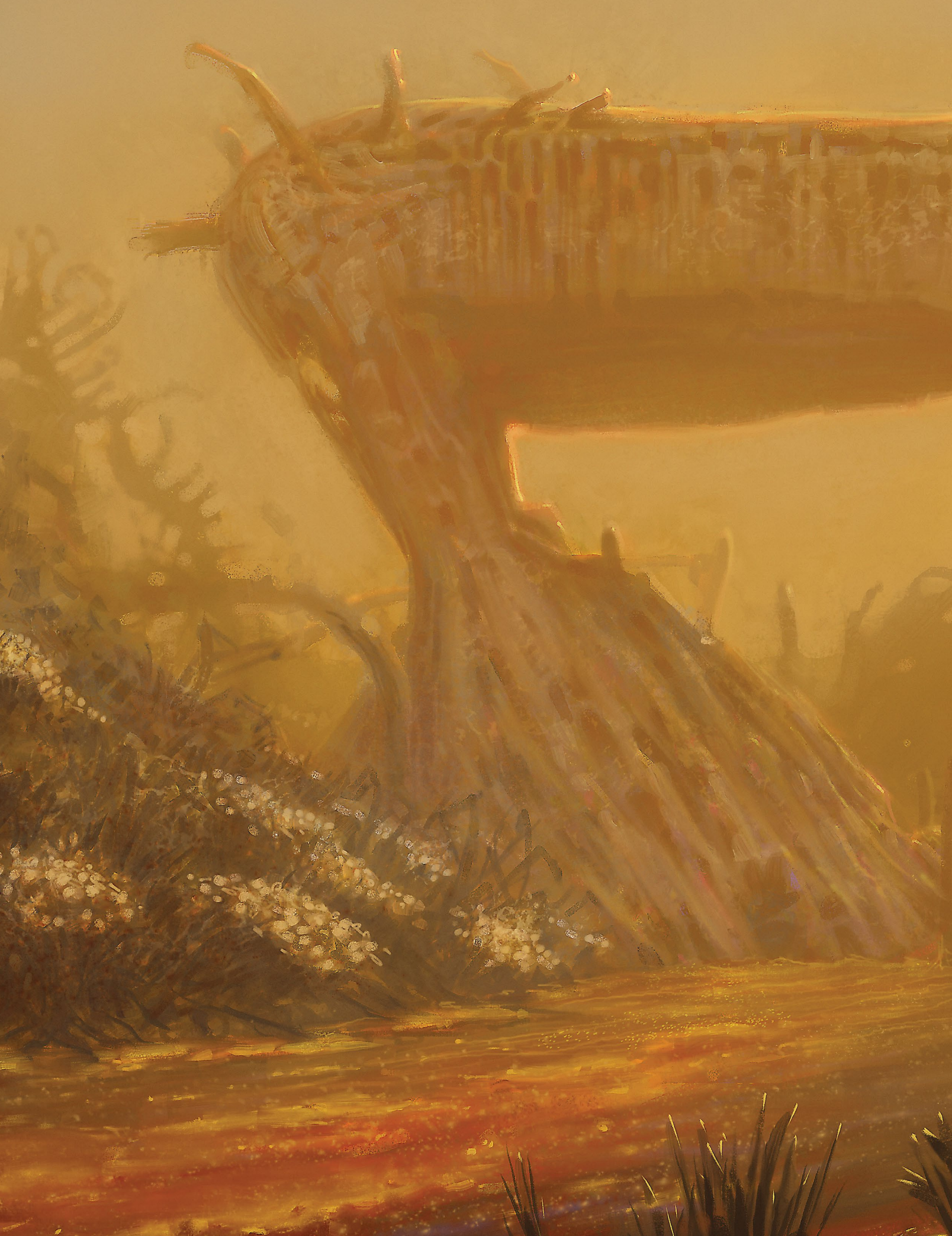
REPERCUSSIONS

The PCs should earn 1 experience point (XP) for discovering that the wanderers aren't what they appear to be, 1 XP for keeping the peace after the lost arrive, and 2 XP for protecting the community from its enemies (external and internal) when the doubles appear. If the flesh ghosts are as benign as they seem, the PCs earn 1 XP by helping them find a safe place to live, whether in the existing community or in a new one. If the flesh ghosts are hostile, the PCs earn 1 XP for dealing with their presence. Any benefit the flesh ghosts bring to the community in the long term, or any harm they intend, will play out in the following months and years.

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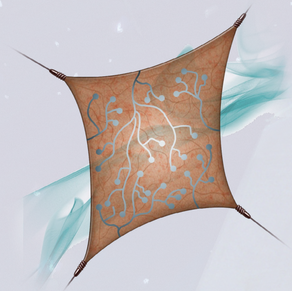
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IOTUM SALVAGING



TAMED IRON



BIO-CIRCUITRY



PROTOMATTER



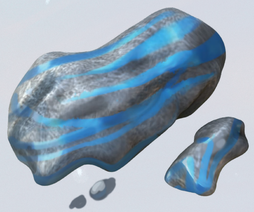
MIMETIC GEL



HYPERFRUSTRUM COMPRESSOR



FECUNDITY MATRIX

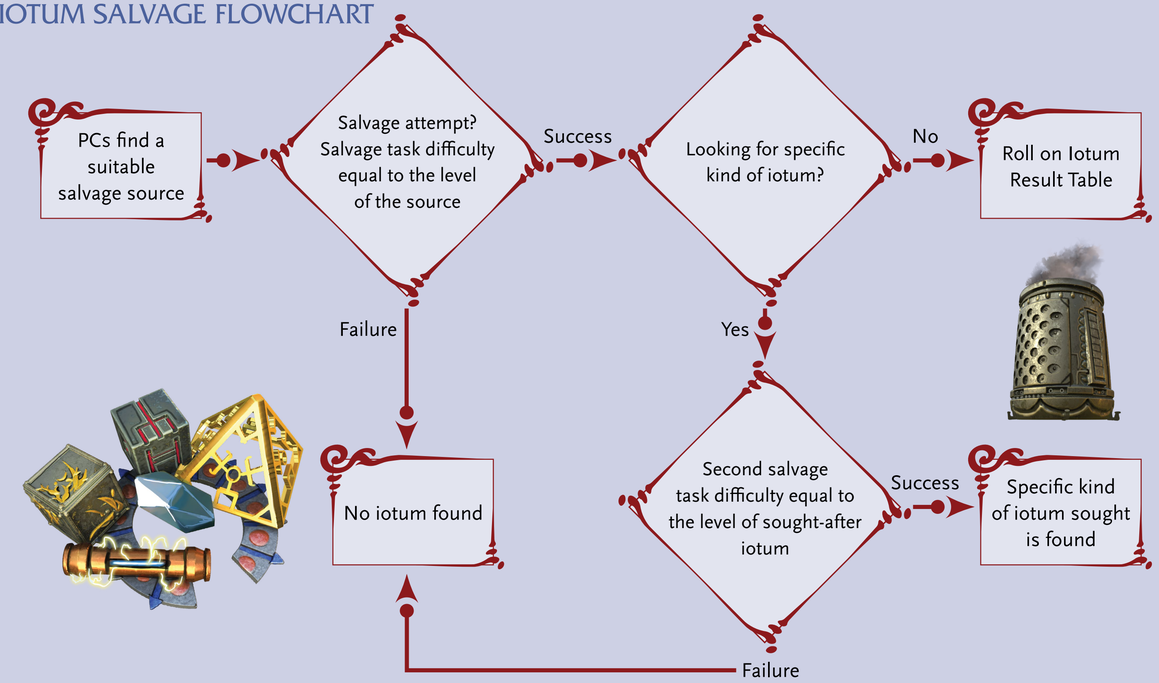


APT CLAY



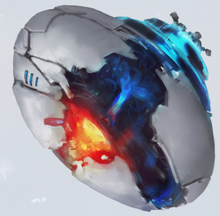
DATA ORB

IOTUM SALVAGE FLOWCHART





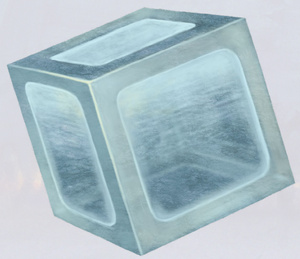
MOTHER MARROW



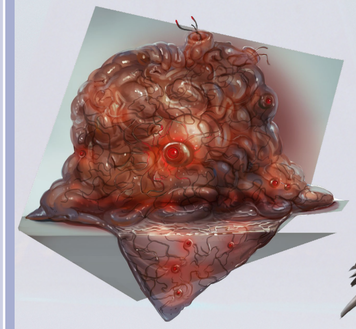
ALLOPHENE NODULE



QUANTIUM



PHILOSOPHINE



COGNITIVE WEAVE



OPTOGENETIC MUSCLE



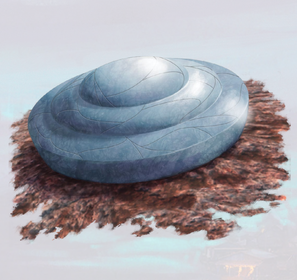
THAUM DUST



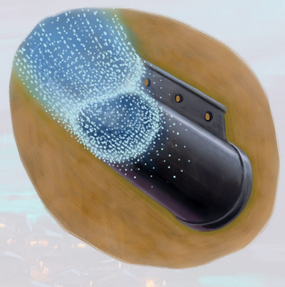
ORACULUM



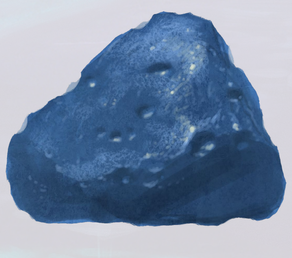
COSMIC FOAM



PSIRANIUM



KAON DOT



AZURE STEEL



NEUROFILAMENT PLEXUS



IMMORCELL COLONY

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