# Loot

## Cyphers

Fireproofing Spray (Spray Canister) 1d6+4: A nonliving object sprayed by this cipher has Armour against fire damage equal to the cypher’s level for 28 hours

Intellect Enhancement (Pill/Injestible Liquid/Adhesive Patch that activates when slapped/Injector): +1 Edge to Intellect for the next 10 action rolls

Chemical Factory (Pill/Ingestible Liquid/Injector): After around an hour the sweat of the user produces 1d6 doses of liquid that allows people to see in the dark for 10 action rolls

Spatial Warp (small metal ring): When affixed to another numenera device that affects a single target at range, that range is increased to 1.6km(1 mile) and space is temporarily warped to guarantee a hit UNLESS the numenera requires direct line of sight.

Reality Spike (Metallic Spike) 1d6+4: Once activated, the spike does not move – ever – even if activated midair. A might action might dislodge the spike if it rolls over the level, but then it is ruined

## Artefacts

Weapon Graft: A blade made out of hard, chitinous material with a sleeve of fleshy material. This organic graft fits over a hand or empty stump and affixes to the flesh of the host. Attacking with this special medium weapon gives 4dmg and an asset on attacks.

# Characters

## Rupert Rabennacht

Strong Glaive who Masters Defence – Practiced with all weapons, Trained in Jumping. Illiterate. 1 inch penis.

Can wear any kind of armour

Specialised in jumping

Tier 1: Shield Master: When you use a shield, in addition to the asset it gives you (lowering the difﬁculty of Speed defense tasks by one step), you can act as if you are trained in Speed defense tasks. However, in any round in which you use this beneﬁt, the difﬁculty of your attacks increases by one step. Enabler.

Initial Link to the Starting Adventure: 2. One of the other PCs convinced you that joining the group would be in your best interest.

Connection: Pick one other PC. This character protected you from harm recently, and you feel indebted to him for saving your life. (Benedict)

Additional Equipment: You have a shield.

### Attacks

Bash (1 might point): This is a pummeling melee attack. Your attack inﬂicts 1 less point of damage than normal, but dazes your target for one round, during which time the difﬁculty of all tasks it performs is modiﬁed by one step to its detriment.

No Need for Weapons: When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

## Benedict Atwood

Speedy Jack who wields two weapons. 5 inches.

Initial Link to the Starting Adventure: Travelling to Jutte to reach the pub

Connection: Pick one other PC. You have trained with this character so much that if the two of you stand back to back in a ﬁght, you both gain a +1 bonus to Speed defense tasks. (Caesar)

Additional Equipment: You start with an additional light melee weapon.

You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difﬁculty of the attack by one step.

### Attacks

Pierce (1 speed point): This is a well-aimed, penetrating ranged attack. You make an attack and inﬂict 1 additional point of damage if your weapon has a sharp point. Action.

Thrust (1 might point): This is a powerful melee stab. You make an attack and inﬂict 1 additional point of damage if your weapon has a sharp edge or point. Action.

## Tetra Verdier

Mystical/Mechanical Nano who Controls Beasts

Connection: 1 PC always scares away beasts

Animal companion: lvl2 creature follows the nano, follows instructions. Nano rolls for creature in combat. If it dies (it has 6hp) then you can hunt in the wild for 1d6 days to find a new pet.

### Noivern

Rasters are biomechanical creatures that use antigravity suspensors and large, batlike wings to carry themselves aloft at great speed despite their size. A typical raster has a 30-foot (9.1 m) wingspan. They are native to the land of Ancuan in the southern region of the Steadfast.

Modiﬁcations: Perception within long range as level 5, but beyond that, as level 2.

Combat: Rasters avoid danger and combat if possible. If they must ﬁght, they prefer to use a long-range energy generator in their head that ﬁres bursts of invisible energy (long range, 6 points of damage). They never ﬁght to the death, as it is usually easy for them to escape by ﬂying away.

# Recap

## Backstory

Benny + Rup squad of angulian knights, Rupert was the commander and Benedict was second in command, one of their memorable tasks was routing out and purifying a mutant-filled village. However due to insufficient intel they found out AFTER destroying the village that it was a refugee camp for injured humans. Officially discharged but wanted to leave, the duo travel together and try to get some money.

## Plot

Day 1: Duo travelled from hometown up towards Jutte for a pint after training in forest, encountered cultists, found Fean’s book and co-ordinates for reappearance site. Entered Jutte, got friendly with bartender who told him about cultists. Bought map from general store and found out about Mesomeme in Dog Lake. Visited Tremmel who was willing to help until they dicked about then only offered 7 shins as a reward. Visited Tol in the tavern, who offered his net with a 5 shin deposit, but got kicked out of the bar for swearing at him loudly because of this. Got some more information out of the general store then visited Dog Lake, discovered and killed the Mesomeme, reaped reward money and got 1 free night at the inn.

Day 10: Headed towards Reappearance site, was convinced by Evanna to save her sister Shome, went into the temple and down the elevator, tried the northernmost pathway, Rupert stuck his dick in the keyhole, Benny got his hand stuck in a control panel but managed to find the release code to get his burned and bloodied hand out, met Savra and Norrid who looks exactly like Rupert, after a moment’s confusion they got Relle who tried to attack until she heard that Norrid found his clone, they decide to take the duo to the prophet Abrassal and meet the other cultists in the Dwelling, then they meet Abrassal and midway through his preaching Rupert hears the muffled sobs of Shone chained to a chair fixed next to the bed, a fight ensues where Rupert kills Abrassal by flinging a table at his head, Benny found alcohol and drugs, Rupert grabbed the metal thing in Abrassal’s head and received a vision of the Angel of Steel. They open the door to find Relle dead and Savra has dissented and was killing the Abrassal loyalists. Norrid throws their stuff out of the elevator as Shome is carried by Savra back downstairs and the party are left to enter the vortex chamber, where they realise the Angel of Steel is present but has not attacked them yet.

Went to inspect the shrine, then heard a sneeze – tetra introduced, you talked about why she was there (to figure out what the vortex is) and then played with the vortex. Pissed off the angel of steel in a needlessly intense battle where Rupert nearly died and then it finally malfunctioned and fell on Rupert. All received telepathic instructions to go to the party where you can be granted wishes but must get costume. Entered a weird room with tripods after passing the rest of the cult in prayer (dead bodies tidied away), tripods malfunctioned and the crystals did weird things such as making benny float, knocking tetra out, knocking benny out after constructing a weird cat-bird thing, and then made it to the platform. Benny stumbled onto the dipping platform with a bottle of wine and it became permanently encased around his hand. Tetra and Rupert also suited up.

Gregor – ginger, freckly, bulky and scowly

Savra – motherly

Fean – Frightey

Norrid – Rupert’s doppelganger, doesn’t know his mother

Relle -

## Jutte

Inn – The wonky sailboat Bartender – gruff earlys 50. Golden hair, blue eyes, square jaw

Marketplace – food clothes general supplies, general supply owner is a small girl with brown hair and a scar under her nose

Mayor’s house guarded by Tremmel, lithe, heavily armoured.

Johnson died 2 days ago, big tentacle knocked over the boat, rowboat explored but found nothing, evacuated. Wife Margaret, two kids.

Kicked out of the inn

Week’s worth of travel, 10 days to reappearance site