



To print your Numenera Creature Deck 2, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

Understanding the Creature Listings

Level: All creatures (and NPCs) have a level. The level determines the target number a PC must reach to attack or defend against the opponent. In each entry, the difficulty number for the creature or NPC is listed in parentheses after its level. The target number is three times the level.

Health: A creature's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated.

Damage Inflicted: Generally, when creatures hit in combat, they inflict their level in damage regardless of the form of attack. Some inflict more or less or have a special modifier to damage.

Armor: This is the creature's Armor value. This entry doesn't appear in the game stats if a creature has no Armor.

Movement: Movement determines how far the creature can move in a single turn.

Modifications: Use these default numbers when a creature's information says to use a different target number. For example, a level 4 creature might say "defends as level 5," which means PCs attacking it must reach a target number of 15 (for difficulty 5) instead of 12 (for difficulty 4).

Combat: This entry gives advice on using the creature in combat, such as "This monster uses ambushes and hit-and-run tactics."

Page Number: The number you see at the bottom of a creature listing tells you where to get additional information about that creature's motives, appearance, habitats, loot, and interactions. All creatures are from the *Ninth World Bestiary 2*.

Numenera™ Creature Deck 2

Build encounters quickly and easily, or create them randomly on the fly. Then give your players a look at their foes before plunging into combat.

This deck contains 100 creatures found in the Ninth World, drawn from *Ninth World Bestiary 2*. When you need to build an encounter (either when prepping your game or at the gaming table), simply draw a card from this deck. You've got basic stats (with a reference to the sourcebook, for full stats and info) on one side, and an image to share with your players on the reverse.

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Abykos Butcher

6 (18)

Health: 26 **Movement:** Short
Damage Inflicted:
 6 points

Combat: At the beginning or the end of its turn, an abykos butcher can be insubstantial or solid. While phased, normal attacks can't hurt it, and it can move through solid matter except for force fields.

Its preferred method of attack is to turn solid at the beginning of its turn, then move up to a short distance as it whirls its weapon. Targets must succeed on a Speed defense task or take damage and be knocked to the ground. Every target who carries at least one cypher or artifact of level 6 or higher must succeed on an Intellect defense task or one of those items (chosen by the GM) becomes useless. The abykos butcher gains 5 points of health per item drained, even if the increase puts it above its maximum health. Each item drained grants the butcher +1 to Armor for one minute while it's solid.

20

Arravelon

7 (21)

Health: 33 **Movement:** Long when flying
Damage Inflicted:
 5 points (ignores Armor)

Combat: An arravelon can attack one target within immediate range with dozens of crawling tendrils of intangible light. A character who fails an Intellect defense task suffers 5 points of Intellect damage (ignores Armor) and experiences an odd sense of narrowing possibilities. Each time the victim takes damage, the difficulty of its Intellect-based tasks increases by one step. This effect lasts until the arravelon is destroyed or one day has passed.

An arravelon is vulnerable to attacks that use transdimensional energy. If damaged by such an attack, the creature falters and takes no action for one round, after which it can act normally.

22

Artifex

6 (18)

Health: 24 **Movement:** Immediate
Damage Inflicted:
 4 points

Combat: An artifex is accompanied by at least four silvery translucent ambassadors. Usually the artifex remains hidden, potentially within an opaque, silvery mental construct carried by an ambassador. Ambassadors are separate entities, but all of them serve and defend the artifex that created them.

An artifex can create a new ambassador or other level 4 object as an action, which costs it 1 point of health. It creates objects for specialized needs, such as a shielding wall, a bauble, a path or door where none was before, and so on. Essentially, it can create any shape that fits into a cube that is 10 feet by 10 feet (3 by 3 m). Newly created objects last until destroyed or until they are separated from the artifex by more than a short distance.

Artifex ambassador: level 4

23

Asomatis

4 (12)

Health: 15 **Modifications:** Speed defense tasks as level 5 due to tactical connection to datasphere; tasks related to disguise and deception as level 6.
Damage Inflicted:
 5 points
Movement: Short

Combat: An asomatis uses whatever physical weapons are granted by its shape, and may even gain +1 to Armor if the shape has it. For example, an asomatis who takes the shape of a glaive has a melee attack that inflicts 5 points of damage; as a ravage bear, it uses claws to inflict 5 points of damage. An asomatis doesn't gain special abilities from the forms it mimics.

An asomatis can access the datasphere to learn specific answers to tactical questions, reducing the difficulty of its Speed defense tasks by one step.

If its form is destroyed, it becomes a glowing red haze (which can be treated as an out-of-phase target with 1 point of health). Only transdimensional weapons can affect it in this form.

24

Ateric

4 (12)

Health: 12 **Movement:** Short
Damage Inflicted: Varies **Modifications:** Attacks at an ever-escalating level.
Armor: 2

Combat: A just-roused ateric has a rough but articulated form. Each subsequent round it draws inert mechanisms, drit, and even cyphers and artifacts carried by other creatures within short range into itself. As time passes, it grows stronger. Finding the "seed" device amid this junk is a difficulty 6 Intellect-based task.

An ateric's power increases according to the number of rounds it remains active, though never more than five consecutive rounds.

Round 1: Inflicts 3 points of damage; attacks as level 3

Round 2: Inflicts 4 points of damage; attacks as level 4; +3 health

Round 3: Inflicts 5 points of damage; attacks as level 5; +6 health

Round 4: Attacks twice; inflicts 6 points of damage; attacks as level 6; +12 health

Round 5: No additional change

Round 6: Spontaneous disassembly

25

Banister

6 (18)

Health: 22 **Movement:** Immediate; long when swimming
Damage Inflicted:
 6 points **Modifications:** Speed defense as level 5 due to size.

Combat: A banister uses its feeding legs to make two attacks as a single action. If the victim fails a Might defense task, toxin inflicts an additional 2 points of Speed damage (ignores Armor) for three rounds.

A banister can change scale while in combat and can use its long tail to attack targets within 20 feet (6 m) to inflict the following effects:

Disruption. The foe must succeed on a Might defense task, or one of their arms or legs shrinks in scale to microscopic size, then returns to normal size. This distortion inflicts 8 points of damage (ignores Armor).

Body Theft. The foe must succeed on a Might defense task, or they are scaled down to less than a millimeter in height. To the victim, it might seem like they've been shunted to a bizarre dimension filled with writhing alien entities. The scale change reverts within a minute.

26

Bithyran

4 (12)

Health: 18 **Movement:** Short; short when climbing
Damage Inflicted: 5 points **Modifications:** Knowledge-related tasks as level 7; stealth tasks as level 6.

Combat: Bithyran can batter foes with their strong, boneless limbs, but they prefer to use items of technology they usually carry, including long-range ray emitters that can inflict damage or, with a flipped setting, induce deep sleep for an hour or more if the victim fails a Might defense task. Bithyran prefer to cause as little damage as possible to potential subjects, so the sleep setting is used most often, except against automatons.

Bithyran can increase their staying power by using cyphers that grant +4 to Armor for a few minutes. In case a specimen collection mission goes badly, at least one bithyran carries a cypher that creates a short-lived teleportation portal for instant transport to a distant and hidden base (which might be a spacecraft or a transdimensional redoubt).

27

Blacktusk

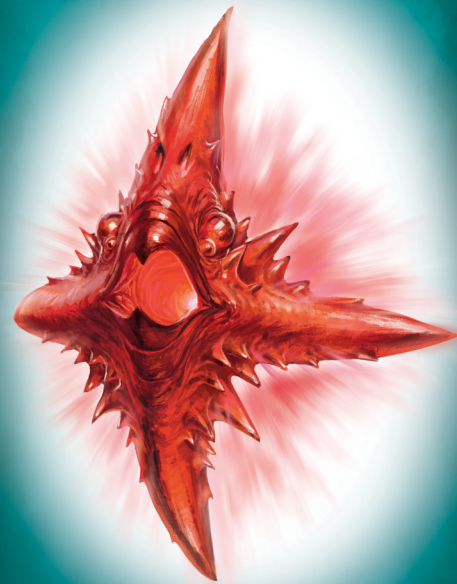
4 (12)

Health: 12 **Movement:** Long
Damage Inflicted: 5 points **Modifications:** Speed defense as level 6 due to quickness.

Combat: Blacktusks typically attack with their eponymous tusks, which inflict 5 points of damage, although they might also claw or pounce. If a blacktusk pounces, it is usually because the creature is attacking with surprise, or because it takes its first turn before its foe. A pounce attack inflicts normal damage, but the victim must succeed on a Might defense task or be knocked down and pinned beneath the blacktusk until it can escape. Each round a victim remains pinned, the blacktusk savages it for 6 points of damage.

Blacktusks work together when hunting to increase their chances of bringing down prey, including more powerful creatures. Three or more blacktusks working in concert to attack the same target reduces the difficulty of one blacktusk's attack against the target by two steps.

28



Brendril

1 (3)

Health: 3
Damage Inflicted: 3 points
Armor: 5 points versus fire and heat

Movement: Short; immediate when burrowing

Modifications: Speed defense as level 3 due to small size.

Combat: A single brendril bites a foe and inflicts 1 point of damage from its fangs and 2 points of damage from a heat spike (a total of 3 points of damage).

When brendrils attack in a pack of three or more creatures, the pack acts as a single level 4 creature. A target hit by a pack is grabbed with strong, spindly arms. An embraced target can move, but the difficulty of all attack and movement-related tasks is increased by one step.

Escaping the embrace of a pack requires that the target succeed on a difficulty 5 Might-based task. Killing the embracing pack also works, but damage done to a brendril tightly holding a target is shared with the target. Each round a target remains in a pack embrace, it takes 5 points of damage from heat generated by the pack.

29

Candescent Sabon

3 (9)

Health: 12
Damage Inflicted: 4 points
Armor: 2

Movement: Short when flying

Modifications: Knowledge of the numenera as level 8; Speed defense as level 4 due to size.

Combat: If pressed to defend itself, a candescent sabon can project a tiny energy orb at any creature within short range, inflicting 4 points of damage. However, it prefers to attack by establishing a mental link with a creature touching its surface. Each day—and after each conferral with the candescent sabon where it provides useful help—the candescent sabon poses one question, riddle, or puzzle to the user. The user must succeed on a difficulty 3 Intellect-based task to answer correctly. Every few days, the difficulty increases by one step. If the user gets a question wrong, the candescent sabon automatically inflicts 4 points of Intellect damage (ignores Armor) each round until the victim releases their grip, which requires a successful difficulty 5 Might-based task.

30

Caprimag

3 (9)

Health: 11
Damage Inflicted: 4 points

Movement: Short; long if flying (short if flying with a victim)

Modifications: Perception as level 5.

Combat: A caprimag attacks with talons and beak. To catch a foe and carry it away back to a nest, a caprimag dives from just beyond short range, moving about 100 feet (30 m) in a round, attempting to grab a victim. A target must succeed on a Speed defense task or be jerked into the creature's taloned grip into the sky.

A victim is held immobile by the caprimag's extra set of arms. The victim can take only purely mental actions or struggle to escape. Caprimags have a supremely unpleasant body odor that becomes overpowering to those held in their grip, which increases the difficulty of all tasks attempted by a victim by one step, including Might tasks made to escape. Of course, a victim who successfully escapes is probably looking at a fall of at least 50 feet (15 m).

31

Carnivorous Color

3 (9)

Health: 12
Damage Inflicted: 3 points

Movement: Short; immediate when flying

Modifications: Stealth tasks and attacks as level 5.

Combat: A carnivorous color attacks the mind of an intelligent creature within immediate range, inflicting 4 points of Intellect damage (ignores Armor).

Attacking a carnivorous color means attacking the object currently hosting the entity. Solid objects like walls might provide the color with a few points of Armor. A color rarely chooses to fight to the death, and may flee upward as a globe of illumination. If a host object is destroyed, the color is disrupted and fades. Unless a weapon using extradimensional energy is used, the color isn't actually killed, just rendered inactive for several days.

When a color successfully eats the intelligence of a victim, the victim becomes darker as their color fades. The carnivorous color gains 3 points of health when it does this, even if the increase puts it above its maximum health.

32

Chalik

2 (6)

Health: 6
Damage Inflicted: 2 points
Armor: 1

Movement: Short; short when climbing

Modifications: Speed defense as level 4 due to size.

Combat: Chaliks swarm a foe and bite with their mandibles. A group of four or more chaliks can attack as a single level 4 creature that inflicts 5 points of damage. Alternatively, a single chalik can contract its abdomen and cause the glands inside to burst, resulting in a gush of sticky secretions from its mouth (and in that chalik's death). This is a level 4 attack that inflicts no damage, but a single targeted victim who fails a Speed defense task is covered in the secretion and immobilized (and unable to take actions other than attempt to break free) until it can escape. Attacks against a target immobilized by chalik secretions are two steps less difficult.

Chalik carapaces slough off their own secretions so they don't become stuck in the sticky material provided by their fellows.

33

Clicker

3 (9)

Health: 12
Damage Inflicted: 4 points

Movement: Long

Modifications: Stealth as level 1 because of constant sound they produce; Speed defense as level 2 due to size.

Combat: Clickers are drawn to living creatures. A target must succeed on a difficulty 3 Speed defense task to avoid one's grasp or suffer 4 points of damage. The hit target then must succeed on a difficulty 5 Might defense task or be "swallowed." A creature so engulfed suffers 8 points of damage each round until it can escape.

35

Corpuscular Maw

6 (18)

Health: 18
Damage Inflicted: 4 points

Movement: Long

Modifications: Stealth as level 1 because of constant sound they produce; Speed defense as level 2 due to size.

Combat: Corpuscular maws mainly attack with their arms, which can extend a short distance, doing 4 points of damage to up to two foes on a single attack. Simultaneously, every other attack, they can either release a cloud of fetid air that dazes the targets for one round or spray volatile acidic juices that do an additional 2 points of damage per target.

When a corpuscular maw is "killed," the flesh becomes unstable and bursts, causing a transdimensional wave that knocks all characters prone within short range.

36

Crystalvore

2 (6)

Health: 6
Damage Inflicted: 2 points
Armor: 4

Movement: Short

Modifications: Speed defense as level 4 due to size.

Combat: Crystalvores typically attack with their claws, but also have been known to spray a jet of the same fluid they use to hollow out their shells. This liquid is an almost universal solvent that does 3 points of damage (ignores Armor).

A mortally wounded crystalvore (with 1 point of health or less) will retract into its shell and spray its solvent all over the interior, weakening it in a multitude of places. The creature will then enter a unique biological state in which its internal organs dissolve and a dangerous level of high-pressure gasses build up within the corpse, until finally releasing and igniting on contact with air. The resulting explosion sends deadly shards in all directions. The process leaves no trace of the crystalvore, making a proper study of them difficult unless they can be captured alive.

37



Culova Protector

5 (15)

Health: 25
Damage Inflicted: 6 points
Armor: 2

Movement: Long; short when climbing
Modifications: Speed defense as level 6 due to quickness; stealth and interaction tasks as level 7.

Combat: A culova protector prefers to attack from ambush, usually with two or three web traps deployed—as well as the backing of a couple of regular culova compatriots. A web trap is a level 5 sticky net that ensnares an unsuspecting victim, preventing them from taking any actions until they can escape. Attacking a victim in a web trap is two steps less difficult.

Culova protectors also rely on envenomed crossbows of their own making that inflict 6 points of damage plus 6 points of Speed damage (ignores Armor) for two rounds on those who fail a Might defense task.

In addition, protectors can spray venom from their mouths on all creatures within 10 feet (3 m). Victims must succeed on a Might defense task or take 6 points of Speed damage (ignores Armor).

38

Cyclic Raider

5 (15)

Health: 20
Damage Inflicted: 4 points
Armor: 2

Movement: Short; long when jumping
Modifications: Speed defense as level 6 due to quickness; stealth and interaction tasks as level 7.

Combat: Cyclic raiders use a device they call a **Melu box** to render human targets unconscious.

Raiders avoid direct engagement and are expert at dodging incoming attacks. If forced to defend themselves, they fire a sound blast that inflicts 4 points of Intellect damage (ignores Armor) on a failed Intellect defense task.

In areas with ambient sound, these automatons require no sustenance and operate indefinitely. But in completely soundless areas, such as the void beyond the sky, they collapse and can be restored to function only when exposed to sound.

MELU BOX (ARTIFACT)

Level: 1d6 + 3

Form: Small silver box

Effect: When activated, every living creature in short range that can hear must succeed on an Intellect defense task or fall unconscious. Unconscious creatures can attempt an Intellect task each round to rouse themselves.

Depletion: 1 in 1d10

39

Cypherid

3 (9)

Health: 9
Damage Inflicted: 3 points
Armor: 2

Movement: Short
Modifications: Speed defense as level 4 due to size; uses cyphers as if cyphers were level 5.

Combat: Cypherids can batter or stab, but they prefer to try to pilfer cyphers. If one feels especially threatened, it uses a cypher-like function available to it. The cypher effect could be a ray emitter, a detonation, a gravity wave that holds the characters down, a phasing cypher that allows the cypherid to get away, and so on.

When a cypherid attacks a character carrying a cypher, the PC must succeed on an Intellect defense task or the cypherid snakes a glassy tendrill into the character's equipment and comes away with a cypher chosen by the GM. Along with any other action it takes on its next turn, the cypherid can add the cypher to itself, which grants the creature 5 points of health even if this takes it over its normal maximum.

40

Dal

4 (12)

Health: 15
Damage Inflicted: 5 points
Movement: Short; able to fade into an alternate dimension up to once each hour as an action

Modifications: Knowledge of other dimensions as level 5; Speed defense as level 5 due to existing only in two dimensions.

Combat: A dal can race along a surface but also use its thin body as a blade to attack a target. In addition, most dal can affect their surroundings by manipulating the fabric of spacetime and can create one of the following effects:

Dissonance. A long-range sonic attack against a single foe.

Alienation. An immediate-range psychic attack against a single foe who takes Intellect damage (ignores Armor) and on a failed Might defense task loses their next turn.

Transfer. An immediate-range attack that transfers both the dal and its victim into an alternate dimension if the victim fails a second Intellect defense task. This alternate dimension might look exactly like the one just departed, except empty of life. Victims phase back to their plane of origin after a few rounds.

41

Datatar

5 (15)

Health: 15
Damage Inflicted: 5 points

Movement: Short when flying
Modifications: Most knowledge tasks as level 9.

Combat: A datatar can be affected only by energy weapons or similar implements.

Datatars can discharge electromagnetic energy or a battering force field to attack a foe within long range.

They can also tune themselves to display a customized mind-infecting pattern at a foe within immediate range who fails an Intellect defense task. An affected foe stands entranced until they can escape the trance by succeeding on a difficulty 6 Intellect-based task.

Each round in which a victim remains entranced, knowledge is siphoned from the victim's mind, inflicting 2 points of Intellect damage (ignores Armor).

Composed of regenerating light, datatars regain health at 2 points per round as long as they have at least 1 point of health.

42

Dazzlegad

5 (15)

Health: 25
Damage Inflicted: 6 points
Armor: 2

Movement: Short
Modifications: Attacks and Speed defense as level 6 due to visual glare.

Combat: A dazzlegad can trample up to two foes next to each other. It can focus its light into a burning beam able to target a creature within long range, inflicting 6 points of damage. It can also accomplish the following:

Blind one target within short range and all targets within immediate range for about a minute if they fail a Might defense task.

Create a convincing illusion of the arrival of a far more serious threat.

Beam a pulsing light display into the eyes of a target within short range, sending them into a seizure lasting a few rounds if they fail a Might defense task. This effect inflicts 3 points of Speed damage (ignores Armor).

Beam a disorienting light pulse that confuses a target within short range who fails an Intellect defense task, causing them to attack a random target next round.

43

Decanted Reaper

6 (18)

Health: 33
Damage Inflicted: 8 points
Armor: 3

Movement: Short; short when climbing; long when leaping
Modifications: Stealth as level 8 when using visual distortion field.

Combat: A decanted reaper often makes its initial attack by relying on a visual distortion field that renders it nearly invisible. The field collapses if the decanted reaper attacks or makes a long-range leap to enter combat. Surprised targets take 2 additional points of damage (for a total of 10 points).

If it wants a target's head, a decanted reaper uses an energy saber to attack just one target within immediate range. The damaged target must succeed on a Might defense task or descend one step on the damage track as the reaper attempts to sever its head. The reaper keeps up this tactic on the chosen target until the target descends all three steps on the damage track and its cauterized head comes free. The reaper then "ingests" the liberated head and stores it for later processing.

44

Deiparon

3 (9)

Health: 12
Damage Inflicted: 4 points
Armor: 2

Movement: Short; short when climbing
Modifications: Perception tasks as level 6.

Combat: Deiparons pounce on prey when they attack, from the branches of overhanging trees if possible. However, a deiparon can also deal 6 points of damage from the energy orb on its back to a creature within short range. Each time they do so, they lose 1 point of health.

In rare instances, a deiparon uses its energy to trigger a transformation that grants it intelligence at least equal to a human's, as well as the abilities of a level 6 creature. This effect usually lasts for no more than a minute. The deiparon uses its temporary intelligence to defray a conflict, unless it sees a way to defeat foes through trickery or some other stratagem.

45



Dimensionworm

8 (24)

Health: 56**Movement:** Short**Damage Inflicted:** 10 points**Modifications:** Speed defense as level 5 due to size; resists trickery as level 3.**Armor:** 2

Combat: A dimensionworm hides in a parallel dimension. Even while dimensionally separated from prey, its howls possess a transdimensional resonance able to paralyze a target and anyone within immediate range of the target. Victims who fail Intellect defense tasks are paralyzed until they can shake off the effect.

When the dimensionworm appears from what seems to be empty space to attack, its massive blunt head batters the target and all creatures within short range of the target. The target, however, must succeed on a Might defense task from the venomous bite or move one step down the damage track.

A dimensionworm uses its ability to transcend planes defensively as well as offensively. Once every few rounds, a dimensionworm can burrow through dimensional walls as part of its movement. The hole created closes up a few rounds after it is no longer being used by the worm.

46

Dread Rider

4 (12)

Health: 15**Movement:** Short**Damage Inflicted:** 6 points**Modifications:** Might defense tasks as level 6.**Armor:** 3

Combat: A dread rider can make a single attack with an electricity-infused weapon for 6 points of damage (4 points from the blade and 2 points from the electricity).

A dread rider can use several special abilities:

Lightning Storm: The dread rider becomes immune to electricity. Anyone within immediate range of a dread rider takes 1 point of damage each round, and the dread rider inflicts an additional 2 points of damage from electricity each round.

Recall: The dread rider teleports to the nearest dread destroyer, which could be many hundreds of miles away.

Summon: The dread rider summons a dread destroyer, which arrives in a few hours. Most of the time, a rider won't do this, even if it's in personal danger, unless it feels some greater purpose could be achieved.

Death Trigger: If a dread rider is killed, a dread destroyer is summoned.

47

Effigy

6 (18)

Health: 30**Movement:** Short; short if phasing through stone**Damage Inflicted:** 8 points**Modifications:** Knowledge of the numenera as level 7.**Armor:** 3

Combat: An effigy often uses cyphers and, if available, an artifact to aid itself in combat. However, it can also hit hard with its stone fists, attacking twice as one action, inflicting 8 points of damage per punch. Alternatively, an effigy can generate a small quake by phasing one hand into the ground. Everyone within short range must succeed on a Might defense task or fall to the ground and take 8 points of damage (from shaking and from being struck by toppling objects, crumbling walls, and so on). Once an effigy triggers a quake, it is dazed for a few rounds and finds the difficulty of all tasks increased by one step.

An effigy flees through the stone rather than fight to the death.

49

Elaan

5 (15)

Health: 15**Movement:** Short when flying**Damage Inflicted:** 6 points**Modifications:** Stealth as level 6.

Combat: Since elaan are always partially phased, a character must succeed on a difficulty 6 Intellect task to even notice one when it hitches a ride on them. If the targeted character fails to notice, they get another attempt at a Might defense task during their next ten-hour recovery, when the elaan attempts to burrow. If either Might defense task is successful, the target can defend themselves enough to frustrate the creature.

An elaan that burrows is difficult to detect. A character descends one step on the damage track each day the creature is not extracted. The target must succeed on an Intellect task each hour to remain in their right mind; otherwise, they attempt to slip away and die in peace. When the character is dead, a clutch of elaan blows out of the body.

50

Eldmor

9 (27)

Health: 50**Movement:** Long when flying**Damage Inflicted:** 12 points**Modifications:** Speed defense as level 6 due to size.**Armor:** 5

Combat: When "encysted" between dimensions, eldmores appear like inanimate, weathered boulders the size of small mountains. Upon waking, they unfold to reveal their true shape. Though large, eldmores can easily discern prey much smaller than themselves.

An eldmor's primary weapons are its eyes, which can emit twin blasts of destructive transdimensional energy at targets within 5 miles (8 km). Each blast inflicts 12 points of damage that phases past normal matter and protective gear (and thus ignores Armor).

Eldmores can also catch a target that fails a Speed defense task in its manipulators. If a caught target fails an Intellect defense task in the subsequent round, it is ejected from the current reality into a random dimension.

51

Erodel Shepherd

6 (18)

Health: 18**Movement:** Short; long while flying**Damage Inflicted:** 6 points**Modifications:** Resists all mental attacks as level 8.**Armor:** 2

Combat: Erodel shepherds can batter foes with their limbs, but their true strength is in their ability to mentally control others into defending them. A shepherd can make a psychic attack on a creature within short range. On a failed Intellect defense task, the target acts as the shepherd mentally commands on its next action. If the same target is affected by this dominating attack a second time within a minute, the shepherd's mental control lasts for ten hours.

In addition, a shepherd can broadcast a psychic field that extends to short range, filling affected targets with calm love. An affected target breaks off attacks on the shepherd, lays down their weapons, and cajoles other combatants attacking the shepherd to do the same. Using this field is not an action for the shepherd, but the field affects only one creature in a given round.

52

Exigen

4 (12)

Health: 15**Movement:** Short**Damage Inflicted:** 5 points**Modifications:** All tasks related to stealth as level 6.

Combat: An exigen stalks targets by following them from the safety of their mirror dimension. Particularly observant targets may notice reflective shimmers in the air from time to time, but the significance isn't immediately clear—until an exigen reaches through and attempts to grab a target. An attacking exigen becomes visible as it attempts to snatch prey, during which time it is vulnerable.

A target damaged by an exigen must succeed on a Might defense task or be pulled through. Once a target is pulled through, the exigen releases it and offers no further aggression unless attacked. Otherwise, the target is free to act as it wishes, though it remains trapped in the mirror dimension until it can find some way to escape (a difficulty 6 Intellect task) or it dies.

53

Faradawk

2 (6)

Health: 6**Movement:** Immediate; long when flying**Damage Inflicted:** 3 points**Modifications:** Speed defense as level 4 due to small size.

Combat: A faradawk prefers to feed on items rich in energy, but if hungry, it attacks living targets who carry such objects. A faradawk's lashing tail inflicts 3 points of damage and sets the victim on fire, inflicting 1 point of damage each round until the victim uses an action to douse the flame. Someone who is so attacked by a faradawk must also succeed on an Intellect defense task or a cypher they carry is drained of its energy and rendered useless.

If three or more faradawks attack a single target, they act like a single level 4 creature that inflicts 5 points of damage.

A faradawk that is killed detonates in a fiery blast of energy, inflicting 6 points of damage on all creatures (except other faradawks) in immediate range.

54



Flaw

5 (15)

Health: 20
Damage Inflicted: 6 points
Armor: 1

Movement: Long
Modifications: Deception as level 7.

Combat: A flaw can draw a weapon from apparently nowhere and use it as an action, be that a large maul, a weapon that fires energy, or a detonation. They can also move up to a long distance by taking a single step, and thus position themselves well to attack or evade a fight.

A flaw affects reality in its vicinity, usually to the detriment of its foes. For instance, the ground under a foe's feet may become soft and mushy, restricting movement. The air may become smoky and harsh, making breathing difficult and obscuring sight lines. A character's weapon might become so slippery that they risk dropping it. And so on.

55

Fuser

6 (18)

Health: 27
Damage Inflicted: 8 points
Armor: 2

Movement: Short; long when jumping
Modifications: Tasks related to interfacing with or talking to machines as level 8.

Combat: A fuser might seem rational one moment, then with an audible click become a murderous sociopath the next, which means they might attack with surprise. A fuser usually has some kind of weapon built into its modified body, which might be a machine sword or a ray-emitting artifact. Because of its quickness, a fuser can attack two foes as one action.

A fuser can also jump up to a long distance as part of its movement, which might allow it to close in to attack or escape if things are going poorly. Many fusers enjoy a low-level self-repair capability, which restores 1 point of health per round.

56

Gaphelin

7 (21)

Health: 21
Damage Inflicted: 9 points
Armor: 5

Movement: Immobile (but can appear or disappear up to once per hour when unobserved)
Modifications: Tasks related to interfacing with or talking to machines as level 8.

Combat: If a gaphelin spends an action charging its crystalline interior with psychic energy, in the following round it can make a psychic attack on a creature within long range that inflicts 9 points of Intellect damage (ignores Armor). If the gaphelin doesn't spend the round charging up, the 9 points of damage are deflected normally by Armor.

A gaphelin can telekinetically manipulate objects within short range.

A gaphelin can also cause portions of the ground around it within long range to detonate near foes.

57

Gevanic

6 (18)

Health: 36
Damage Inflicted: 6 points
Armor: 3

Movement: Short when flying
Modifications: Speed defense as level 5 due to size and speed.

Combat: When first encountered, this automaton swirls forward, which might be construed as an attack, but which is actually a sample-gathering exercise. A nip of flesh tucked into a sphere inflicts 1 or 2 points of damage at most, then the gevanic moves on.

However, if resisted, the gevanic becomes aggressive. It can attack all creatures within immediate range by "flailing" its metallic spheres in a flurry, inflicting 6 points of damage to each victim. In addition, the touch of a sampling sphere from an aggressive gevanic disrupts nervous systems. Anyone who is struck by one must make a Might defense task; those who fail are stunned and lose their next turn.

58

Ghru

3 (9)

Health: 12
Damage Inflicted: 7 points
Armor: 1

Movement: Short
Modifications: Knowledge of machines as level 6; seeing through lies or tricks as level 2.

Combat: Ghru warriors wield storm staves, medium melee artifact weapons that inflict 3 additional points of damage from electricity. (A storm staff can also hurl short-range bolts of red lightning that inflict 5 points of damage.) Ghru also employ poison against their enemies whenever possible. For the ghru, sometimes a warrior is one who employs stealth to get close to an enemy and strike with a poisoned fingertip needle rather than a burly armored figure with a massive weapon.

Ghru armor is derived from an artifact called electric armor that also inflicts 1 point of damage on any creature that strikes the ghru in combat.

59

Glaxim

5 (15)

Health: 18
Damage Inflicted: 6 points
Armor: 3

Movement: Short
Modifications: All tasks related to perception and stealth as level 7.

Combat: A glaxim usually avoids direct combat by staying hidden and relying on its long-range improbability field. The field has two levels of effect. Normally, the field causes random odd happenings in the area, troubling targets for several days or months with unsettling dreams, extreme runs of bad luck, mysterious marks, strange sounds, and so on.

But if a glaxim's secret presence is threatened, it can directly manipulate reality to cause walls to collapse on foes, weapons to go off unexpectedly, cyphers to detonate, brains to drop into sleep, and so on, generally creating one level 5 effect within long range per round. Whenever a glaxim creates such a directed effect, its entire body glows with a soft blue illumination.

60

Gleresisk

4 (12)

Health: 12
Damage Inflicted: 4 points

Movement: Immediate; long when flying
Modifications: Speed defense as level 5 due to size.

Combat: A gleresisk dives at prey and attacks with its nest of tendrils. A victim must succeed on a Speed defense task or take 4 points of damage. If it inflicts damage, the gleresisk retains its hold on the victim until the victim can escape. Each round, a victim held fast in a gleresisk's tendrils takes 4 points of Intellect damage (ignores Armor). A victim who dies from this damage is mentally consumed by the gleresisk. The body collapses, and the gleresisk floats away, satisfied.

61

Golden Cachinnate

5 (15)

Health: 25
Damage Inflicted: 5 points
Armor: 1

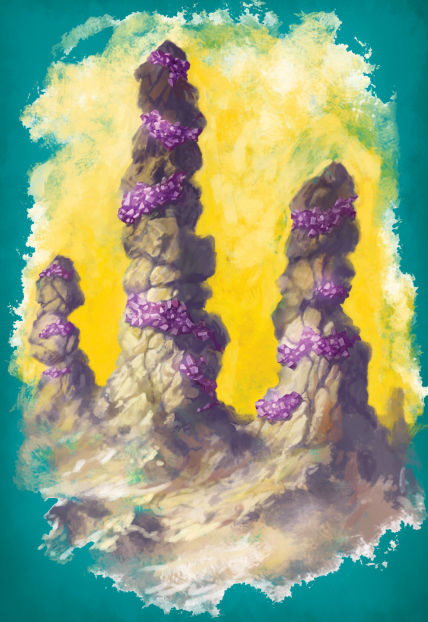
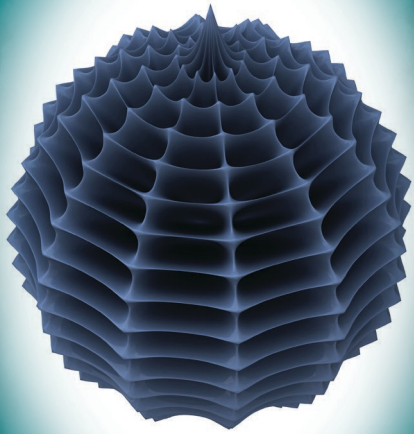
Movement: Short; short when leaping

Combat: Targets touched by a golden cachinnate must succeed on a Might defense task or take 5 points of Speed damage (ignores Armor) from toxin. Each round thereafter, the toxin continues to inflict 2 points of Speed damage until the victim succeeds at a Might defense task.

In addition, every creature within immediate range of a golden cachinnate must succeed on a Might defense task each round or take 1 point of Speed damage (ignores Armor) from the toxin in the air exhaled by the creature.

Finally, a golden cachinnate can spit toxic darts at targets within long range who are affected as if they were touched by the creature.

62



Haneek

4 (12)

Health: 16
Damage Inflicted: 4 points**Movement:** Short; short when gliding
Modifications: Stealth tasks as level 7; stealth tasks as level 3 for up to an hour after it has fed.**Combat:** A haneek prefers that victims ensnare themselves by failing to notice it poised before them. Otherwise it can lash out with a flap of tissue. Either way, a victim must succeed on a Might defense task or become stuck to the haneek until it can escape. Each round a victim remains stuck to a haneek, it suffers 4 points of damage (ignores Armor) as the direct contact begins to digest the victim.

Even after a victim escapes, a runaway digestive process continues to inflict 1 point of damage (ignores Armor) each round, until the victim can come up with some sort of treatment or, more likely, cut off the afflicted patch of skin. Best case, this self-mutilation inflicts 4 points of damage (ignores Armor) that leaves a nasty scar. Worst case, the victim must sacrifice a limb.

63

Hungry Pennon

4 (12)

Health: 18
Damage Inflicted: 4 points**Movement:** Short when flying
Modifications: Perception as level 6.**Combat:** A hungry pennon attempts to flee from direct combat by flying away. If it has no other option, it bites a foe with the tiny mouths it hides under the folds of its banner-like wings.

A hungry pennon takes down prey by convincing its host to attack a target. Fresh hosts must succeed on an Intellect defense task to avoid the suggestion to attack. The difficulty of all attacks made by a host with a bonded pennon is reduced by one step, which explains the attraction to the initial psychic connection.

A pennon never willingly leaves a bonded host. A host who has had enough of the bond must succeed on a difficulty 6 Intellect task each time it wants to attack the pennon. If a hungry pennon is killed, its bonded host suffers 6 points of Intellect damage (ignores Armor).

65

Iani

4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 2**Movement:** Long
Modifications: Speed defense, jumping, and balancing as level 5.**Combat:** While iani have claws they can use to batter and cut foes, they rely on technological devices they've absorbed. As an action, an iani can absorb any device it touches. As another action, it can use the absorbed device (if applicable) as though the device were a natural part of it. Given ten minutes, it can transfer the abilities of the absorbed device to all iani within 3 miles (5 km). It can also reject a previously absorbed device and spew it out again, good as new.

Cyphers can be used only once, and abilities don't always transfer, but absorbed artifacts can be used multiple times and their abilities can be shared among other iani.

66

Ice Weaver

3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 4 (see Combat)**Movement:** Long
Modifications: Speed defense as level 4.**Combat:** Ice weavers race quickly on self-created narrow lanes of ice and use that speed to their advantage in combat. An ice weaver can move a long distance and attack as a single action. It can also use its action to create a lane that stretches up above the heads of its prey, so that they can't reach it that round unless they try to climb an elevated, slippery ice lane (a difficulty 6 Might task).

Ice lanes are level 3 and melt in under an hour in warm conditions.

When an ice weaver bites down on a foe, it drains heat and inflicts 4 points of Speed damage (ignores Armor). Completely frozen victims are dragged off and consumed later.

Anyone within immediate range of an ice weaver suffers 1 point of cold damage each round.

67

Idyc

5 (15)

Health: 19
Damage Inflicted: 3 points**Armor:** 2
Movement: Short; short when climbing or swimming**Combat:** The idyc's abilities are based on the initial health of those it encounters. It targets healthy creatures in hopes of finding robust hosts for its young.**Healthy:** Attacks with a shower of short-range darts (up to four as a single action) and then attempts to break off the engagement. Victims struck by a dart must succeed on an additional Might defense task. On a failure, the embedded dart digs deeper into the tissue and becomes impossible to extract without a special operation. Sometime over the following three days, the victim releases 1d6 tiny level 1 idycs. This inflicts 3 points of damage per idyc so hatched. If the victim survives, they feel protective of the newly hatched creatures.**Hurt:** Attempts friendly interaction. This could occur even after the idyc has hurt a previously healthy victim with darts.

68

Igothus

3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 1**Movement:** Short
Modifications: Speed defense as level 4.**Combat:** Igothus are fast and agile, savagely attacking with claws and teeth. They never use weapons or armor, and they prefer swarm tactics. A group of five igothus can attack as a single individual of level 5, inflicting 8 points of damage.

Igothus seem to be utterly fearless and fight with a savage bloodlust to their dying breath. In the moment in which it is struck down, an igothus can often make a single, final attack if it has the opportunity.

69

Imorphin Gonoph

5 (15)

Health: 23
Damage Inflicted: 5 points
Armor: 2**Movement:** Flies an immediate distance each round
Modifications: Stealth as level 7.**Combat:** Imorphin gonophs don't move quickly, so anyone who wants to break off combat with one can usually do so by moving out of range. An imorphin gonoph rarely pursues. Normally it attacks only if attacked first (usually by a victim who doesn't appreciate having their equipment stolen).

In addition to lashing a target with its tendrils to inflict 5 points of damage, a gonoph can reveal a cavity resembling a large mouth that emits piercing sonic effects, including the following:

Sonic barrage that inflicts 5 points of damage on all targets within immediate range

Piercing sonic ray that inflicts 5 points of damage (ignores Armor) on one target within short range

Reverberation that deafens all characters within short range who fail a Might defense roll. Each round, they can attempt another Might defense roll to shrug off the effect.

70

Imusten Crawler

5 (15)

Health: 18
Damage Inflicted: 6 points
Armor: 2**Movement:** Short; short when climbing; immediate when burrowing
Modifications: Stealth as level 7.**Combat:** An imusten crawler bites prey if the victim fails a Speed defense task, inflicting 6 points of damage. The bitten target must then succeed on a Might defense task, or it feels a numbing, mounting pressure in its lungs, which begin to fill up with smothering gel. The victim takes 6 points of damage (ignores Armor) each round until it succeeds on a Might defense task. Each failed task to cough up the gel makes the succeeding defense task one step more difficult as the victim suffocates.

An imusten crawler instead may choose to secrete gel from its skin that holds the victim in place—rather than suffocating it—in a pocket of clear, viscous material. The gel has a soporific effect and can store living creatures indefinitely until the imusten becomes hungry enough to eat.

71



Ixobrychid

7 (21)

Health: 28
Damage Inflicted: 7 points
Movement: Immediate; long when flying
Modifications: All tasks related to the numenera as level 9.

Combat: An ixobrychid can make four attacks as a single action using its fractal-like limbs. A damaged target must also succeed on an Intellect defense task or be stunned and lose its next turn.

If an ixobrychid chooses to focus all of its attacks on a single target, and at least two of those attacks hit, the victim must succeed on a Might defense task to pull free. Otherwise the creature folds up around the target, completely covering it. The enfolded target can do nothing but attempt to escape. If the target doesn't escape within a few rounds, the ixobrychid unfolds once more, revealing that the target has vanished. In truth, it's been shunted to a pocket dimension where the ixobrychid collects things of all sorts, many of which defy description.

73

Jacentwing

1 (3)

Health: 3
Damage Inflicted: 1 point
Movement: Immediate when flying
Modifications: Speed defense as level 3 due to size.

Combat: Jacentwings inflict 1 point of damage with their sting. Treat a swarm as a level 3 creature that inflicts 3 points of damage. Victims of a swarm attack must also succeed on a Might defense task or suffer one of the following:

- 1 Target is shunted to a pocket dimension.
- 2 Crystal version of the PC pops out of a parallel dimension on to the real character.
- 3 The character's armor or equipment is shunted to a pocket dimension.
- 4 A doppelganger of the character appears.
- 5 Target's limb becomes lodged in an alternate dimension until they succeed on a difficulty 3 Might task.
- 6 The character's armor is damaged as it becomes phased, reducing its Armor value by 1 until the PCs return to their home dimension.
- 7 Alternate dimensions bleed through reality around the character, increasing the difficulty of all tasks by one step for about a minute.
- 8 Target is shunted into a dimension where each round is one hour.
- 9 Transdimensional leeches (level 1) appear on the target.
- 10 One of the target's cyphers explodes, inflicting damage equal to the cypher level.

74

Jasmeris

5 (15)

Health: 20
Damage Inflicted: 5 points
Movement: Short

Combat: A jasmeris attacks targets with barbed leaves, though its perfume is its most lethal quality. Unless the jasmeris's petals are folded, those in short range must succeed on a Might defense task or descend one step on the damage track each round. A creature that descends to the final step on the damage track because of this effect collapses into so much bloody liquid. This scent-triggered hemophilia occurs regardless of any other action the jasmeris takes.

To avoid this, a character within short distance must hold their breath by succeeding on a Might task each round. The difficulty begins at 1 and increases each round.

75

Jreet

3 (9)

Health: 12
Damage Inflicted: 3 points
Movement: Long; short when climbing; immediate when burrowing
Modifications: Perception as level 5; Speed defense as level 4 due to quickness.

Combat: A jreet attacks with its multiple-mouthed bite, inflicting 3 points of damage. A victim must also succeed on a Might defense task or be latched onto by the jreet and suffer an additional 3 points of damage each round until escaping.

A pack of five or more jreets can act as a single level 5 creature and make a stampede attack. When they do, the pack moves 50 feet (15 m) in a round, and everything along the line of that movement is attacked. Victims take 5 points of damage. Even those who succeed on a Speed defense roll take 2 points of damage.

Finally, a jreet can use its poisoned sting. The sting inflicts only 1 point of damage, but a victim must also succeed on a Might defense task or suffer 3 points of Speed damage (ignores Armor) each round for three rounds.

76

Kaseyer

3 (9)

Health: 12
Damage Inflicted: 3 points
Armor: 1
Movement: Short
Modifications: Disguise and stealth as level 5.

Combat: A kaseyer can bite and claw, but mostly relies on mental abilities. It uses those abilities to disguise itself (usually taking the likeness of a human child), and also to mentally assault victims.

Brain Wrack: If a kaseyer touches a foe, the target must succeed on an Intellect defense task or be subject to horrifying images that corrode their brain, inflicting 3 points of Intellect damage (ignores Armor) and, on a failed Might defense task, making them lose their next turn. If three or more kaseyera work together, the attack is level 5 and inflicts 5 points of Intellect damage.

Sway: If a kaseyer touches a foe, it must succeed on an Intellect defense task or take an action specified by the kaseyer on its next turn. If three or more kaseyera work as one, the attack is a level 5 assault.

80

Keeper

5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 3
Movement: Short (or as host body, if better)
Modifications: Knowledge skills as host body.

Combat: A host body is almost completely protected by the keeper, but it's also in a state of stasis. Unless a keeper is damaged by a large attack (such as a detonation, which affects both keeper and host), the host remains protected even as the keeper takes the brunt of any offensive.

A keeper can use any equipment or cyphers possessed by the host body, or it can exhale on a foe within immediate range. A target must succeed on a Might defense task or fall into a confused state. Until the target makes a successful Intellect task, it can take no other actions. If a keeper maintains skin-to-skin contact with a victim for three rounds, it can transfer itself. The old host wakes within a few rounds, having moved one step down the damage track.

81

Keltonim

3 (9)

Health: 12
Damage Inflicted: 3 points (8 when transformed)
Movement: Short; long when flying
Modifications: When transformed, Speed defense and attacks as level 5.

Combat: Keltonim flee combat unless they are hurt. Then the fight-or-flight reflex hidden in keltonim flesh is activated over the course of one round, during which the creature does nothing but shake as if having a fit. If not killed or sedated before the beginning of its next turn, the keltonim is transformed for about a minute.

A transformed keltonim's muscles are taut beneath its skin, its eyes are wide, its mouth gapes, and wicked claws emerge from its fingers. A transformed keltonim inflicts an additional 5 points of damage (8 points total). It cannot be stunned or dazed, and its skin thickens, providing +3 to Armor. Even when killed, a transformed keltonim gets a final death spasm attack.

Once a transformation runs its course, a surviving keltonim is dazed for several minutes, and all tasks it attempts are one step more difficult.

82

Kelursan

7 (21)

Health: 30
Damage Inflicted: 8 points
Movement: Short; long when jumping
Modifications: Strength and Might defense tasks as level 8; Speed defense as level 5 due to size.

Combat: Kelursans batter their enemies with brutal ferocity. They can make a whirlwind attack targeting every creature within immediate range. In addition, they can hurl nearby boulders, chunks of synth, walls from ruins of the prior worlds, or other creatures at targets within long range, dealing damage to all creatures within immediate range of the impact zone that fail a Speed defense task.

Kelursans regain 4 points of health per round. If a kelursan inflicts damage during the same round in which its healing factor is active, it inflicts 2 additional points of damage (10 points total) with its attacks that round.

If a kelursan dies, embedded tech slowly reknits the creature, bringing it back to life within a few days unless the body is completely destroyed.

83



Kissing Fawn

3 (9)

Health: 11
Damage Inflicted: 4 points

Movement: Short
Modifications: All tasks related to positive social interaction and deception as level 5.

Combat: A kissing fawn may seem playful, even going so far as to “kiss” a target with its wriggling feelers. However, the corrosive slime produced by each feeler inflicts 4 points of damage, and if the target fails a Might defense task, a feeler detaches and burrows in.

A target hosting one or more feelers finds the difficulty of all tasks one step higher due to the pain, which also automatically inflicts 2 points of Speed damage (ignores Armor) each round until it can be extracted. Extracting a burrower requires some kind of tool that can be used as tongs, however crude, and inflicts 4 points of damage (ignores Armor).

If a burrowing feeler kills a target, a new fawnling is born in the dead flesh, feeding on the body and growing until it finally emerges after about a week.

84

Klax

4 (12)

Health: 12
Damage Inflicted: 4+ points

Movement: Long when hovering
Modifications: Numenera knowledge as level 7.

Combat: A klax attacks with a touch that’s charged with electricity. It can increase the intensity of the attack by sacrificing its own health, inflicting 2 additional points of damage per health point used. If a klax uses the last of its health to make an extremely powerful attack, instead of dying, it appears to fade away, falling back into whatever dimension, interstellar location, or time from which it projected itself. All their possessions go with them.

A klax can control a device of any size that is able to use power, as long as they remain in contact with it and the device is level 4 or lower. Each additional klax that touches the device increases the level of the device that can be controlled.

85

Kroth

4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 3

Movement: Immediate; jumps a long distance
Modifications: Stealth and disguise as level 6; perception as level 3; Speed defense as level 3 due to size.

Combat: Kroth scales secrete a sticky fluid that bonds to most objects and surfaces, and that digests most materials. Characters who tread upon a kroth’s back must succeed on a difficulty 6 Might defense task or become stuck until they can escape.

Kroths that ensnare prey while lying submerged in water roll their prey beneath the surface. Attempting to “wrestle” a kroth while stuck to it in order to get a breath of air before being rolled under again requires a difficulty 5 Might-based task.

The adhesive, digestive fluid inflicts 4 points of damage per round to adhered victims, who may also be attempting to stave off **drowning**.

Drowning: For every three rounds a character goes with no air (as well as what is likely a few accidental breaths of water), they move one step down the damage track.

86

Lacaric Courier

7 (21)

Health: 33
Damage Inflicted: 7 points
Armor: 4

Movement: Short when flying; immediate when crawling
Modifications: Speed defense as level 4 due to size.

Combat: If threatened, a lacaric courier can direct up to four blasts of energy at the same or different targets within long range, or fire one blast of energy at a range of 1,000 feet (300 m) in lieu of making four attacks. If nothing else, it could ram a target, inflicting 14 points of damage to both the target and itself, though its Armor applies. However, if attacked, a courier doesn’t spend more than a few rounds defending itself.

87

Lambrequin

5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 3

Movement: Short
Modifications: Tasks related to understanding and talking to machines as level 7.

Combat: A lambrequin can direct up to two blasts of energy at the same or different targets within long range, inflicting 5 points of damage.

As part of the same action, they can extend their head tendrils and attack all targets within immediate range or one target within short range. A character who fails a Speed defense task loses one cypher or oddity in their possession (in that order) as the tendril touches it and sucks away the energy. If the PC has an artifact, the character must check for depletion as some of the energy powering it is leached away.

Each item a lambrequin sucks energy from grants it 3 points of health, even if that exceeds the creature’s normal health maximum.

88

Lanmoro

4 (12)

Health: 12
Damage Inflicted: 4 points

Movement: Immediate
Modifications: Speed defense as level 2 due to slowness.

Combat: A lanmoro can attempt any of the following:

Emotional Surge: A creature within short range must succeed on an Intellect task or be overcome with sadness, hilarity, fear, disgust, or surprise. The target loses their next turn, or can wrench their mind back into focus, which inflicts 4 points of Intellect damage (ignores Armor).

Bland Gray Sky: Biological creatures within short range must succeed on an Intellect defense task or lose all motivation for the next minute. Affected creatures pause and become unmoving. A creature can attempt to escape this torpid state, but if successful, it suffers 4 points of Intellect damage (ignores Armor).

Bloom: The lanmoro detonates. Creatures within immediate range must succeed on a Might defense task or suffer 4 points of damage. Over the next few days, juvenile lanmoros take root in random locations that exposed targets visit.

90

Latos Adjunct

5 (15)

Health: 25
Damage Inflicted: 6 points

Movement: Short

Combat: A latos adjunct can physically attack by battering foes with metal alloy fists. Alternatively, it can lash out with horrific mental attacks. Attacks include the following:

All creatures within immediate range of the adjunct must succeed on an Intellect defense task or suffer 3 points of Intellect damage (ignores Armor).

One creature within short range must succeed on an Intellect defense task or their consciousness is transferred into the adjunct, where it cannot take action. The adjunct controls the target’s body, taking over so seamlessly that allies might not notice. Usually, it tries to convince the allies to leave, ignore the latos, and so on. If necessary, the adjunct will attack the target’s allies using the body. The adjunct can continue to act even while it controls a target. The target can regain control of their body if they succeed on an Intellect task.

91

Leradyt

5 (15)

Health: 15
Damage Inflicted: 5 points
Armor: 1

Movement: Long
Modifications: Perception as level 6.

Combat: A leradyt acting as part of a group attempts to either chase a lone target into the jaws of an ambush, or lead a group of targets into an ambush. Leradyt attacks from ambush increase the difficulty of defending against them by two steps, and deal a total of 7 points of damage.

A standard leradyt bite inflicts 5 points of damage, and the target must succeed on a Might defense task or be blinded by a splash of white, sticky froth until they use an action wiping away the muck. If a leradyt hits a blind target, it can wrap the befuddled victim in its clawed legs and inflict 5 points of damage each round until the target can escape. A blind target finds any task requiring sight at least two steps more difficult, if not impossible.

92



Malvok

3 (9)

Health: 12
Damage Inflicted: 3 points
Armor: 2

Movement: Short; immediate when burrowing
Modifications: Defends as level 4 due to slick scales; stealth tasks as level 6 when burrowing.

Combat: If caught, malvoks might use crude weapons like spears or clubs to defend themselves before they attempt to slip away down a freshly burrowed hole in the ground. They avoid open conflict when possible and instead try to skewer sleeping (or at least reclining) foes from the safety of stealthily extended tunnels. Defending against a surprise bite by a malvok is two steps more difficult (or impossible for a sleeping target). A victim takes 3 points of damage and must succeed on a difficulty 5 Might defense task or be completely paralyzed and unable to take physical actions until the damage from the initial bite is restored.

A malvok secretly feeds on a paralyzed victim through the same puncture cavity it used to inject its paralytic venom, inflicting 3 points of damage (ignores Armor) each round as it sucks out the organs.

95

Mazocacoth

6 (18)

Health: 22
Damage Inflicted: 8 points
Armor: 2 (in sleeper aspect)

Movement: Long in darkwalker aspect; short in sleeper aspect
Modifications: Perception as level 9.
Combat: A mazocacoth in its darkwalker aspect usually enters combat only if an attacker is able to affect its phased form, requiring a device designed to affect out-of-phase creatures. A darkwalker can extend one of its legs to stab a foe within 300 feet (90 m), inflicting 8 points of Intellect damage (ignores Armor) to the target as well as all within immediate range of the target who fail a Speed defense task. Those who succeed suffer 2 points of Intellect damage (ignores Armor).

Sleeper mazocacoths roused from slumber or found while browsing vegetation do not defend themselves if attacked, though they do move away at full speed.

If a mazocacoth is killed in either aspect, a psychic cry inflicts 8 points of Intellect damage (ignores Armor) on all creatures within a mile (2 km) of the dead. The body fades over the course of hours.

96

Mimus

6 (18)

Health: 22
Damage Inflicted: 6 points
Armor: 1

Movement: Short; immediate for burrowing or climbing
Modifications: Speed defense as level 4 due to size; stealth tasks as level 7 due to ability to hide most of its body.

Combat: A mimus hides in plain sight by digging in or hiding behind convenient structures so that only its head is visible. Such a peculiarity is enough to lure some victims to within immediate range. That's when the face splits and erupts with a shower of burrowing leeches. On a failed Speed defense task, targets suffer 6 points of damage and an additional 6 points of damage (ignores Armor) each round thereafter from burrowing leeches until they succeed on a Might-based task to expel the leeches. After a few rounds, victims begin to suffer flitting hallucinations and odd visions that make no apparent sense.

98

Mnethashi

5 (15)

Health: 22
Damage Inflicted: 8 points

Movement: Short
Modifications: Stealth and deception as level 7.

Combat: Mnethashi claws drip with a powerful acid that is also their blood. The damage they inflict includes 3 points of acid damage. Further, if they are struck in melee, the creature striking them suffers 2 points of acid damage from the blood spray.

Mnethashi are experts in stealth. They can cloud the minds of other creatures, implanting false images. Those failing an Intellect defense task cannot help but be confused by these psychic illusions.

Mnethashi have mental powers that they can use offensively as well. A target within short range that fails an Intellect defense task suffers 6 points of Intellect damage (ignores Armor). A character reduced to 0 Intellect loses much of their will and obeys any command or suggestion sent to them telepathically. This condition lasts until their Intellect Pool is completely restored.

Mnethashi often use cyphers or artifacts, usually as weapons.

99

Moilt

5 (15)

Health: 24
Damage Inflicted: 2 points

Movement: Short

Combat: Moilts don't usually fight in the physical sense, but they can use their tendrils to attack all creatures within immediate range for 2 points of damage as a single action.

Moilts hypnotize creatures with their psychic gaze. A moilt can potentially mentally affect all creatures within short range as one action. Affected creatures that are not at least as smart as humans forget the moilt is present.

A human or equivalently intelligent creature is compelled to move forward and take a few bites from the moilt's soft, bread-like outer flesh (which inflicts 1 point of damage to the moilt). Upon swallowing, the diner must succeed on a Might defense task or fall unconscious for an hour. Unless awakened prematurely, those who eat of the moilt wake with a new memory, which is so out of context that little can be gleaned from it.

100

Multrolca

7 (21)

Health: 32
Damage Inflicted: 10 points
Armor: 3

Movement: Short; short when climbing
Modifications: Speed defense as level 6 due to size.
Combat: A multrolca chases prey with single-minded intensity, bounding from boulder to cliff wall, slaving and roaring with horrendous fury. The multrolca's bite inflicts 10 points of damage, and if the victim fails a Might defense task, venom inflicts an additional 6 points of Speed damage (ignores Armor).

A multrolca that commits itself to combat begins to bleed from ancient wounds after a few rounds of activity, which inflicts 1 point of damage per round to the creature. These re-opened wounds eventually become life threatening; at that point, the multrolca activates the strange devices studding its skin, opens a temporary wormhole to another location, and attempts to escape to safety and convalescence.

104

Nacreon Wind

2 (6)

Health: 9
Damage Inflicted: 3 points

Movement: Short when flying

Combat: A nacreon wind is insubstantial, unaffected by anything not transdimensional. It can move through small cracks and fissures. Its presence makes all tasks related to finding objects of the numenera one step less difficult, as those objects tend to gleam, power on, or otherwise reveal themselves.

A nacreon wind can concentrate down to a fraction of its former size and become a solid that mimics, in outline only, the shape of a character or object. In this shape, it touches a character or unattended cypher and "rewrites" its functionality. If this happens to a character, randomly choose one new cypher for that PC (the old cypher remains in form, but it has a new function).

If attacked, a concentrated nacreon wind is vulnerable. It can also return an attack, inflicting 3 points of Speed damage (ignores Armor) if the target fails a Speed defense task.

105

Namnesis

5 (15)

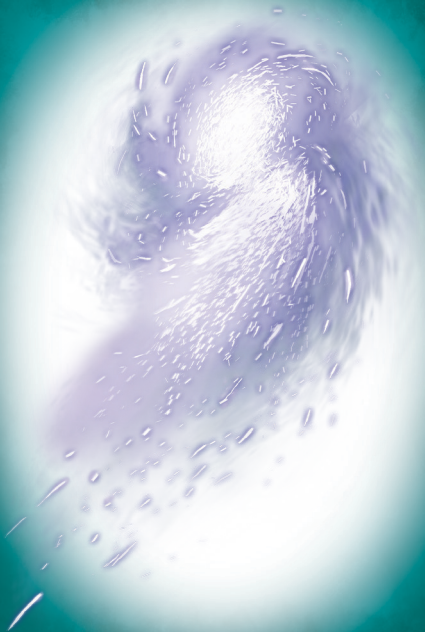
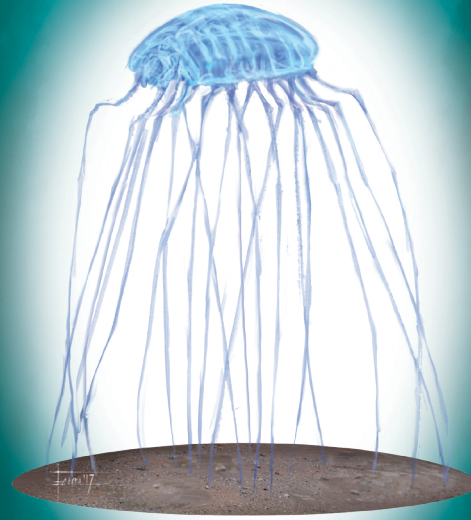
Health: 18
Damage Inflicted: 3 points (see Combat)
Armor: 3

Movement: Short

Combat: If threatened, a namnesis attempts to psychically remove a character's special ability and use it for itself. For instance, if a nano with the Mind Control esotery confronts a namnesis, the nano must succeed on an Intellect defense task or lose the use of that ability for about a minute. As part of the same action, the namnesis attempts to use Mind Control on the character or the character's ally. If a namnesis fails to "borrow" an ability, the target instead takes 3 points of Intellect damage (ignores Armor) that round.

A namnesis may also attempt to remove a foe's memory of their initial meeting so it can slip away or try again, though this works only against a single foe without allies.

106



Nausrak

2 (6)

Health: 9
Damage Inflicted: 3 points
Movement: Short
Modifications: Stealth and deception as level 5; resists poisons and passive energy attacks as level 8.

Combat: A nausrak attacks by hurling a glob of fungus at a foe. A struck target takes 3 points of damage and must also succeed on a Might defense task or become infected.

If three or more nausraks target a foe, it's treated as a single level 5 attack that inflicts 8 points of damage, and the Might defense task becomes difficulty 5.

An infected target struggles for breath and loses their next turn. The infection is a level 5 disease. Every 28 hours the victim must succeed on a Might defense task or descend one step on the damage track as the fungus grows on them, but especially over any objects of the numenera they carry. If a target completely divests itself of such items for 56 hours, the infection ends. If a victim dies while infected, their corpse is ground zero for a fresh infestation.

107

Neanic

5 (15)

Health: 33
Damage Inflicted: 5 points
Movement: Teleports up to a long distance each round

Combat: Each round any character within short range clearly sees the neanic and fails an Intellect defense task, victims suffer 5 points of Intellect damage (ignores Armor). This mind-draining effect persists for one round after a creature who glimpsed a neanic ceases to view it, whether because they turn away, close their eyes, or something else occurs—or because the neanic is killed.

A character could choose to avert their gaze while attacking a neanic, which increases the difficulty of their attack by two steps. The creature doesn't physically attack its foes, but it does stalk after those who run from it, and attempts to teleport itself back into a victim's field of view.

109

Nerodrod

4 (12)

Health: 12
Damage Inflicted: 4 points (see Combat)
Armor: 2
Movement: Short; long when flying

Combat: A nerodrod usually begins a combat with utter surprise, targeting whoever has its distributed body part, a so-called "nerodrod cypher." It arrives suddenly as if it had dived directly from overhead (even if a target is inside or underground), phasing into material form just in time to deliver a level 2 attack that inflicts 10 points of damage. If the target fails a Might defense task, it is also stunned and unable to take its next turn.

In subsequent rounds, the nerodrod can attack with its massive metallic splinter, inflicting 5 points of damage. If it attacks a target holding its distributed body part, it attacks as if a level 6 creature inflicting 7 points of damage.

If threatened overmuch, a nerodrod's core body phases and flies off, searching for easier prey elsewhere in time and space, leaving behind its parts.

110

Nibovian Domicile

4 (12)

Health: 24
Damage Inflicted: 5 points
Armor: 3 (exterior only)
Movement: Immediate; long when it extends thousands of tiny insect legs to shift location or flee from external attackers
Modifications: Deception as level 7; Speed defense as level 1 due to size and relative immobility (Speed defense as level 3 when it extends legs to flee and evade attacks).

Combat: A Nibovian domicile flees if creatures on its exterior realize its true nature. It prefers to attack with a subtle poison it secretes, which appears as nothing more than dust. Someone who spends more than an hour in the domicile must succeed on a Might defense task or they refuse to leave. If left alone, the domicile opens a suspiciously mouthlike "secret hatch" in the floor and attempts to eat the target, inflicting 5 points of damage per bite. A target affected by the poison remains cognizant enough to defend itself but is dazed, finding the difficulty of all tasks increased by one step. The victim won't leave the domicile, even when it's attacking them, unless they succeed on an Intellect defense task. A victim that seems to be getting the better of the domicile is spit out the front door, and then the entire structure flees.

111

Nibovian Guide

5 (15)

Health: 15
Damage Inflicted: 5 points
Armor: 1
Movement: Short
Modifications: Tasks related to stealth, deception, and one area of expertise as level 6.

Combat: The Nibovian guide first seeks to gain the trust of one or more humans, then tries to capture its victims in transdimensional cocoons that transfer them to its home dimension.

The guide releases chemicals into the air that create a drug-like dependency in humans. For each hour that this exchange occurs, the PC feels motivated and positive about whatever the guide is helping with, gaining an asset to any directly related task while the guide is present.

If the PC doesn't uncover what's going on after five days, the PC collapses into unconsciousness. The guide then cocoons the PC in white filaments from spinnerets in its mouth. Once cocooned, a victim has only about ten hours before it is shunted to Reeval, there to face an unknowable fate.

112

Nildir

5 (15)

Health: 23
Damage Inflicted: 8 points
Movement: Short; action to flit between known parallel dimensions
Modifications: Defense tasks as level 6 (see Combat); runs, climbs, and jumps as level 7.

Combat: A nildir tears at prey with its powerful claws until they are incapacitated, then attempts to steal away the dying body to an alternate dimension, there to dine on the still-living flesh in peace.

Dimensional bleed surrounds a planar cannibal—a being of disrupted dimension—like a halo. Each round, disquieting emotions, sounds, visions, and even physical objects appearing out of nowhere can afflict foes. Generally speaking, these effects increase the difficulty of all attacks and defenses against the cannibal by one step, though the GM can also choose to apply specific effects.

As its action, a planar cannibal can move into an alternate dimension, usually one it has previously visited. It leaves behind flickering footsteps that can be followed for one round if pursuers are quick enough (a level 5 Speed task).

113

Nomyn

4 (12)

Health: 18
Damage Inflicted: 4 points
Movement: Short

Combat: A nomyn's touch transfers a handful of insects that inflict 4 points of damage each round until the victim removes the creatures. In addition, victims must succeed on a Might defense task or be blinded by the poison until they use an action to wipe their eyes clear. The difficulty of most physical tasks is increased by two steps for a blinded creature.

As part of the same action, a nomyn's mobile "head" can attack a character by jumping on them, but it only targets victims that have already been blinded. If this happens, treat the head as a separate level 4 creature. If the target fails a Speed defense task, the head automatically inflicts 4 points of damage each round until it can be shaken off.

114

Null-Cat

7 (21)

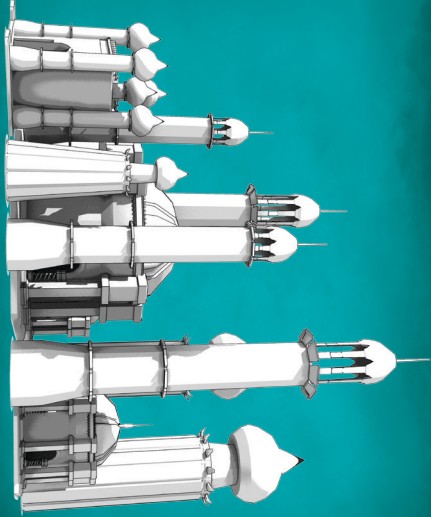
Health: 42
Damage Inflicted: 7 points
Movement: Long; short when climbing
Modifications: Stealth and hiding as level 9; Speed defense as level 6 due to size.

Combat: A null-cat relies on its energy-draining field during combat. All characters within immediate range who have an artifact must roll normally for depletion each round. Anyone who is attacked by the null-cat and suffers damage "burns out" a cypher in their possession (if any) on a failed Intellect defense task. The null-cat gains 5 points of health for each artifact charge and cypher it consumes in this fashion.

Simultaneously with its energy-draining effect, a null-cat can bite a target, inflicting 7 points of damage.

The null-cat stalks victims passing through its territory, preferring to wait until night to attack. If possible, it waits to attack sleeping victims.

115



Olion

3 (9)

Health: 15 **Movement:** Short
Damage Inflicted: 3 points **Modifications:** Stealth as level 4; see Combat.
Combat: An olion has an overwhelming instinct to fake death when confronted with danger. It falls into a torpor nearly indistinguishable from death for minutes, hours, or even longer. While in this trance, an olion has +5 to Armor, gains immunity to poisons and disease, and regains 2 points of health per round.

When an olion falls into its death trance, it releases a psychic attack targeting all other creatures within immediate range. Targets who fail a difficulty 5 Intellect defense task fall unconscious, but do not gain any of the olion's other modifications. The target must depend on an ally to pull it out of immediate range of any "dead" olions, or it must 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.

117

Onrakas

3 (9)

Health: 12 **Movement:** Short; short when burrowing
Damage Inflicted: 3 points **Modifications:** Burrow through stone, synth, metal, and other substances of up to level 7; perception as level 6.
Armor: 2

Combat: An onrakas's claws are unbelievably sharp and ignore Armor except that provided by force fields or by effects or devices of level 8 or higher. The claws also cause bleeding wounds, and a target who takes damage must also succeed on a Might defense task or bleed for 2 points of damage per round until they use an action to tend to the wound.

When three or more onrakases are together, as their action they can produce a level 5 subsonic hum that destructively interferes with a selected object within short range, potentially causing the object to shatter.

119

Oorgolian Tester

4 (12)

Health: 15 **Movement:** Short
Damage Inflicted: 4 points **Modifications:** Knowledge of the numerera as level 6.
Armor: 3

Combat: Oorgolian testers don't directly attack subjects, instead relying on Oorgolian soldiers to provide candidates. But if pressed a tester can attack with a needlelike limb that inflicts 4 points of damage plus a specific drug if the subject fails a difficulty 5 Might defense task. Drug effects include:

Paralysis: For one minute, target can do nothing but speak.

Hallucination: Target can no longer distinguish reality from upsetting visions for three rounds.

Truth: For one hour, target must succeed on a difficulty 6 Intellect task to lie.

Once a target is subdued, a tester asks a series of questions. If the tester believes the target hasn't answered a question, it applies a shock that inflicts 4 points of Speed damage (ignores Armor).

Sample odd questions: "What motivates you?" "Do fish get thirsty?" "Is green angrier than blue?" "Is a fly without wings a walk?"

120

Ort

3 (9)

Health: 9 **Movement:** Short
Damage Inflicted: 4 points **Modifications:** Stealth as level 5.
Armor: 1

Combat: Orts become a frenzy of gibbering threat when they attack, battering foes with limbs suffused with transdimensional energy that inflicts 4 points of damage. Three orts acting in concert can attack as a level 5 creature and inflict 6 points of damage on one attack; a victim must succeed on an additional Might defense task or be pulled into a pocket dimension that the orts use as a lair until the victim can escape (with a successful level 5 Intellect-based task) or the orts return to feed.

121

Otolin

4 (12)

Health: 18 **Movement:** Short; long when flying
Damage Inflicted: 6 points **Modifications:** Tasks related to understanding and using machines as level 7.
Armor: 2

Combat: Otolins use ray emitters that have a range of 300 feet (90 m) in the air and many miles in the void. Because otolins are partly made of machines, they can attempt to seize control of complex equipment carried by foes, such as many artifacts, some cyphers, body parts of characters who Fuse Flesh and Steel, and similar items. Control is gained when characters fail an Intellect defense task, after which an otolin can trigger a cypher or, more likely, attempt to hold a character immobile until they can escape.

As an action, an otolin can absorb a cypher or artifact, and gain a number of points of health equal to double the item's level, even if that raises the otolin above its normal maximum.

Otolins retreat if faced with a more powerful foe, but return with reinforcements later.

122

Overlord Automaton

6 (18)

Health: 30 **Movement:** Long
Damage Inflicted: 7 points **Modifications:** Perceives, persuades, and deceives as level 8; Speed defense as level 5 due to size.
Armor: 4

Combat: Overlord automatons would prefer not to fight. But if it comes to it, an overlord can defend itself with bladelike appendages, attacking up to three foes as a single action. Additionally, an overlord can attempt the following abilities:

Dazzling Display: The overlord produces a hypnogogic light show. Living creatures with eyes within short range who fail an Intellect defense task are dazzled by the overlord's majesty and cannot attack for one round.

False Reinforcements: The overlord produces a burst of electromagnetic radiation tuned to human nervous systems that makes humans believe they are facing three times the number of foes on a failed Intellect defense task.

Force Field: The overlord erects a level 8 force field it can use to trap up to two foes standing next to each other, or to retreat behind and escape.

123

Oxyuratl

6 (18)

Health: 30 **Movement:** Long when flying
Damage Inflicted: 8 points **Modifications:** Speed defense as level 5 due to size; resists deception and trickery as level 2.
Armor: 3

Combat: An oxyuratl can make physical melee attacks, but mostly relies on a long-range ray targeting up to three different creatures as one action. Targets who fail a Speed defense task suffer 8 points of damage from the focused energy.

Alternatively, oxyuratls can focus their superb senses to make a single attack on a target within 2 miles (3 km) that inflicts 10 points of damage.

Finally, an oxyuratl feeling threatened can activate a camouflage ability that makes it difficult to see (stealth as level 7). However, this drains the creature's power reserves, and it must feed on a fresh source of power within the hour or begin to shut down.

If an oxyuratl uses an action, it regains a number of health points equal to the level of a cypher or artifact in its possession. (A cypher is used up. An artifact is depleted.)

124

Phaselost

2 (6)

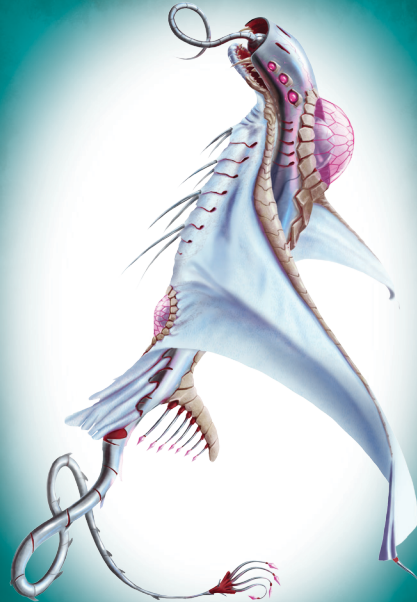
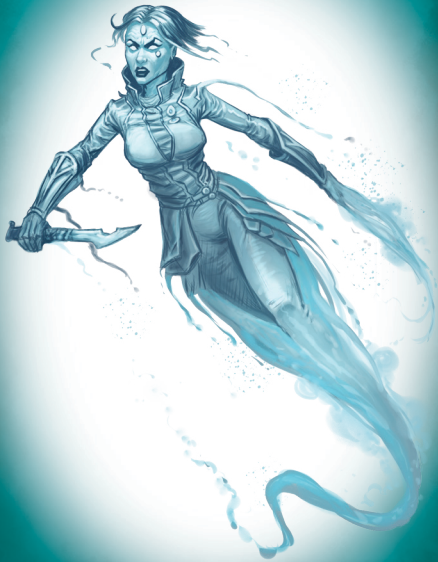
Health: 9 **Movement:** Short when flying
Damage Inflicted: 2 points **Modifications:** Stealth as level 5; phasing attack as level 4.

Combat: A phaselost is mostly out of phase and doesn't take damage from mundane physical sources, such as swords and spears. It takes only 1 point of damage from attacks that inflict energy damage, even attacks specifically designed to affect transdimensional creatures, no matter how much damage was indicated.

On the other hand, a phaselost can attack a target by touching it, inflicting 2 points of Intellect damage (ignores Armor) if successful. This represents the target's physical body gradually being converted into an out-of-phase existence. A target that would otherwise be killed by a phaselost instead becomes phaselost itself after a period of several days, during which its out-of-phase body reconstitutes itself.

It's possible that some kind of intervention using a device or special ability could convert a phased victim or even a phaselost itself back to normal phase.

125



Pherotherm

3 (9)

Health: 15
Damage Inflicted: 4 points

Movement: Short when flying
Modifications: All tasks related to stealth as level 7.

Combat: Energy or transdimensional attacks are the only way to harm a pherotherm; regular weapons just pass through it. A pherotherm, however, can attack a foe with a burning touch that inflicts 4 points of fire damage. The touched target must then succeed on a Might defense task or burn (their skin or their clothing) for 4 points of damage each round until the fire is put out as an action.

Alternatively, a pherotherm can attempt to smother a foe by allowing itself to be breathed in. A target must succeed on a Might defense task or cough and wheeze, and take 4 points of Speed damage (ignores Armor) each round until they can clear the smoke from their lungs (a difficulty 5 Might-based task).

While its fire burns, a pherotherm regains 2 points of health per round, even after it runs out of health.

127

Pitystrian

4 (12)

Health: 14
Damage Inflicted: 4 points
Armor: 2

Movement: Short; immediate when phasing through solid objects (as an action)
Modifications: Knowledge and operation of the numenera as level 6.

Combat: A pitystrian can make two kinds of attacks. The first is a phase blast of inverted dimensional power against a target within long range that inflicts 4 points of damage (ignores Armor).

The second is a melee attack that inflicts damage and requires the target to succeed on a Might defense task to resist an injection of nanomachines. The nanomachines attempt to repurpose the victim to become a clumsy servant of the pitystrian for about a minute before falling into a coma. The servant will do whatever the pitystrian asks, but all tasks attempted by the target are one step more difficult. The deep sleep lasts about an hour, after which targets of level 2 or higher are freed of the compulsion.

If in danger, pitystrians can use an action to phase through a handy wall or other obstruction and try to escape.

128

Psellis

7 (21)

Health: 21
Damage Inflicted: 10 points
Armor: 1

Movement: Short; long when flying
Modifications: Knowledge of one particular concept or mastery as level 10; Speed defense as level 6 due to size.

Combat: Psellises are not usually aggressive but are capable of defending themselves. When one attacks, it dives out of the sky, moving up to a long distance. In the same action, it can release a blast of electricity on all targets within immediate range that ignores most Armor except that provided by force fields.

The first time a psellis is struck in combat, it produces a piercing wail that scrambles minds. Creatures within immediate range must succeed on a Might defense task or become addled and lose their next turn. This defense doesn't require an action by the psellis.

129

Puppet Tree

8 (24)

Health: 33
Damage Inflicted: 10 points
Armor: 3

Movement: None
Modifications: Speed defense as level 5 due to size and immobility; deception and disguise (puppeteering corpses to act in a lifelike manner) as level 6.

Combat: The red reeds surrounding a puppet tree end in hard, sharp crystal spikes. When a living creature comes within short range of the tree, the reeds rise behind the target and try to skewer them through the head or neck. If a target is killed, the puppet tree controls the body as a **corpse puppet**, using it to enact its plans.

Most trees have about five corpse puppets active, which can be simultaneously animated.

All fire attacks against the tree inflict 2 additional points of damage and ignore Armor. The puppet tree will always attempt to stop a fire, or target the source of flame during combat.

Corpse puppet: level 2; a target must also succeed on a Might defense task or be grabbed until it can escape; all physical tasks attempted by the target are one step more difficult.

130

Quar Bastion

5 (15)

Health: 25
Damage Inflicted: 5 points
Armor: 4

Movement: Immediate
Modifications: Speed defense as level 2 due to immense size and lack of agility.

Combat: When a quar bastion must defend itself against aggressors, it relies on the seething swarm of automatons it directs. When it deploys its servitors in combat, they swarm everywhere on tiny legs, allowing the bastion to attack every target within short range.

Directly attacking the swarm isn't likely to produce results, because the bastion can pump out more. However, an effect that inflicts damage in an area at least a short distance across can disrupt the deployed swarm for a round.

Smaller creatures, objects, or structures that can't move out of the way of a slowly advancing quar bastion are crushed.

A quar bastion regains 2 points of health each round while its automatons repair it.

Someone who can talk to machines might be able to cause the swarm to stand idle for a round, but they would have to do so each round.

132

Quover

5 (15)

Health: 22
Damage Inflicted: 5 points
Armor: 4

Movement: Long
Modifications: Speed defense as level 6 due to size and quickness; knowledge tasks as level 7.

Combat: A quover can deliver a pulse of psychic energy to scramble the thoughts of one creature within short range. A target that fails an Intellect defense task takes 5 points of Intellect damage (ignores Armor).

Alternatively, a quover can use a psychic pulse to temporarily transfer its own mind into a target that fails an Intellect defense task. For a period of up to one minute (or until the target whose consciousness is submerged can regain control with a successful Intellect-based task), the quover controls the target creature while its own body stands silently by with eyes closed. A quover-inhabited creature might try to negotiate with others, or simply run the host creature off a cliff or into some other dangerous situation if nothing else seems to do.

133

Rapicaw

1 (3)

Health: 5
Damage Inflicted: 2 points
Armor: 3

Movement: Short; immediate when burrowing
Modifications: Speed defense as level 2 due to size; breaking through solid barriers as level 5.

Combat: Rapicaws attack with mandibles, inflicting 2 points of damage and marking a foe with a special targeting pheromone. For the next hour or so, or until a marked foe can douse itself in water or otherwise remove the scent, all rapicaws can attack the target as if they were level 3 and inflict 5 points of damage.

Sometimes ten or more rapicaws attack the same marked foe by forming a "death spiral" around it. When this happens, the circling rapicaws make a single attack as if level 6 and inflict 12 points of damage. However, during the tight, trampling attack, about half the rapicaws involved in the death spiral attack are killed.

134

Reconstructor

3 (9)

Health: 12
Damage Inflicted: 4 points
Armor: 1

Movement: Short
Modifications: Knowledge of the numenera as level 5; resist trickery as level 2.

Combat: Reconstructors can attack using clawlike manipulators if they have no other weapon, but most have access to some kind of ranged weapon gleaned from a nearby ruin, such as a ray emitter or a localized gravity collider, which usually provides a long-range attack.

Because reconstructors are infused with nanomachines, they are constantly self-repairing tiny flaws. They regain 1 point of health each round, even if reduced to 0 health. This process can be prevented if someone succeeds on a difficulty 5 Intellect task to understand the numenera, then sacrifices a cypher to use that insight to stem the process.

Three or more reconstructors can reconfigure themselves to become a single entity much more powerful than the sum of their parts. These so-called "reconstructor primes" are level 6 and inflict 10 points of damage on a successful attack.

135



Redintegrad

8 (24)

Health: 33
Damage Inflicted: 10 points
Armor: 5

Movement: Long when flying
Modifications: Speed defense as level 5 due to size.

Combat: Redintegrad can smash themselves bodily into targets within short range as a melee attack, attacking all creatures within 25 feet (8 m) of each other at once. Their impressive power reserves (perhaps tapped from a transdimensional source) give them relentless energy and durability, allowing them to smash through most obstacles, including walls, structures, and mountains.

A redintegrad can fire a beam of force at a target within 300 feet (90 m) that inflicts 10 points of damage. On a failed Might defense task, the target is also encapsulated in a level 8 force bubble that resists tampering. Paradoxically, the bubble might keep the target safe from the redintegrad's battering attacks—at least until the air runs out or the target can find a means to collapse the bubble.

136

Residuum

7 (21)

Health: 33
Damage Inflicted: 10 points
Armor: 2

Movement: Short

Combat: As a physically manifest creature, a residuum can batter or stab foes with powerful limbs. However, it can often call upon impressive abilities gleaned from its connection to the datasphere, including the following attacks, which it can project on a foe within short range:

Confusion: The target takes 10 points of damage and must succeed on an Intellect defense task or spend the next turn attacking an ally.

Fear: The target takes 5 points of Intellect damage (ignores Armor) and must succeed on an Intellect defense task or spend their next turn cowering in terror.

Dislocation: The target takes 5 points of Speed damage (ignores Armor) and must succeed on an Intellect defense task or disappear, reappearing in a random location up to a mile (2 km) away.

137

Roummos

5 (15)

Health: 15
Damage Inflicted: 4 points

Movement: Short when flying
Modifications: Attacks as level 4 due to amorphous nature.

Combat: A roummos is partly phased. Due to this a roummos ignores any attack that targets a single creature; it can be affected only by damage from attacks that affect an area. A roummos can affect matter and attack prey, but it has a hard time affecting solid matter (it attacks as if a level 4 creature). But as a phased entity, it can flow around obstacles and squeeze through cracks.

A roummos can flow over and around characters like a cloud. For characters inside the "cloud," the difficulty of all tasks related to perception is increased by one step. Each round a character is so enveloped, they must succeed on a Might defense task as the roummos begins to transfer them into its interior. On a success, the character takes 1 point of damage (ignores Armor); on a failure, they take 5 points (ignores Armor).

138

Rythcalloccer

7 (21)

Health: 33
Damage Inflicted: 7 points
Armor: 3

Movement: Short; short when swimming
Modifications: Knowledge of the numenera and crafting as level 8.

Combat: Rythcalloccers prefer not to fight. If forced to do so, they draw forth one of their orb-like eyes, revealing it to be artificial. Each orb is essentially a cypher that can kick a target (or the rythcalloccer) through time by a few minutes, which removes the target from the current conflict. Other orbs act like detonations or ray emitters that inflict damage while also kicking a target through time. In most cases, the direction is into the future, which means that the target seems to disappear and reappear a few minutes later, with no time having passed for it.

If killed, a rythcalloccer phases away (to where isn't clear—it's possible their body becomes unmoored in time), leaving only a few glass orbs behind.

139

