

# NUMENÉRA™



## ARTIFACTS & ODDITIES COLLECTION I

BY MONTE COOK & BRUCE CORDELL



## INTRODUCTION

# ARTIFACTS & ODDITIES

*The Artifact and Oddity Collection I* is a companion to the *The Cypher Collection I*, another compilation of new devices to use in your Numenera games. In this collection, you'll find more than thirty brand new artifacts that can be added into any campaign. Additionally, you'll find nearly one hundred new oddities to delight and confound your players.

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# ARTIFACTS

Artifacts are the tech devices left over from the civilizations of the past. Compared with cybers, these are devices of a more permanent nature (unless they run out of power) with more straightforward applications—weapons, armor, utility items, and so on. Still, they are rarely straightforward in actual use.

## Crown of Eyes

**Level:** 1d6

**Form:** Metallic circlet set with several crystal spheres

**Effect:** It takes one round to activate the crown. When activated, the crystal spheres separate from the crown and fly around the wearer at immediate range for an hour. The wearer can see anything the crystal spheres can see. This allows the wearer to peek around corners without being exposed to danger. This is an asset in initiative and all perceiving tasks.

**Depletion:** 1 in 1d100

## Distance Imager

**Level:** 1d6 + 1

**Form:** Synth cube with a screen and a number of controls

**Effect:** When pointed at an enclosed structure within 1 mile (1.6 km), the screen shows the interior of that structure, room by room. The user can “move” through the structure (even through walls or other barriers) at a speed of just 10 feet (3 m) per round. One use of the item lasts for 10 rounds.

**Depletion:** 1 in 1d10



## Extreme Lenses

**Level:** 1d6

**Form:** Synth eye cusps

**Effect:** The wearer can refocus her eyes to see up to one hundred times farther than normal.

**Depletion:** 1 in 1d20

## Eye Spy

**Level:** 1d6 + 1

**Form:** Large synth sphere

**Effect:** When activated, the sphere stores up to 28 hours of visual and audio information around it. The sphere can “see” and “hear” as far as an average human, and information is recorded from a 360-degree perspective around it. The information can be replayed on the sphere itself when it is activated again.

**Depletion:** 1 in 1d20

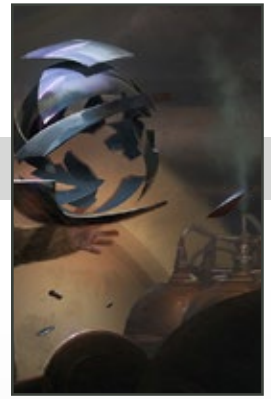
## Foldable Coach

**Level:** 1d6 + 3

**Form:** A chest that folds out into a self-powered coach

**Effect:** It takes two rounds to fold the coach out of its chest, whereupon it becomes a vehicle able to seat up to five humans. The vehicle has six hard synth wheels. When sealed inside, characters are not visible to external creatures, but they can see outside. Furthermore, characters inside gain +5 Armor to all attacks made from outside the coach. Each time it is set up, the coach responds to audible voice commands from passengers, and can travel for up to one hour per artifact level, with long movement on roads and short movement on rough or difficult terrain. It's possible for up to four additional human-sized creatures to ride on top of the coach while it travels. When exhausted, the vehicle folds back into its compact form, ejecting any passengers still within, and can't be used again for several hours.

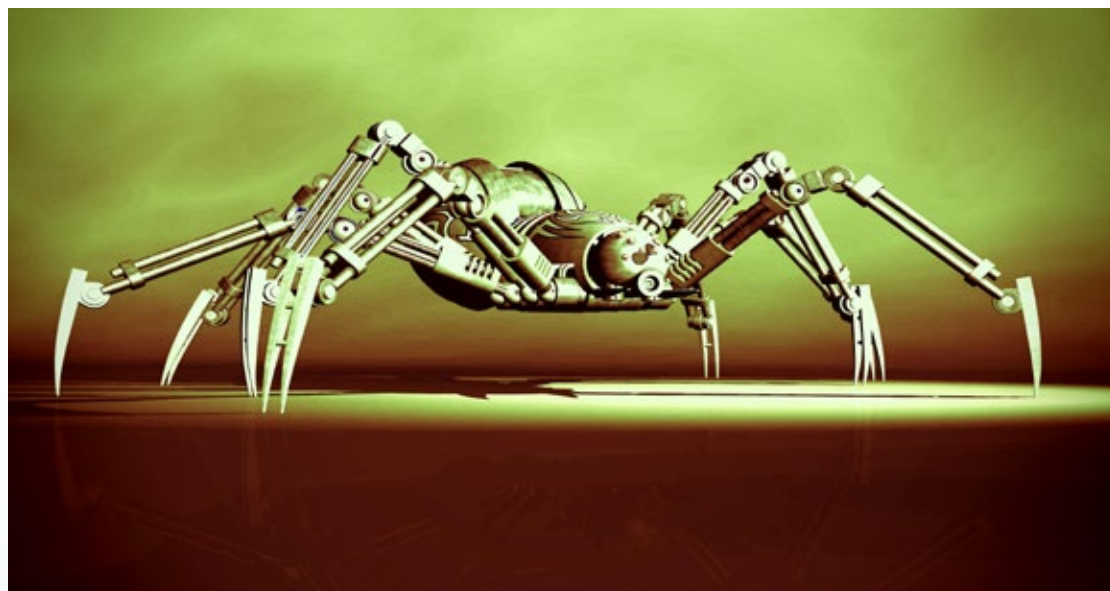
**Depletion:** 1 in 1d20



Throughout this supplement, you'll see page references to various items accompanied by this symbol. These are page references to the Numenera corebook, where you can find additional details about that item, place, creature or concept.

For additional information about artifacts, their uses, discovery, and depletion, see the Numenera corebook, page 298.

*“The Amber Pope, in his decadence, travels about in a foldable coach to hide his movements and insidious agenda.”  
~Narada Trome, anti-papist*



### Handy Hollow

**Level:** 1d6 + 2

**Form:** A square piece of black cloth

**Effect:** It takes one round to fold the black cloth across a flat surface such as on the ground, draped down a wall, and so on, to cover a 5 foot by 5 foot area (1.5 m by 1.5 m). The cloth becomes a permeable passage through the surface reaching up to 10 feet (3 m) through solid material. The permeability lasts for one hour and creates no instability in the surrounding structure.

**Depletion:** 1 in 1d10

### Instant Ladder

**Level:** 1d6

**Form:** Small lightweight rod

**Effect:** When activated, the rod extends and produces rungs so that it can be used as a ladder up to 28 feet (8.4 m) long.

**Depletion:** 1 in 1d100

### Interceptor

**Level:** 1d6 + 2

**Form:** Shoulder-mounted device

**Effect:** When small, fast-moving physical objects (arrows, thrown rocks, or other projectiles) coming toward the device reach a distance within immediate range, it fires bursts of energy that destroy the projectiles if they are lower level than the interceptor. Although the interceptor can fire at multiple targets at once, depletion is rolled for each use.

**Depletion:** 1 in 1d20

### Monowhip

**Level:** 1d6 + 4

**Form:** Hilt with connected red sphere

**Effect:** Produces a 10-foot-long (3 m), hair-thin, glowing white cord. The whip cuts through any material of a level lower than its own, but is dangerous to use. If used to attack, it is a light weapon that ignores Armor of a level lower than its own, but each attack requires a depletion check. Furthermore, each missed attack requires a difficulty 3 Speed defense roll to avoid accidentally taking damage from the retracting whip.

**Depletion:** 1 in 1d20

### Mutation Mask

**Level:** 1d6 + 4

**Form:** A leather facemask with a variety of synth protuberances

**Effect:** When worn, the mask conforms to the wearer's head, enclosing it. While wearing the mask, the character can trigger a mutation by spending an action fiddling with the mask. Over the next few rounds, any previous mutations fade, and a new mutation grows from the character. Roll for a Harmful Mutation (1 on a 1d6), a Beneficial Mutation (2-5 on a 1d6), or a Powerful Mutation (6 on a 1d6).

**Depletion:** 1 in 1d100 (checked each day mask is worn, and checked each time mutation is changed)



*Harmful Mutations, page 124*

*Beneficial Mutations, page 124*

*Powerful Mutations, page 125*



### Obedient Rope

**Level:** 1d6 + 4

**Form:** A 50-foot (15 m) length of thin metallic cable

**Effect:** This extremely useful, semi-intelligent cable obeys the verbal commands of the user. The cable can tie itself in knots and untie those knots. It can become sticky to adhere to surfaces (selectively—parts of the cable can remain normal) or rigid (again, selectively). The rope cannot move of its own volition other than to tie or untie itself.

**Depletion:** 1 in 1d100

### Printing Stylus

**Level:** 1d6 + 2

**Form:** A thick stylus that produces quick-hardening “ink” of varying firmness and strength, as desired

**Effect:** The stylus can be used to draw three-dimensional objects in midair. It takes a few rounds to draw a piece of basic equipment, like rope, a backpack, spikes, or even a sword or shield. Upon completion of the drawing, the user makes an Intellect roll against a target number determined by the GM. The roll might be modified by any skill the GM agrees is pertinent. On a success, the item drawn becomes a real piece of equipment.

**Depletion:** 1 in 1d10

### Probability Mantle

**Level:** 1d6 + 2

**Form:** A multicolored cloak

**Effect:** If the wearer fails a defense roll or attack roll, she can call on the probability mantle for a second chance (and another roll).

**Depletion:** 1 in 1d10

### Projectile Drone

**Level:** 1d6 + 3

**Form:** A 3-foot-tall (1 m tall) collapsible tripod with a metallic projectile weapon mounted on top

**Effect:** It takes two rounds to assemble and set up this device. Once set up, it takes an action to activate. When activated, this device follows whoever activated it around for one hour on its tripod legs (movement: short). If the user comes under attack, the drone fires one shot per round at attackers within long range, inflicting damage equal to the artifact level.

**Depletion:** 1 in 1d20

### Skin of Fire Sloughing

**Level:** 1d6 + 1

**Form:** When not affixed to a creature, this looks like a mass of diaphanous fabric. On a creature, it is almost invisible.

**Effect:** When stretched over a creature’s normal skin, this organic material adheres and conforms to its body shape. While wearing the skin, the creature gains +5 Armor against damage inflicted by fire.

**Depletion:** 1 in 1d100 (checked each time the character sustains fire damage)

### Skin of Water Breathing

**Level:** 1d6 + 1

**Form:** When not affixed to a creature, this looks like a mass of diaphanous fabric. On a creature, it is almost invisible.

**Effect:** When stretched over a creature’s normal skin, this organic material adheres and conforms to its body shape. While wearing the skin, the creature can breathe normally both in air and underwater, and is not adversely affected by extreme pressure or sudden changes in pressure.

**Depletion:** 1 in 1d100 (checked each day skin is used)

*“One wonders if, given the existence of a skin of fire sloughing, there might also exist somewhere a skin of age sloughing.”*

*~Visixtru, varjellan philosopher*



*Someone wearing an activated spider harness looks remarkably like etchings of many-limbed abhumans discovered in a cave near Pike's Head in Ancuan.*

### Smart Boots

**Level:** 1d6 + 1

**Form:** A pair of boots

**Effect:** When activated, the boots allow the wearer to move across rough or difficult terrain, walk up walls, and even walk across liquids without penalty to movement for one hour. In a low gravity or zero gravity environment, the boots adhere to a surface and allow the wearer to walk normally.

**Depletion:** 1 in 1d100

### Smart Cape

**Level:** 1d6 + 1

**Form:** Collared cape

**Effect:** It takes one round to slip into the cape, pull up the collar, and seal the front. When activated, the cape provides +3 points of Armor that protect against damage from fire, electricity, radiation, and most forms of energy.

**Depletion:** 1 in 1d100

### Smart Gloves

**Level:** 1d6 + 2

**Form:** Gauntlets

**Effect:** When activated, the gloves allow the wearer to safely handle objects that would otherwise inflict damage if held, such as burning items or items dripping with acid, or to safely insert hands up to the elbow into liquid mediums that would otherwise inflict damage, such as lava.

**Depletion:** 1 in 1d100



### Smart Helm

**Level:** 1d6 + 1

**Form:** Bulky silvery globe that encloses the wearer's head

**Effect:** When activated, the helm allows the wearer to breathe in any medium, including water, a poisonous atmosphere, or even the airless void for one hour.

**Depletion:** 1 in 1d100

### Solid Light Bindings

**Level:** 1d6 + 3

**Form:** Small metal cylinder

**Effect:** When activated, bonds of solid light entwine around a creature the cylinder touches. It is possible to use this as a weapon (even at a range, although it must be immediate), but successfully capturing an opponent requires two attack rolls—one to touch them with the cylinder and the other to ensure they are ensnared. The bonds last for up to 28 hours.

**Depletion:** 1 in 1d20

### Spider Harness

**Level:** 1d6 + 1

**Form:** Harness-like belt

**Effect:** When activated, eight spindly, jointed, and metallic legs emerge from the belt and lift the wearer a few feet off the ground for a number of minutes equal to the artifact's level. The legs give the wearer a long movement speed on the ground and a short movement speed when climbing on walls or ceilings. In addition, they provide an asset in any task involving running, balance, staying upright, climbing, and so on.

**Depletion:** 1 in 1d100

### Spine Armor

**Level:** 1d6 + 3

**Form:** A synth belt with a toggle

**Effect:** When activated, a spine injects the wearer with a mutagen, causing the wearer's skin to grow a mass of protective spines over the course of a few minutes, providing +3 Armor without any penalties associated with wearing armor. It can't be worn with other normal armor, which would be pierced and torn by the spines. Whenever a character wearing spine armor makes a successful Speed defense roll against a melee attack, the attacker takes 3 points of damage from the piercing spines. The spine armor lasts for four hours, after which the spines become brittle and break off.

**Depletion:** 1 in 1d20



### Strangelight Torch

**Level:** 1d6 + 1

**Form:** Glowing sphere on the end of a synth rod

**Effect:** This device illuminates the immediate area regardless of barriers. That is to say, it casts no shadows, and every nook and cranny in the area is well-lit.

**Depletion:** —

### Thought Storage

**Level:** 1d6 + 2

**Form:** Long organic rod with a number of crystal nodules

**Effect:** The user can project fifteen minutes worth of mental images (real or imagined) and words that can then be replayed by anyone activating the rod again.

**Depletion:** 1 in 1d20

### Thunder Boots

**Level:** 1d6 + 4

**Form:** A pair of boots

**Effect:** When activated, the boots allow the wearer to lift off the ground on a jet of flame, granting the wearer the ability to fly with long movement for a number of minutes equal to the artifact's level.

**Depletion:** 1 in 1d20

### Torment Wand

**Level:** 1d6 + 1

**Form:** Long black rod of metal and synth

**Effect:** The user can attack anyone within short range, inflicting horrendous pain. The victim moves one step down the damage track and cannot take actions. This lasts as long as the victim is within range and the user spends an action each round to continue the attack. Torment wands of level 6 or higher can continue to move the victim down the damage track each round (with a new Might defense roll each round to resist), which means that after three rounds, the target is dead.

**Depletion:** 1 in 1d10

### Tracer Nodule

**Level:** 1d6 + 1

**Form:** A small crystal

**Effect:** When activated, the crystal adheres to any surface and transmits its location (distance and direction) to the user via a mental connection. The connection has a range of 100 miles (160 km) and lasts for a number of days equal to the artifact's level.

**Depletion:** 1 in 1d20

*According to the lyrics of a tavern song popular in some Pytharon inns, thunder boots are the key to entering the floating, invisible, and presumed mythical city of Karnamu the Cloudborne.*



### Tunneling Gauntlets

**Level:** 1d6 + 1

**Form:** An oversize pair of metallic gauntlets with broad nails

**Effect:** It takes one round to slip into the gauntlets. When activated, the gauntlets give a wearer an immediate burrowing speed for one hour. The wearer can burrow through most soils and even some stone, but not material whose level is equal to or higher than the artifact's. A burrow leaves behind a 5 foot (1.5 m) diameter tunnel that remains stable for several hours. After that, such tunnels are subject to collapse.

**Depletion:** 1 in 1d20

### Ultimate Grapnel

**Level:** 1d6 + 2

**Form:** A length of 100 feet (30 m) of synth rope with a glowing sphere at one end

**Effect:** The glowing sphere adheres to any surface or object until activated, which turns off the grip for one minute.

**Depletion:** 1 in 1d100

### Vision Snake

**Level:** 1d6 + 1

**Form:** A 3-foot-long (1 m long), flexible synth tube that can be extended to 8 feet (2.4 m)

**Effect:** Looking through one end of this tube always allows the user to see through it to the other end, no matter how many twists or bends are in the tube.

**Depletion:** —

### Woodwind of the Broken

**Level:** 1d6

**Form:** A flute-like musical instrument

**Effect:** This musical instrument can be played normally, but it has one setting that produces no obviously audible noise. If a tune is played on this setting in any area open to dry wastes, temperate lowlands, or mountains, a pack of 2d6 + 6 broken hounds arrives within a few hours or less at the location where the instrument was played. Once summoned, the broken hounds revert to their normally vicious demeanor.

**Depletion:** 1 in 1d20

### Yesterglass

**Level:** 1d6 + 4

**Form:** Glass panel

**Effect:** When held before the user's face, this panel allows the user to see the last major activity that occurred in the area, even if it was years or centuries earlier. The effect lasts for one minute per use.

**Depletion:** 1 in 1d6

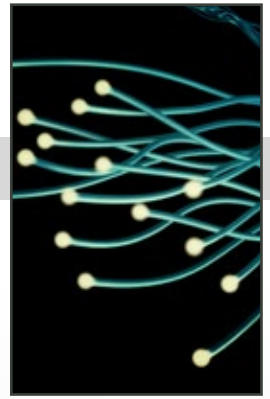
*An explorer recently used a prized piece of yesterglass in the Amorphous Fields. She studied what the glass panel showed her, screamed, and promptly died, blood running from her eyes.*





# ODDITIES

As the *Numenera* corebook states, not everything the ancients created was a combat device or can be used as one now. These miscellaneous devices with little or no practical value are called oddities. The table of additional oddities on the following page is meant to supplement the oddities in the corebook.



*For additional information about oddities, see the Numenera corebook, page 314.*



*Remember: Oddities are odd. As with all Numenera items, oddities aren't very well understood and don't always behave as the players expect them to. Surprise them; that's part of the delightful nature of oddities.*

*Some players will be confused about how to use oddities because they have no clear in-game purpose. Oddities are designed to facilitate the role-playing aspect of Numenera. As such, characters may trade, gift, or sell them (usually for about 10 shins, but sometimes for as much as 50, depending on their perceived value). Players may also use them as part of their character's personality, background, or purpose. Maybe an oddity is contraband. Maybe it's the last remaining part of a PC's wealth or family. Maybe it was a gift from a loved one or a trophy plucked from a dead enemy's body.*

# ODDITY LIST

- 01–50 Use the Oddities table in the *Numenera* corebook (page 314)
- 51 A pair of only slightly human-appearing eyes made of bronze, which occasionally blink
- 52 An invisible, empty, hollow cylinder, 9 inches (23 cm) long
- 53 A powerful magnet that appears to be in the shape of a stylized spider
- 54 Bit of moldable synth that generates constant, soft static noise
- 55 Shoes that produce sound and light with each step
- 56 Synth sleeves that fit over one's fingertips
- 57 Cloth mask that makes each breath taste like mint
- 58 Small synth squares that taste good (but are inedible)
- 59 Metal sphere that floats like a balloon
- 60 Crystal pendant that causes the wearer's hair to stop growing
- 61 Five-inch (13 cm) square of cloth that is uncannily pleasant to touch
- 62 Synth paper that absorbs ink (and stains) after one hour
- 63 Six-inch (15 cm) synth string that stretches to eight feet (2.4 m) without breaking
- 64 Unbreakable glass pyramid filled with what appears to be ice or snow
- 65 Synth sphere that is always warm
- 66 Glass cube that is always cold
- 67 Synth rod that changes color based on who's holding it (always the same color for the same people)
- 68 Metal hemisphere with a glass handle that constantly repeats words in an unknown language
- 69 Glass panel that appears to show the surrounding area from a high vantage, but it is always completely wrong
- 70 Clear synth globe with an arrow inside it that always points at the sun
- 71 Synth panel about 8 inches (20 cm) square that shows meaningless, complex diagrams
- 72 Round pendant with a blinking red light that syncs with the wearer's heartbeat
- 73 Small jar that produces 1 ounce of green paint when the sun rises
- 74 Synth panel that continually shows unknown creatures cavorting in a woodland of unknown plants
- 75 Small metal container that produces a peculiar (but not unpleasant) odor when opened
- 76 Small, warm, metal blade that gives a very close shave
- 77 Small metal disk with a crystal at its center that causes a buzzing noise in the ears of anyone holding it
- 78 Eight-inch (20 cm) length of synth cord that is invisible
- 79 Pea-sized sphere that reduces the pull of gravity within about 4 feet (1.2 m), just enough to notice
- 80 A pair of 1-foot-tall (0.3 m) metal stilts that can strap onto boots or shoes
- 81 A jar of putty that hardens after being exposed to air for one hour, but softens again if touched
- 82 A small disk that bears the image of the father of whoever is touching it
- 83 Six-inch (15 cm) wand of glass that can be bent and even tied in a knot
- 84 Small metal container that makes a loud but brief, shrill tone when opened
- 85 A small sphere nested within a cube, but the cube exists out of phase and cannot be touched
- 86 Eye lenses that glow in the dark
- 87 Three shoes meant for an unknown, nonhuman creature
- 88 Seven-inch (18 cm) square of cloth to which nothing—dirt, muck, tar, adhesive, etc.—will adhere
- 89 Metal rod bent into a triangle that frightens off small animals with its mere presence
- 90 Glow-in-the-dark hair dye (enough for twenty uses)
- 91 Glove that, when worn, makes the wearer's voice sound very high and squeaky
- 92 Ring that reduces the wearer's sense of touch
- 93 Brush that produces a cleansing soap when used
- 94 Tiny box that produces a small synth figurine in the image of someone within immediate range at random times
- 95 Synth cup that turns any liquid placed within it purple (no other change is made, however)
- 96 Cloth mask that gives anyone who wears it itchy hives for one hour
- 97 Rod that projects the two-dimensional image of an unknown creature on any flat surface
- 98 Metal rod that makes anyone who touches it sneeze, but never more than once every few minutes
- 99 Two magnets that become one hundred times heavier when put together
- 00 Tiny glass cube that distorts visibility within 6 inches (15 cm) around it

