

NUMENERA



EXPLORING NUMENERA: STRAND

BY BRUCE R. CORDELL

CREDITS

MOVIE

Creators Valdes/Eriksdotter
Director Joan Manuel Urquiaga Valdes
Narration Writer Monte Cook

GLIMMER

Writer/Designer Bruce R. Cordell
Creative Director Monte Cook
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As we agree with the Chicago Manual of Style that “they” can and should be used as a gender-neutral, singular English language pronoun when one is needed, we have adopted that as the style in our products. If you see this grammatical construction, it is intentional.



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One billion years in the future, we are gone. Everything we know is gone. After us, other great civilizations rose and eventually fell. Each achieved amazing heights. Technology, exploration, and understanding. Now it is the Ninth World. A young civilization arises amid the detritus of those that came before it. Surrounded by wonders that they call the numenera, the people of this future world use these remnants of the past to build a new future. Toward this end, many of the people of the Ninth World spend their days scrounging for bits of the past. These drifters, explorers, and dreamseekers find treasures that are sometimes fleeting, sometimes incredible. But what the past forged from science, these new stewards of the earth call: Magic.

If, like the Drifter, you want to explore and learn more about the wonders shown in *Numenéra: STRAND*, read on. This glimmer provides additional insights about the Drifter himself, the location he visits, the cyphers and artifacts he uses and finds, and the strange entities he encounters.



This adventure includes page references to various subjects accompanied by this symbol. These references are to the *Numenera* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook; doing so is an optional way to learn more about the Ninth World and provide additional information to your players.



EXPLORING NUMENERA: STRAND

THE DRIFTER

A man of few words, the Drifter left his name, family, and former associates behind, devoting himself solely to exploration. Unlike most, the Drifter wasn't satisfied spending his life farming, hunting, or trading within a few miles of the place where he was born, never knowing what lies beyond the hills or within the weird structures of the prior worlds dotting the landscape. So, he set out to discover new things.

Self-taught, the Drifter knows a little about a great many things. But foremost among those things is his knowledge of the detritus of earlier civilizations. He is conversant with the numenera, and is willing to blaze trails and scout unexplored regions, no matter how dangerous. The Drifter has explored many places, including the [Voil Chasm](#), a portion of the Black Riage mountains, and even the [Obelisk of the Water God](#). In his travels, he's accumulated a variety of cyphers and other weird objects, including a crystal he wears on a bracer, that helps him unlock even deeper secrets.

Recently, the Drifter learned of the Nacreous Strand, a region of beach along the Milave coast. According to what he was able to interpret from the dying whispers of a [nevajin](#), the Nacreous Strand is rich in the numenera, including a half-sunken installation of a dead civilization that towers from the sea. On the strand, waves ceaselessly break on a shore that's often alight with drifting motes of light.

TELLTALE CRYSTAL (ARTIFACT)

Level: 1d6 + 2

Form: Smooth crystal set in a metallic bracer

Effect: The crystal glimmers with blue light if an object of the numenera is within short range. If an object of the numenera within immediate range is studied with this artifact, the difficulty of any Intellect task made by the user to understand that object is reduced by two steps.

Depletion: 1 in 1d20



The Drifter: level 5, knowledge of the numenera as level 6; Armor 1; cyphers used by the Drifter function as if two levels higher; immune to disease and poison; automatically succeeds on any Intellect task (including defense) up to level 4; carries telltale bracer artifact and three cyphers



[Voil Chasm](#), page 155

[Obelisk of the Water God](#), page 144

[Nevajin](#), page 248



Sea of Secrets,
page 171

NACREOUS STRAND

At Milave's southwestern edge lies a section of beach called the Nacreous Strand. The strand borders Kelen Bay and the Sea of Secrets. Most days along the strand are overcast and cold, and the swirling "witch" lights that often dance along the beach offer no warmth. Explorers familiar with the weather see the swirling motes as a good omen, as their presence is often correlated with new fragments of unimaginable technology. In truth, though few explorers ever realize it, the swirling motes are not actually weather, but the dispersed form of a creature known as a **nacreon wind**.

Nacreon wind, page 7

The crooked ruin in the water looms up from somewhere just past the horizon, approximately 3 miles (5 km) off the coast. If an explorer ever named it, no record exists, nor is there any record of what might lie within its vast expanse. Whatever else might be the case, the ruin is rife with the numenera, since elements of that crumbling structure regularly wash up on the Nacreous Strand.

If you like, you can use the table below to determine what searching PCs might find on the strand on any given day. The nacreon wind that haunts the strand often modifies cyphers and artifacts there, overwriting their functions with new ones, or giving them

one additional ability. In rare cases, a cypher changed by a nacreon wind may summon the passage of a massive moving structure known as the Convoy of the Sky God.

A nacreon does not care about the courier, but instead about the moving structure known as the Convoy of the Sky God that couriers ride within because they "feed" off the energy generated whenever the convoy passes overhead. Or maybe that's wrong. Maybe the nacreon wind is actually related to the couriers, or some other entity that makes its home in the convoy, and wishes for a brief communion.

| | |
|-----|------------------------|
| 1–6 | 1 cypher |
| 7–8 | 1d6 cyphers |
| 9 | 1 artifact |
| 10 | Celestial shell cypher |



Cyphers, page 278

Artifacts, page 298



The numenera brings promise of power. Of knowledge. Of true understanding. But what happens when such things come to one before they are prepared for them?



CELESTIAL SHELL

Level: 1d6 + 2

Usable: Small handheld device shaped like a series of nested silver seashells

Effect: For one hour, the device grants the user the ability to initiate long-range mental communication with anyone else, while at the same time granting the user +2 Armor against effects that inflict Intellect damage.

Special: A subset of celestial shells have been altered by contact with a nacreon wind, and provide one additional effect if the cypher is used: it summons a vast vehicle called the Convoy of the Sky God.

CONVOY OF THE SKY GOD

Though witnessed in other locations, an immense moving structure that wends through the sky—dubbed the Convoy of the Sky God—is drawn preferentially to the Nacreous Strand. The grand object resembles a series of stubby towers, laid end to end, gapped by several feet of air but somehow still connected, winding down from the sky. The vehicle exterior changes over time. Sometimes the surfaces resemble dark metal. Sometimes they're bright with complex patterns of light. When it first arrives in a new location, it announces its presence with a cacophonous blast of dreadful sound.

The Convoy of the Sky God is a spatial, temporal, and transdimensional transport,

the last of its kind still operating. It persists at many objectives that are beyond the ken of humanity, though one of its primary purposes is related to securing the borders of our world from temporal or transdimensional dissolution.

The Convoy is also the designated vessel containing a singular artifact of untold power called the Omnierudite Cube. It's unclear whether the cube is a possession of other entities riding in the moving structure, if it's the other way around, or if the cube is one of many entities responsible for determining the Convoy's passage.

OMNIERUDITE CUBE

The Omnierudite Cube has a purpose too complex to describe in a language humans comprehend. It is a portal offering a glimpse of personal transcendence, a god-like mind from a prior world frozen and chained in the "fallen world" of matter, a direct jack into the datasphere itself, and more. It's one of several entities responsible for maneuvering the Convoy of the Sky God, though whether it does so willingly, subconsciously, or because it seeks to fulfill some hidden purpose is a matter for debate.

Sometimes the Omnierudite Cube is expelled from the Convoy of the Sky God, especially in the presence of large concentrations of energy or near ruins of the prior worlds. Creatures in the vicinity who see the expulsion can interact with it as if it were an artifact. Not surprisingly, doing so is dangerous.



Anoetic cyphers are simple to use: a pill to swallow, a small handheld device with a switch to flip, or a bomb to throw.



Occultic cyphers are more complex and more dangerous, but they often have better and more interesting effects. An occultic cypher counts as two cyphers for the purpose of determining how many you can bear at the same time.



*The power of past is often beyond the ken of the humanity. Is the ability built by the past a blessing?
Or a curse?*

OMNIERUDITE CUBE (ARTIFACT)

Level: 9

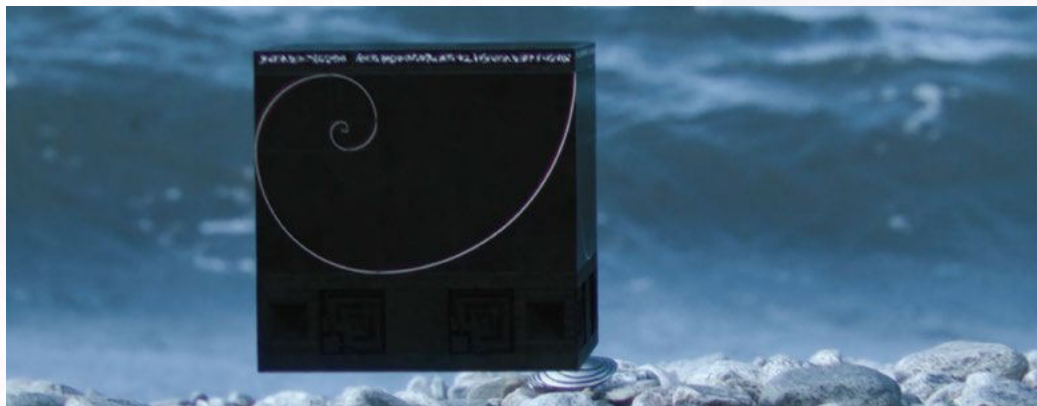
Form: Black cube with fractal interior

Effect: The user who touches the cube suffers 3 points of Intellect damage (ignores Armor) as the cube splits open to reveal an indescribable interior. A user is then presented with a series of visions (the topic chosen by the user) over the course of a minute. The visions are true images of reality from the deep past, possibilities unfolding in alternate dimensions, or a presentation of events as they could be in the immediate future. However, each round the victim is in thrall to these visions inflicts 3 additional points of Intellect damage.

Users who become impaired because they have no more points of Intellect face immediate danger if they do not break eye contact. Each round a user allows the visions to unfold while they have no Intellect requires that they succeed on a difficulty 6 Intellect defense task. On a failure, the Cube disassembles and eats the character with a swarm of ebony nanites.

A user who survives these visions can then “make a wish” related to something shown to them by the visions. The desire is granted, within limits. The level of the effect granted is no greater than the level of the artifact (level 9) and as determined by the GM, who can modify the actual effect accordingly. (The larger the proposed alteration to reality, the more likely the GM will limit its effect.)

Depletion: Automatic (upon depletion, the cube is recalled by the Convoy of the Sky God)



NACREON WIND

2 (6)

A nacreon wind exists in two states, dispersed and concentrated. Those who witness a passing nacreon wind might not ever know that it's a living creature, unless the nacreon wind moves from its dispersed state to a concentrated state. It mostly remains dispersed as a swirling collection of glowing white-blue motes. The motes swirl within an area at least a long distance in diameter. Most assume the phenomenon is merely weather. However, when it becomes agitated or is triggered, it can concentrate its form, becoming a single glowing mass that mimics the form of the creature or object that triggered its interest.

Some explorers seek out passing nacreon winds, whether or not they know the wind is actually a creature, because they believe seeing them is a good omen. It means that objects of the numenera are likely to be close by. Such objects may spontaneously power on and reveal their presence thanks to an invisible resonance with the nacreon wind. This residual "feeding" usually satisfies the creature, but sometimes it forms a semisolid body to interact with the object.

Motive: Inexplicable

Environment: Anywhere

Health: 9

Damage Inflicted: 3 points

Movement: Short when flying

Combat: In its dispersed state, a nacreon wind is insubstantial. It can't be affected by anything unless the attack is transdimensional. The creature fills an area a long distance across, and it can singly move through small cracks and fissures. In this state, it cannot attack other creatures. Its presence in an area does make all tasks related to objects of the numenera one step less difficult, as those objects tend to gleam, power on, or otherwise reveal themselves as the glowing motes sip residual energy from them.

As an action, a nacreon wind can concentrate down to a fraction of its former size to become a nacreon solid that mimics, in outline only, the shape of a character or object. In this shape, it touches a character (who allows it, or who fails a Speed defense task) or unattended cypher and "rewrites" its functionality with a pulse of light. If this happens to a character, randomly choose one new cypher for that character (the old cypher remains in form, but it has a new function).

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

Interaction: This energy creature is somewhat inexplicable. Clever adventurers follow nacreous winds about, hoping to discover rich new caches of the numenera.

Use: An area along a wind-swept coast is known to be rich in the numenera as well as strange weather patterns that produce thousands of tiny motes of light.

GM Intrusion: *The cypher touched by the nacreon retains whatever capacity it had before, but it also gains an additional, secret effect: if the cypher is activated, it summons the Convoy of the Sky God, that passes overhead.*

Convoy of the Sky God, page 5

