

NUMENERA™



CREATURE DECK



To print your Creature Deck, 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: A creature's level determines the target number a PC must reach to attack or defend against the opponent. The difficulty number 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 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. **Orange** numbers refer to the *Numenera* corebook, while **blue** numbers refer to *The Ninth World Bestiary*.

Numenera™ Creature Deck

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 of the most commonly encountered creatures in the Ninth World, drawn from both the *Numenera* corebook and *The Ninth World Bestiary*. 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 corebook, for full stats and info) on one side, and an image to share with your players on the reverse.

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Abykos 4 (12)

Health: 12
Damage Inflicted: 4 points
Movement: Short
Modifications: Defends as level 5 (or as level 7; see Combat).

Combat: An abykos fights with its long, seemingly metallic claws. At the beginning or the end of its turn, it can choose to be insubstantial, solid, or partially solid. Once this decision is made, the creature can't change state again until its next turn.

While insubstantial, it can't affect or be affected by anything unless the attack is pandimensional. While partially solid, an abykos defends as level 7. It can affect and attack in this state, but affects solid matter as level 2. While solid, an abykos can affect and be affected by others normally. As an attack, a solid abykos can touch an object that uses transdimensional energies, such as an artifact or a cypher. Instead of taking damage, the object is drained of power and becomes useless and the abykos gains +5 health (even if the increase puts it above its maximum health).

230

Accelerator 6 (18)

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

Combat: Accelerators defend themselves with multiple bladelike appendages, attacking up to three foes as a single action.

Most significantly, however, they can alter the acceleration of up to three different creatures or objects within immediate range, from halting a moving object to causing an object to suddenly move rapidly and with force. This power can be used in a variety of ways. They can: hurl a heavy object at a target in short range (7 points of damage), hurl a light object up to long range (5 points of damage), or hurl a foe away from them up to short range (7 points of damage). A moving character or object within immediate range can also be forced to stop immediately and remain motionless for one round.

20

Astraphin Monolith 6 (18)

Health: 30
Damage Inflicted: 6 points
Armor: 4
Movement: None

Combat: An astraphin monolith can fire a beam of energy at foes within a range of 200 feet (61 m), but it can vary the type of beam based on the situation:

- A blast of raw force that inflicts 6 points of damage on one target
- A ray of psychic energy that inflicts 4 points of Intellect damage on one target (and ignores Armor)
- A beam of nerve-targeting energy that paralyzes one target if she fails a Might defense roll. Each round, the paralyzed victim can attempt another Might defense roll to shrug off the effect
- A burst of heat that inflicts 3 points of damage on all creatures within immediate range (rather than its normal range)

21

Avatrol 4 (12)

Health: 19
Damage Inflicted: 4 points
Armor: 2
Movement: Long
Modifications: Attacks as level 5; perceives as level 6.

Combat: Avatrols use nasty, charging pounces when they attack. However, the most interesting thing about them is that they are immune to most dangerous energies. Blasts of force, concentrated light, and focused heat reflect off the hide of an avatrol back in the direction it came from. (This isn't true of more specific or exotic energies—magnetic waves, high frequency sonics, and so on—or of ambient damage.) Reflected rays have the same level, range, and damage as the original source of the attack, so avoiding the reflected beam of a level 7 ray emitter is a difficulty 7 task.

22

Balikna 4 (12)

Health: 20
Damage Inflicted: 6 points
Armor: 3
Movement: Short
Modifications: Defends as level 5 due to camouflage.

Combat: The balikna's camouflage is a passive skill (a level 3 task). If it's invisible, each PC must make an Intellect roll every round to see it. Failure means that the character cannot attack the creature this round, and defending against it is two steps more difficult. The balikna knows who cannot see it and always attacks them, if possible.

Its main attack is a sneak attack, a swipe with its heavy spiked tail that inflicts 6 points of damage and stuns its opponent for one round, meaning that he loses his next turn. The creature follows up with an attempt to close its pincers on its stunned opponent for 4 points of damage.

23

Bellowheart 6 (18)

Health: 30
Damage Inflicted: 6 points
Armor: 3
Movement: Short
Modifications: Speed defense as level 5 due to size.

Combat: A bellowheart can attack up to six different foes with its whiplike tendrils. On each attack, it chooses one of the following effects:

- A flesh-eating acid (2 additional points of damage)
- A nervous-system-disrupting venom (4 points of Speed damage if the victim fails a Might defense roll)
- A paralytic concoction (victim loses his next turn if he fails a Might defense roll)
- A poison that blurs the victim's vision (increases the difficulty of all actions requiring sight by one step for one hour)
- A disorienting venom (changes the target of the character's next action (such as an attack) to a random target within immediate range).

24

Blitzer 5 (15)

Health: 20
Damage Inflicted: 6–15 points (see Combat)
Armor: 4
Movement: Short
Modifications: See Combat for escalating attack level modification.

Combat: It attacks by blitzing, which increases its mass, damage, and attack level each round, according to the following schedule:

- Round 1* Damage 6 points; attacks as level 5
- Round 2* Damage 9 points; attacks as level 6
- Round 3* Damage 12 points; attacks as level 7
- Round 4* Damage 15 points; attacks as level 8
- Round 5* Blitzer overheats, falls dead, and begins to smolder

25

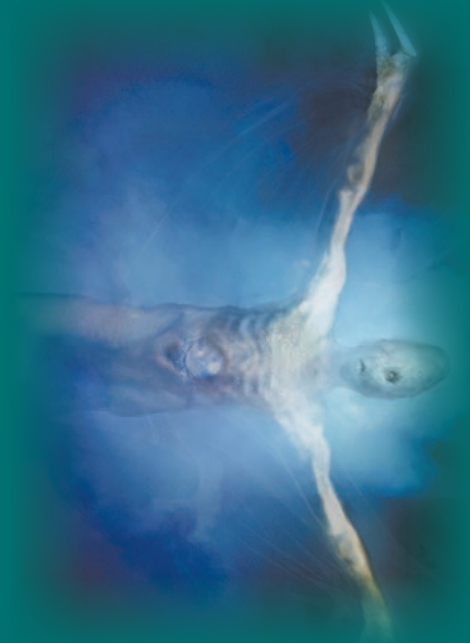
Blood Barm 3 (9)

Health: 10
Damage Inflicted: 4 points
Armor: 2
Movement: Short
Modifications: Speed defense as level 4 due to size.

Combat: Blood barms' main mode of attack is through the opening in their necks—they slide the membrane back and spray out blood bubbles that are filled with long, sharp seeds. The bubbles attack a target in short range and burst on impact, causing 4 points of damage.

Barms can break their own body sacs by pressing them against a PC or an object. The larger sacs burst first due to their extended size, and any young barms within are born. Each youngling is level 2 (6) and deals 2 points of damage.

232



Bloodfeast Tick Scion 6 (18)

Health: 18 **Movement:** Short
Damage Inflicted:
6 points
Armor: 2

Combat: If an insect-sized bloodfeast tick scion drops unseen onto a victim, she is allowed a difficulty 3 Intellect defense roll to notice the itchy sensation of the tiny insect crawling across her skin. If detected, the insect is easily smashed.

But if the victim doesn't notice, the next time she sleeps, that sleep deepens rapidly to a coma. If her companions fail to notice the quickly bloating insect sucking her blood and nothing else intervenes before ten hours have elapsed, the victim dies and the tick scion tears free. If the victim is roused (and the bloating tick squished) sometime before ten full hours of exsanguination have elapsed, she is saved but is debilitated for a few days.

A tick scion can make two bashing attacks with a single action using its powerful limbs.

26

Broken Hound 2 (6)

Health: 6 **Movement:** Short
Damage Inflicted: 4 points
Modifications:
Perception as level 5 due to scent.

Combat: These creatures deal damage with their terrible bite. Broken hounds attack in large numbers. Four to six of them can concentrate on one foe and make one attack as if they were a level 4 creature, inflicting 8 points of damage. Each hound must still be attacked individually, as normal. If their numbers are reduced to fewer than four, they flee.

232

Callerrail 7 (21)

Health: 30 **Movement:** Short
Damage Inflicted: 7 points
Armor: 3

Modifications:
Speed defense as level 6 due to size. Breaks objects as level 9. Reacts to deception and trickery as level 5.

Combat: A callerrail smashes foes with its powerful limbs. It can absorb matter, healing itself a number of points equal to the level of the material (5 or 6 points for a large piece of metal or stone, for example).

In addition, a callerrail can hold its action until a foe attacks with a weapon. The foe must make a Speed defense roll to avoid having the weapon absorbed into the creature. Absorbing a weapon heals the callerrail for a few points, negates the attack, and destroys the weapon.

234

Calyptor 3 (9)

Health: 9 **Movement:** Short
Damage Inflicted: 5 points
Armor: 2

Modifications:
Musical performance as level 7; perception tasks as level 7.

Combat: A calyptor attacks locally with its piercing head spikes or at long range via an intensely loud, focused bleat that inflicts 2 points of damage (ignores Armor). A pride of calyptors plays coordinated chords that create a level 5 attack, producing either soporific or panic effect (the calyptor's choice) on every creature in short range who fails an Intellect defense roll.

Soporific: The sound puts the listener to sleep for one minute or until roused by rough treatment or an extremely loud noise (not made by a calyptor).

Panic: The sound instills unreasoning fear in the listener for one minute. During this time, the victim runs off, stumbling and falling in her haste to get away from the calyptors.

27

Cave Qui 4 (12)

Health: 12 **Movement:** Short
Damage Inflicted: 4 points
when on the ground; long when flying
Modifications: Tasks related to persuasion as level 6.

Combat: A cave qui attacks a foe with its claws.

Three cave quis can coordinate their attack, acting like a swarm. When they swarm, they make a single attack against one character as a level 6 creature and deal 8 points of damage (4 points even if the target succeeds on a Speed defense roll).

Cave quis speak their own hypersonic language, which many creatures can't hear.

28

Chirog 4 (12)

Health: 15 **Movement:** Short
Damage Inflicted: 5 points
Modifications:
Climbs as level 7.
Armor: 3

Combat: Chirogs do not use weapons or tools, usually attacking with a savage bite. However, they can also grapple a foe, which is just like a normal attack except that rather than inflicting damage, it holds the foe immobile. The foe can take only purely mental actions or struggle to get free (a Might task at difficulty 4).

Both the grappling chirog and the grappled foe are easier targets for other combatants, with attackers gaining a two-step modification in their favor.

235

Chronal Feeder 4 (12)

Health: 18 **Movement:** Short;
Damage Inflicted: 5 points
can phase into its home dimension as an action. On its next action, it can phase back into this world and move, traveling up to 300 feet (91 m) each time.
Armor: 1
Modifications:
Perception as level 5.

Combat: A chronal feeder attacks with its crushing mandibles.

A chronal feeder can phase back and forth between its home dimension and the Ninth World, and it uses this ability to great effect when hunting prey. For instance, it can close on prey otherwise protected by barriers or features of the landscape. It can also use this ability to draw a victim's attention and then launch a surprise attack from behind.

31

Cragworm 6 (18)

Health: 36 **Movement:** Short
Damage Inflicted: 8 points
Armor: 2

Modifications: Hides in rocky terrain as level 7. Speed defense as level 5 due to size. Perception as level 4. Resists trickery as level 3.

Combat: A cragworm hides amid rocks and ruins. While hiding, it howls, and the subsonic nature of the sound paralyzes anyone within long range. Victims who fail Intellect defense rolls are paralyzed for two rounds.

When the cragworm emerges from its hiding place to attack, its envenomed bite inflicts terrible damage. Victims who fail Might defense rolls move one step down the damage track.

Once a cragworm enters combat, it fights to the death.

236



Culova 4 (12)

Health: 20 **Movement:** Long
Damage Inflicted: 4 points
Armor: 2

Modifications: Moves with stealth and climbs as level 6.

Combat: Culovas can spray venom from their mouths. When they do, their heads turn almost 360 degrees, so all creatures within 10 feet (3 m) get the poison in their eyes, nose, and mouth. A victim must make a Might defense roll; those who fail suffer 4 points of Speed damage (ignoring Armor). Otherwise, culovas attack using weapons, usually javelins or spiked clubs.

Culovas enjoy laying ambushes for foes or sneaking around to flank or surprise from the rear. If things reach a point where a culova is engaged in combat, it fights to the death.

236

Dark Fathom 8 (24)

Health: 40 **Movement:** Short
Damage Inflicted: 8 points
Armor: 4

Modifications: Perception as level 6. Sees through deception as level 6.

Combat: The dark fathom has a construct like a singularity, drawing in all ranged attacks—matter and energy—and consuming them. The only ranged attacks that harm it are mental, magnetic, or extradimensional. Characters who stand close enough to the dark fathom to touch it or make melee attacks against it must make a Might defense roll each round. Those who fail are drawn into the singularity (at least partially) and sustain 30 points of damage.

As an action, a dark fathom can draw all creatures and objects within short range so they end up next to it. If the dark fathom draws too much, it can be overwhelmed and lose its next action.

A dark fathom is immune to poison, disease, and other attacks relying on physiology.

237

Dedimaskis 7 (21)

Health: 35 **Movement:** Long
Damage Inflicted: 7 points
Armor: 4 (see Combat)

Modifications: Speed defense as level 6 due to size.

Combat: A dedimaskis can fire up to four destructive rays in a single round at the same or different targets within long range or one destructive ray at a range of 1,000 feet (305 m) in lieu of making four attacks. A dedimaskis regenerates 3 points of health each round as the slaved swarm repairs and maintains it.

Further, the slaved machines can rapidly adapt the larger machine to various situations. For example, after two rounds of dealing with a particular attack from a particular foe, they can repair 1 additional point of Armor against that attack. They can adapt the dedimaskis to give it new abilities, such as a level increase in performing certain tasks, as the GM sees fit.

35

Dimensional Husk 5 (15)

Health: 15 **Movement:** Short;
Damage Inflicted: 3 points can teleport to any location it can see as an action.
Armor: 2

Modifications: Social interaction tasks as level 1.

Combat: A dimensional husk is composed of many overlapping versions of itself—most reasonable, a few improbable—that are always in flux. A dimensional husk that appeared without weapons before combat can produce them, as if from nowhere, and attack with 1d6 melee or ranged weapons each round, each wielded by a hazy alternate version of the husk.

A husk is difficult to hit due to its fluctuating nature. When rolling an attack against a husk, a PC must reroll even-numbered results and take the second roll.

36

Disassembler 5 (15)

Health: 18 **Movement:** Short
Damage Inflicted: 5 points
Armor: 4

Modifications: Moves with stealth and climbs as level 6.

Combat: A disassembler's arms end in tools that allow it to take apart inorganic matter on a molecular level, turning solids into liquid and gas. Obviously, this ability makes it an effective combatant against automatons and the like. A disassembler inflicts 10 points of damage against inorganic foes. In addition, a disassembler can destroy a foe's weapons or armor by touch, which is usually its initial strategy against organic opponents that are armored or armed.

The creature's disassembling tools cannot affect organic matter, but this limitation might have been programmed into it—perhaps as a safety mechanism—rather than an inability. A disassembler with this prohibition removed would be a true terror.

238

Drebil 2 (6)

Health: 9 **Movement:** Long when flying; immediate when on the ground.
Damage Inflicted: 3 points
Armor: 1

Modifications: Deceiving as level 6; Speed defense as level 3 due to size.

Combat: A drebil that can't attack a creature with surprise usually will not initiate an attack. A disguised drebil ends its charade, attacking a victim who has picked up or otherwise touched the creature. When this occurs, the drebil instantly retracts its faux-skin disguise and bites the target, surprising the target so much that the difficulty of his Speed defense roll is increased by two steps. If the drebil hits with the surprise attack, it deals 7 points of damage (unless Armor completely encapsulates the victim, offering no soft places to bite; however, a drebil is unlikely to attack such a target). A drebil whose health is reduced to 3 or less attempts to fly off and escape to its lair.

38

Earthshaker 8 (24)

Health: 80 **Movement:** Long
Damage Inflicted: 8 points
Armor: 4

Modifications: Speed defense as level 4 due to size.

Combat: An earthshaker attacks with its impressive display of tusks and can target up to four creatures (standing next to each other) with a single attack.

An earthshaker can also make a trampling attack if it can get up to speed first by making a charge from long range. When it does, it moves 200 feet (61 m) in a round, and anything that comes within immediate range is attacked. Even those who make a successful Speed defense roll take 2 points of damage.

39

Edacious Destroyer 7 (21)

Health: 30 **Movement:** Long
Damage Inflicted: 8 points
Armor: 5

Modifications: Speed defense as level 5 due to size.

Combat: For living prey, edacious destroyers attack with their giant, clublike arms, battering foes for 8 points of damage.

In addition, they may attempt to suck still-living prey into their sprouts. If a PC fails a difficulty 4 Speed defense roll, he is sucked into the sprout, taking 5 points of damage. To cut himself free or otherwise escape from his living, crushing cage, the captured PC must succeed on two difficulty 3 Might defense rolls. If he fails three rolls before he escapes, he is crushed.

40



Elлноica 5 (15)

Health: 18
Damage Inflicted: 3 points
Armor: 2 or 10 (against acid)

Movement: Short, even when burrowing through solids with acid.
Modifications: Stealth and Speed defense as level 6 when visible. Speed defense as level 10 when invisible (if the attacker can sense the ellnoica via something other than sight).

Combat: An ellnoica usually begins a combat invisible, surprising its prey with the initial attack. When the ellnoica attacks, it becomes visible. Once the creature becomes visible, it cannot become invisible again for one minute, or for at least one minute after it's been hurt.

Each of its three feeding tentacles can attack a different target with a crushing blow. If an ellnoica attacks a single victim with all three feeding tentacles, it makes one attack that, if successful, crushes the victim (5 points of damage) and inflicts acid burns (2 points of damage). Once dead and tenderized, a victim is liquefied by the acid and slurped up.

41

Encephalon 6 (18)

Health: 36
Damage Inflicted: 7 points
Armor: 2
Movement: Short when walking on the surface or burrowing
Modifications: Disguise as level 3.

Combat: An encephalon makes physical attacks with its massive arms, but only when desperate. Its preferred method of attack is loosing a flock of hundreds of tiny cranial slugs at a group of creatures within half a mile. Each attacked creature must succeed on a Speed defense roll. On a failed roll, one or more of the flying purple slugs lands on the character, punches a proboscis through temple, ear, or other soft route to the brain, and inflicts 3 points of damage. Once the flock is loosed, it continues to attack each round until it has digested a total of 30 points of Intellect damage. At that point, the slugs sweep back to the parent encephalon and are ingested into the creature's toothless maw, granting the encephalon 30 points of health.

An encephalon can spit out a new flock of cranial slugs every hour.

43

Erynth Grask 6 (18)

Health: 28
Damage Inflicted: 8 points
Armor: 1
Movement: Short

Combat: When it attacks prey from beneath, the erynth grask uses its claws, bite, or tentacles (which do not inflict damage but instead disrupt the victim's nervous system, causing him to lose his next turn if he fails a Might defense roll).

At the same time, the erynth grask uses its telekinetic abilities to manipulate up to six small objects (weighing 10 pounds [4.5 kg] or less) at once. It uses these objects in several ways: as shields (each one increasing the difficulty of striking the erynth grask by one step; no more than two objects can be used in this way); by hurling the objects as projectiles (long range, 6 points of damage); and by grabbing an object in its foe's hand or on his person (which increases the difficulty of all of the foe's actions by one step).

An erynth grask flees if it takes damage equal to half its health.

240

Etterick 6 (18)

Health: 25
Damage Inflicted: 6 points
Armor: 4
Movement: Short

Combat: An etterick is a straightforward combatant, pummeling foes with its fists.

An etterick can emit a powerful magnetic pulse that inflicts damage to all within short range. Those with a large amount of metal on their person must make a Might defense roll or be knocked down and back an immediate distance. The etterick cannot use this ability two rounds in a row.

If an etterick is destroyed, the insects inside swarm out and scatter, never to be seen again.

50

Ferno Walker 6 (18)

Health: 35
Damage Inflicted: 7 points
Armor: 1 (20 versus heat)
Movement: Long
Modifications: Perceives as level 7; use tools and weapons in their forelimbs as level 5.

Combat: A ferno walker can inflict terrible wounds with its bite, but that is not the attack that makes it feared. At the cost of 1 point of its own health, the creature can vomit a super-hot chemical spew and spray it in an arc so that it affects everyone within immediate range. The spew deals 7 points of damage that ignores Armor, and even those who make their Speed defense roll suffer 1 point of damage.

Alternatively, at a cost of 2 points of its own health, a ferno walker can spit a stream of this same super-hot liquid up to short range at a single target. Anyone next to the target suffers 1 point of damage from the splash.

52

Flying Elchin 5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 2
Movement: Long when jumping; short when walking.

Combat: Elchin teeth and claws are designed for tearing flesh from bone. While combat is not their normal mode, they will defend any kills they claim with ripping, tearing attacks that aim for exposed flesh.

Elchin are very vocal, producing sounds such as grunts, growls, snorts, whines, chatters, and near-human laughter. They can also manipulate their fronds to replicate and then amplify myriad noises, including thundering hoof beats and a variety of whistles. A single elchin can sometimes emulate the arrival of a great pack of predators in an attempt to scare others away from fresh kills.

54

Frilled Baul 5 (15)

Health: 28
Damage Inflicted: 7 points
Armor: 1
Movement: Long
Modifications: Perceives as level 7; stealth as level 6.

Combat: A frilled baul is a solitary hunter that has an incredible bite with its double-hinged jaw. Further, each forelimb bears a wicked curved claw that inflicts 5 points of damage and transmits a paralytic poison (5 points of Speed damage if the victim fails a Might defense roll). Worse, the poison continues to inflict 1 point of Speed damage per round until the victim succeeds at a Might defense roll.

Even the frills of the baul are dangerous. Anyone coming close enough to make a melee attack on an angry frilled baul suffers 1 point of damage. Likewise, when the baul attacks a foe, even if the attack misses, the target still takes 1 point of damage from the frills.

55

Gazer 1 (3)

Health: 3
Damage Inflicted: 2 points
Armor: 1
Movement: Long while flying
Modifications: Perception as level 5; Speed defense as level 2 due to size.

Combat: Groups of gazers fly in a spherical formation, which allows them to present the maximum possible perception and threat surface. A gazer can fire its scarlet beam to attack a target at long range. If the gazer can see any part of its target, it ignores any difficulty step penalties for cover that the target might have otherwise enjoyed.

As few as three gazers can act as a swarm, focusing their attack on one target to make one attack roll as a single level 3 creature, dealing 4 points of damage. On a miss, a swarm of gazers still deals 1 point of damage.

The intensity of a gazer's beam is level 5 (as measured against the level of material of an inanimate object to be burned through).

56



Gemorrn 7 (21)

Health: 21
Damage Inflicted: 4 points
Armor: 2
Movement: Immediate. Once per day, a gemorrn can upload itself into the datasphere as its turn, move anywhere the datasphere reaches, and download itself into a fresh nanobot haze. It can't do this in any round in which it has taken damage.
Modifications: Stealth as level 2.

Combat: A gemorrn doesn't take damage from mundane physical sources, such as axes, swords, and arrows. It is vulnerable only to attacks that have non-kinetic components (such as energy, psychic, radiation, light, plasma beams, or melee weapons that emit the same). Even against such attacks, the gemorrn gains the benefit of its Armor. A gemorrn can attack all creatures within short range with a psychic onslaught. If a creature is killed by a gemorrn, a portion of the victim's mind is drawn into and becomes part of the gemorrn. The gemorrn gains 5 points of health each time this occurs, even if that means it exceeds its starting health.

57

Golthiar 3 (9)

Health: 12
Damage Inflicted: 3 points
Armor: 2
Movement: Short
Modifications: Perception and Speed defense as level 4.

Combat: Golthiars usually act as part of a team, coordinating their attacks by displaying beams of color to each other that are invisible to most people.

A golthiar can simultaneously spear one foe with its thornlike forearm extension and bash a second foe with the hard plating on its other forearm. In addition, once every few hours, one in four golthiars can beam visible light at foes within short range that inflicts 8 points of damage.

If golthiars have any weakness, it is sensitivity to unexpected light. A flash of bright light that catches a group of golthiars could make them lose their next action. This tactic works only once during any given combat.

A golthiar regenerates 1 point of damage per round if exposed to direct sunlight.

59

Grey Sampler 3 (9)

Health: 9
Damage Inflicted: 5 points
Armor: 3
Movement: Short when flying; long when making a flying charge.
Modifications: Speed defense as level 2 due to size.

Combat: A grey sampler inflicts damage with its bladed arm.

A grey sampler can also attack by making a flying charge if it's farther than short range from the victim (but still within long range). If the victim fails the Speed defense roll to evade the charge, he takes 8 points of damage, is knocked 10 feet (3 m) back, and is knocked off his feet.

A grey sampler extracts the brains of dead (or completely immobilized) victims and processes their brains into sludge.

60

Griffalo 2 (6)

Health: 6
Damage Inflicted: 3 points
Armor: 1
Movement: Short
Modifications: Stealth as level 3 in grassland environments.

Combat: A griffalo attacks with its tusks, which also inject a lingering poison that increases the difficulty of Speed defense rolls made by the victim by one step. The poison lasts for one hour or until the victim spends her turn to make a successful Might defense roll. The effects of multiple poison injections are not cumulative, and once a victim succeeds at one Might defense roll, she becomes immune to griffalo poison.

Griffalo matrons sometimes accompany other griffalos, and they can be aggressive. Griffalo matrons are burlier level 4 creatures with 12 points of health and 2 points of Armor. They make two tusk attacks per turn, each of which inflicts 4 points of damage.

61

Grush 4 (12)

Health: 16
Damage Inflicted: 5 points
Armor: 1
Movement: Short
Modifications: Might defense as level 5; Intellect defense and resistance to trickery as level 3.

Combat: Skilled with big two-handed weapons, grush inflict an additional 2 points of damage (total of 7 points) when using them.

Grush cannot be stunned or dazed and they regenerate 1 point of health each round. They are immune to most poisons and disease. Even though their tough flesh provides only 1 point of Armor, it applies against things that normally ignore Armor (environmental damage, heat, cold, falling, and so on). Severing an arm or even the head of a creature is not a guaranteed killing blow. Complete dismemberment is the only way to ensure that a grush is truly dead.

62

Hontri 5 (15)

Health: 22
Damage Inflicted: 5 points
Armor: 1
Movement: Long (short on the ground)
Modifications: Perception as level 7.

Combat: Hontris' swoop attacks deal 2 additional points of damage. (Usually, a hontri can swoop only once in an encounter, as its first attack, but sometimes circumstances might allow a second swooping attack.) A hontri hunting pair is particularly dangerous, as the machines in their systems allow them to communicate mentally with each other. If acting in concert, the hunting pair operates as level 6 creatures in all tasks.

The microscopic machines laced in a hontri's flesh allow it to build up a powerful electrical charge. Once per hour (usually on its first attack), it can inflict an additional 4 points of damage. Hontris also regenerate 2 points of health each round due to these nanites.

66

Ithsyn 4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Perception as level 3. Resists mental attack as level 3.

Combat: Ithsyns charge forward in a burst of speed to attack with savage kicks or their weird, trifurcated mouths.

If struck in combat, an ithsyn releases a dark greenish gas from bodily orifices. Creatures within immediate range must make a Might defense roll or be added and behave randomly on their next action.

1000 Victim's Action

- 01-20 Run off in a random direction for a short distance
- 21-30 Attack the nearest creature with whatever means is closest at hand
- 31-60 Do nothing but cough and shout
- 61-80 Fall down and roll on the ground
- 81-90 Drop whatever is held and cover eyes and face with hands
- 91-00 Activate most powerful available ability, cypher, or artifact that is not an attack (if none, roll again)

241

Jesanthum 4 (12)

Health: 18
Damage Inflicted: 5 points
Armor: 1
Movement: Short
Modifications: Speed defense as level 5.

Combat: Once a jesanthum inflicts damage with its rasping, cutting tongue, the victim must make a Might defense roll. On a failed roll, the jesanthum pounces with the aid of its tongue and impales its victim with a massive barb (dealing more damage), which adheres the creature to its prey. For PCs with an adhered jesanthum, the difficulty of all attacks and Speed defense rolls is increased by one step. On the other hand, all attacks a jesanthum makes on a victim it is stuck to automatically succeed. Removing the jesanthum requires the victim's (or another creature's) full turn and gives the jesanthum one free attack as the extraction occurs.

In addition, a jesanthum can breathe out a cloud of spores that fills an intermediate area around it. Any living creature in the area who fails a Might defense roll coughs uncontrollably. Victims cannot act until they successfully make a Might defense roll, which they can attempt once per turn. After the jesanthum uses this ability, it must regenerate new spores before it can do so again, which takes hours.

68



Jiraskar 7 (21)

Health: 40
Damage Inflicted: 10 points
Movement: Long
Modifications: Perception as level 10. Speed defense as level 5 due to size. Intellect defense as level 4. Climbs as level 2.

Combat: Jiraskars are fierce, apex predator reptiles. Their colorful bodies have fleshy frills and only two functioning limbs: powerful legs that carry them at prey with great speed.

They charge in with a savage bite and don't stop biting until the prey is dead—or they are. Things like invisibility, illusions, disguises, camouflage, and crafty hiding places mean nothing to them.

242

Kalyptein Crab 3 (9)

Health: 9
Damage Inflicted: 3 points
Armor: 3
Movement: Short

Combat: Intent on defending their soft bodies at all costs, kalyptein crabs attack with their strong vertical pincers, using them to slice open skin rather than close around things.

Many kalyptein crabs have also developed odd cypherlike skills due to their long-term contact with the devices they live in. If seriously injured, they attempt to employ these abilities along with their typical attack. GMs may roll on the cypher table in *The Ninth World Bestiary* (page 70) to see which attack the creature has.

Characters must succeed on a level 6 Speed defense roll to avoid the cypher's intended effect.

70

Kanthid 4 (12)

Health: 12
Damage Inflicted: 5 points
Armor: 3
Movement: Short
Modifications: Speed defense as level 3 due to stiff movement.

Combat: A kanthid bashes prey with its spine-studded limbs. Each time a victim is hit by a kanthid and takes damage, poisoned spines break off in the wound. If he takes damage from a kanthid three times in the same fight, his extremities go numb and he must succeed on a difficulty 5 Might defense roll or drop limply to the ground, paralyzed for one minute.

If allowed to do so without interruption, a kanthid lowers its body across a paralyzed (or recently slain) creature, allowing its many ciliated mouths to feed. Each round a kanthid feeds in this fashion automatically inflicts damage.

71

Killist 3 (9)

Health: 9
Damage Inflicted: 3 points
Movement: Short
Modifications: Stealth as level 4.

Combat: Killisti hate and fear a fair fight. They set ambushes and traps whenever possible. Traps usually consist of spiked pits, tripwires, or spine-filled nets. Any sharp points in their traps are poisoned.

Most killisti carry long knives and crude bows. These weapons are always freshly venomed from their internal poison sacs—it is not an action for a killist to poison a weapon or its own claws. Killisti poison inflicts an additional 3 points of Speed damage if the victim fails a Might defense roll.

A killist leader is level 4, and level 6 in stealth actions. She has 12 points of health and level 5 poison.

72

The Kiprus 8 (24)

Health: 24
Damage Inflicted: 8 points
Movement: Immediate
Modifications: Speed defense as level 6 due to size and speed.

Combat: The creature attacks by touching its foes, but is not affected by material attacks. In fact, material objects touching it that are of lower level than the Kiprus are damaged or destroyed. Raw energy (such as from a ray emitter or an explosion) affects it normally.

By manipulating time and space, the Kiprus can teleport anywhere in the world in one round, which compensates for its very slow speed. It can even use these powers on others, bending space to teleport a character elsewhere. Doing so is exhausting and drains 1 point of health with each use.

It can also create a duplicate of itself (with all the same stats) that can help fend off foes. This duplicate never remains longer than one minute.

73

Laak 1 (3)

Health: 3
Damage Inflicted: 2 points
Movement: Short
Modifications: Speed defense as level 2 due to size. Climbs as level 4.

Combat: Laaks typically attack en masse. They leap onto a foe and use their poisonous bite to bring it down. Victims must make a Might defense roll; those who fail take 2 additional points of damage that ignore Armor.

Laaks are immune to poison.

Although laaks are ubiquitous and annoying, they are generally not a huge threat to PCs. However, an encounter with a powerful NPC foe who keeps a few laaks as pets could be more interesting and more dangerous.

243

Latos 10 (30)

Health: 100
Damage Inflicted: 12 points
Armor: 6
Movement: Long
Modifications: Speed defense as level 8 due to size.

Combat: A latos can attack in a straightforward physical manner, smashing foes with hands or feet. It can make two such attacks on two different foes (or on the same foe, if the target is quite large) as a single action. At the same time, the latos can lash out with myriad horrific mental attacks (for full details see *The Ninth World Bestiary*, page 74).

A latos can transport a willing target into the location stored in its sphere by touch. However, convincing the latos to do so is difficult, as it was apparently instructed to keep the place safe.

If the latos is destroyed, its body shatters and scatters across a mile radius. At the center of that area, the location stored in the sphere is transplanted as if it had always been there. It is perfectly preserved but empty of life.

74

Laurik-Ca 4 (12)

Health: 15
Damage Inflicted: 4 points from their claws and teeth; additional damage depends on their symbols (see Combat).
Movement: Short
Armor: 3

Combat: Because the three laurik-ca are connected to one another so completely, they fight as one creature, increasing their level to 7, their health to 40, and their Armor to 6. Although they attack with tooth and claw, their true weapons are the destructive mental forces that they access via the datasphere. These forces are unlocked by the three-symbol code on their foreheads, but only while they are within long range of each other. The creatures can make a mental attack and a physical attack in the same action. (See *The Ninth World Bestiary*, page 75, for examples of possible codes and powers.)

75



Llaric Scorpion 5 (15)

Health: 18
Damage Inflicted: 7 points
Armor: 3

Movement: Short
Modifications: Climb as level 6; perception as level 7.

Combat: The Llaric scorpion's spiky pedipalps inflict horrific damage on anything they clamp around. Characters who fail a Might defense roll are held fast, automatically taking damage each round, and increasing the difficulty of all physical actions by two steps. Breaking free requires a Might-based roll with an initial cost of 1.

The scorpion's music disorients those who hear it and can be resisted by an Intellect defense roll.

About one in six Llaric scorpions has a mass of newly born young in a broodsac attached to its abdomen. Each of these is a level 1 creature about 3 to 6 inches (7 to 15 cm) long. If the mother is attacked, they can swarm over a victim. The character must make a Speed defense roll; a failure means the difficulty of all actions is increased by two steps.

76

Lorub 5 (15)

Health: 15
Damage Inflicted: 5 points
Armor: 1

Movement: Long while swimming; short while on the ground
Modifications: Speed defense as level 4 due to size.

Combat: Lorubs avoid peril and combat if possible. If they must defend themselves, they prefer to use a short-range venom spray that can inflict damage on up to three targets (within immediate range of each other) with one attack. A lorub can spray venom only once every few rounds; while its venom recharges, the creature must rely on bashing foes with its bony, clublike muzzle.

If a lorub is killed in the water, venom leaks from the corpse into the surrounding fluid, potentially afflicting every living creature in the water within short range. Until the venom dissipates (about a minute), all such creatures must make Might defense rolls each round to avoid being affected.

77

Margr 2 (6)

Health: 6
Damage Inflicted: 3 points
Armor: 1

Movement: Short
Modifications: Resists trickery and lies as level 3. Makes Might defense rolls as level 3. Runs, jumps, and climbs as level 3.

Combat: Margr tend to wield spears or long-hafted axe weapons. They wear leather, hide, or scraps of other types of armor. At range, they throw stones or whatever is handy for 2 points of damage.

Margr leaders are always default level 3 (9). They inflict 5 points of damage, have 16 health, and have 2 Armor. If the leader is killed, the rest of the group generally panics and flees.

244

Mastigophore 4 (12)

Health: 15
Damage Inflicted: 5 points
Armor: 3
Movement: Long

Modifications: Defends as level 5 when on guard. Attacks as level 5 when hunting. Perception as level 5. Hides, moves stealthily, and climbs as level 6.

Combat: With a thought, mastigophores can extrude organic matter from their wrists in the form of long, barbed whips. These whips stun foes for one round, causing the victims to lose a turn.

While on guard, mastigophores fight until destroyed. When hunting, they retreat if they suffer more than 5 points of damage.

245

Memora 4 (12)

Health: 18
Damage Inflicted: 4 points
Armor: 1

Movement: Varies based on shape taken; usually short
Modifications: Disguise as level 8.

Combat: Unless a memora has eaten a humanoid that possessed a special ability or power that extends its combat abilities, it uses a medium weapon such as a mace or hammer. Memoras prefer to use blunt weapons because if a potential meal is too sliced up, their ability to consume and copy the creature is jeopardized. A memora need only eat the portion of the creature it wants to copy and transform into—sometimes just the face is enough, though the whole body is preferred for maximum verisimilitude.

83

Merkadian Soldier 2 (6)

Health: 6
Damage Inflicted: 4 points
Armor: 3

Movement: Short
Modifications: Speed defense as level 3.

Combat: A Merkadian soldier either attacks with its blade or uses one of the two following abilities. First, the soldier can project a detonation at targets within long range, which explodes in a booming electrical display that inflicts 4 points of damage to all targets in the immediate area. Second, the soldier can create a cloaking field around itself, becoming hard to detect (and odorless). While cloaked, it is specialized in stealth and Speed defense tasks. The cloaking ends if the soldier does something to reveal its presence or position—attacking, moving a large object, and so on.

If a defeated Merkadian soldier is not beheaded and all its numenera devices removed, it regenerates to full health over the course of one day, though afterward it looks more corpse-like than ever.

84

Mesomeme 5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 3

Movement: Short
Modifications: Moves with stealth in the water as level 6. Detects those sneaking in the water as level 7.

Combat: A mesomeme can attack two separate foes with its pincers, or it can direct both pincers to the same foe, with one claw holding the prey steady and the other slicing deep into the victim's neck. When the crustacean attacks one foe in this manner, the victim can make one Speed defense roll (not two), and the mesomeme deals 5 points of damage if it hits. A victim hit by both claws in this way also moves one step down the damage track.

A creature slain by the mesomeme has its head severed and placed on a new tendrill that rises up to impale it (as part of the same action that killed the creature).

246

Minnern 7 (21)

Health: 37
Damage Inflicted: 7 points
Armor: 4

Movement: Short
Modifications: Perception as level 5.

Combat: With their merest touch, minnern can disrupt the cells of an organic creature's body, which not only inflicts damage but also moves the victim one step down the damage track if he fails a Might defense roll. They can also disable a technological device at short range and make it inoperable for ten minutes; if the device is being used by a character, the PC can attempt an Intellect defense roll to prevent this if he chooses.

Further, whenever a minnern is encountered, the GM should roll 1d6 times on the cypher table in the corebook (page 281) and take every result without rerolling. Ignore results that are not immediately pertinent to the encounter. All of the useful cyphers are built into the minnern's armor, but in such a way that the creature can use one of them once each round as an action (not just once, as is normally the case with cyphers).

85



Morl 5 (15)

Health: 30
Damage Inflicted: 5 points
Movement: Short
Modifications: Resists most physical attacks as level 6; resists mental attacks as level 3.

Combat: Morl grab prey and pull it into themselves to digest. As a single action, a morl can make up to three tentacle attacks. Anyone struck by an attack must succeed on a Might defense roll or be pulled into the creature's flesh. A victim immersed in the acidic juices roiling about the soft flesh of the morl moves one step down the damage track each round and must free herself with a Might defense roll.

If multiple morl are in proximity, they create a bioelectric field that connects. If two morl are within long range of each other, creatures caught in the area between them must make an Intellect defense roll or be stunned on the next round, losing their action. If three morl are within long range of one another, everyone within long range of any of the three must make the Intellect defense roll each round.

87

Murden 3 (9)

Health: 9
Damage Inflicted: 3 points
Movement: Short
Modifications: Perception as level 5.

Combat: Typically, murdens bear slings and long, wicked blades, attacking from the shadows with ambushes and hit-and-run tactics. They normally flee in the face of real danger.

Although it is inadvertent, their inherent telepathic powers are irritating and harmful to nearby creatures, who perceive it as thought-scrambling static. Creatures within immediate range of a murden must make an Intellect defense action; if they fail, the difficulty of all their actions is increased by one step. This lasts until they leave the area of static influence.

Murdens are immune to mental effects or Intellect damage.

247

Nalurus 3 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Stealth as level 4.

Combat: The creature uses its hefty walking staff to make physical attacks.

If a nalurus pulls back its hood or removes its mask, it becomes a terrible threat. Characters can look away from the creature's face to avoid the risk of infection, but doing so increases the difficulty of all attacks and defense rolls against the nalurus by one step.

Anytime a character within short range of a nalurus takes its turn and can see the nalurus's face, she must make an Intellect defense roll. On a successful roll, she does not become infected that round. On a failed roll, the character is infected and moves one step down the damage track. An infected character continues to make Intellect defense rolls on her turn. If she succeeds on a roll, she moves one step up the damage track.

90

Nevajin 4 (12)

Health: 10 (head) and 15 (body)
Damage Inflicted: 4 points
Movement: Short
Modifications: Understands the numenera and performs crafting tasks as level 6.

Combat: A nevajin is not a proficient physical combatant. It usually defends itself with cyphers or an artifact. Barring other ideas, assume that a nevajin has something that gives it 3 points of Armor for ten minutes and gives it a long-ranged attack that inflicts 4 points of damage.

If threatened, a nevajin's head detaches and floats into the air. In this situation, the head and body can each make attacks that inflict 4 points of damage. Also, both the head and the body can flee if need be. A nevajin can transfer health between the head and the body when the two portions are touching.

248

Nibovian Companion 3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 1
Movement: Short, via bounces
Modifications: Speed defense as level 5 due to size.

Combat: The Nibovian companion gains the trust of its human via shared activities (feeding, petting, etc.), during which it harvests the PC's energy. For each hour that this exchange occurs, the PC feels sluggish and takes 1 point of Might damage.

If the PC discovers the reason for her failing health, she can try to send the companion away (a difficulty 6 Intellect-based task). This can be attempted once per day, with each new effort being one step more difficult. If the PC doesn't uncover the cause or if the attempts fail, at the end of five days, the companion tries to fully discharge her "battery" (a difficulty 7 Might defense roll to resist). If the discharge succeeds, it moves her one step down the damage track and permanently decreases her maximum Might Pool by 5 points.

A Nibovian companion will fight if necessary, opening its mouth wide to reveal a second set of sharper, larger teeth, along with a barbed tongue.

93

Orgulous 5 (15)

Health: 28
Damage Inflicted: 7 points
Movement: Immediate
Modifications: Attacks as level 6; perception as level 4; Speed defense as level 3.

Combat: An orgulous uses its tendrils to paralyze a single target within short range (if the target fails a Might defense roll). Paralyzed or not, the creature is dragged within immediate range of the orgulous. Getting free requires a difficulty 6 Might-based task or 12 points of damage to the tendrils.

Creatures pulled to the orgulous are automatically bitten. Paralyzed victims are bitten and swallowed. Swallowed victims move one step down the damage track each round, but if it is the final step (to dead), they can attempt a Might defense roll each round to remain alive; however, after five rounds inside the creature, they suffocate regardless of their roll. The orgulous must be slain to remove a swallowed character.

When the orgulous dies, it emits a terrible "psychic scream" that inflicts 5 points of Intellect damage to all creatures within short range that fail an Intellect defense roll.

96

Pallone 2 (6)

Health: 6
Damage Inflicted: 4 points
Armor: 2
Movement: Short

Combat: Pallones attack by turning sideways and whirring at their opponent with their thin edge, which is sharp enough to cut nearly to the bone on a solid hit. The edge cannot cut through hardy materials like metal, so pallones aim for exposed areas like hands, necks, and faces.

When attacking in full sun, the glint from their surfaces can temporarily blind an opponent, who loses one turn if he fails a Speed defense roll. This is not an action on the part of the pallone.

Pallones land only if they kill prey, covering the body and draining it of blood.

251

Philethis 5 (15)

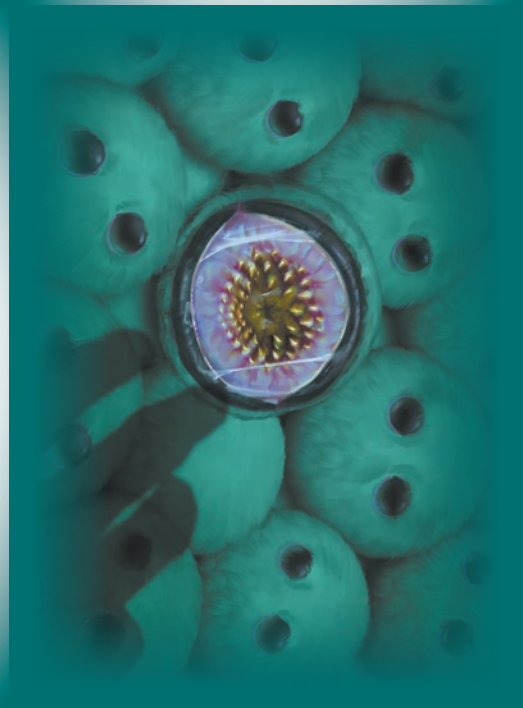
Health: 30
Damage Inflicted: 5 points
Armor: 4
Movement: Short
Modifications: Defends as level 6. Defends against mental attack as level

8.

Combat: Philethis seldom engage in combat. When they do, they are likely to produce a mysterious numenera weapon—perhaps some kind of energy emitter, or maybe something of a more psychic nature that disrupts thought processes. However, because a philethis can teleport any distance, it usually just teleports away when threatened.

Although unlikely to do so in combat, a philethis can also modify probability in small ways, such as making a rope break, causing a gust of wind to close a door, and so forth. They do this to manipulate events in their favor. If the manipulation affects a PC, the GM can force the character to reroll a die at any time. (It also begs for frequent GM intrusions.)

252



Plasmar 3 (9)

Health: 12 (see Combat)
Damage Inflicted: 4 points
Armor: 1

Movement: Short; long if a plasmar chooses to “ride the lightning” and appear in another area within a larger (or connected) energy field, though this kind of movement requires a plasmar’s entire turn.

Combat: Plasmars attack with a fiery plasma touch. A plasmar can fire a plasma bolt at long range, but each time it does so, it loses 1 point of health. It makes the attack as a level 4 creature, and on a hit, the fiery bolt deals 6 points of damage.

A plasmar on its home turf, within the confines of an energy field, regenerates 1 point of health per round. In areas of particularly strong energy fields (strong enough to possibly hurt regular creatures), plasmars might regenerate even more health per round and also double or triple their maximum health—or even increase it by an order of magnitude.

98

Queb 4 (12)

Health: 24
Damage Inflicted: 4 points
Armor: 2

Movement: Long
Modifications: Speed defense as level 3 due to size.

Combat: A queb can make two attacks (one bite, one sting) as a single action. Its stinger is coated with a mild poison; a victim stung by a queb takes normal damage and is poisoned with a lethargy that makes all his Speed-based tasks one step more difficult for about a minute. After being stung, most victims who survive develop an immunity to queb poison.

101

Quotien 7 (21)

Health: 21
Damage Inflicted: 7 points
Armor: 3

Movement: Long when flying; immediate when on the ground.
Modifications: Knowledge of history as level 9.

Combat: A quotien can deliver a massive psychic strike at long range, inflicting Intellect damage to every creature it chooses within immediate range of where the strike hits. Targets can attempt an Intellect defense roll to avoid taking damage. A quotien may also use a variety of cyphers and artifacts.

A quotien’s best defense is its near-immortality. If killed, it regenerates from the remains of its head after a few weeks of dormancy. Unless every last piece of a quotien’s brain tissue is burned, the creature regenerates with all the knowledge and sense of self it had before dying, plus a newfound enmity and desire for revenge against whoever slew it.

Quotiens move through telekinetic levitation and can manipulate small items within immediate range the same way.

103

Ravage Bear 4 (12)

Health: 20
Damage Inflicted: 7 points
Armor: 1

Movement: Long
Modifications: Makes Might defense rolls as level 6. Runs, climbs, and jumps as level 7.

Combat: The ravage bear grabs foes with its powerful arms, holds them fast, and then squeezes and tears at them until they are dead. It can hold only one creature at a time. While a ravage bear is holding a creature, it can attack only the held creature. In each round that a held creature does not escape, it suffers 4 points of damage in addition to damage from attacks made against it.

In combat, a ravage bear can go into an insane fury; if it takes 10 or more points of damage, its defense is reduced by one step, but its attacks are increased by one step.

Ravage bears are immune to visual effects, such as illusions. However, olfactory effects can confuse and “blind” it temporarily.

254

Relentless Reaper 5 (15)

Health: 15
Damage Inflicted: 6 points
Armor: 2

Movement: Short; long when flying.
Modification: Speed defense, perception, and stealth as level 6

Combat: A relentless reaper attacks the specific individual it imprinted on when triggered, using spinning metallic blades. It can also generate an electric pulse at immediate range; anyone in the area must succeed on a Might defense roll or be electrocuted for 1 point of damage and lose his next turn.

The datasphere links a relentless reaper to its target. Unless the target stays somewhere that blocks access to the datasphere, the reaper eventually finds him, even if it takes years. Once the target is killed, the reaper switches off, its purpose served. If a target is killed before the reaper finds him, whoever killed him becomes its next target. If the target dies of natural causes, the reaper switches off.

106

Rocira 3 (9)

Health: 9
Damage Inflicted: 3 points
Armor: 1

Movement: Long
Modifications: Speed defense as level 4 due to size.

Combat: Rociras are not combative unless threatened or something stands in the way of their migration to a disaster area. They attack as a level 5 swarm of six to ten creatures, inflicting 6 points of damage by folding their wings into long blades and diving toward their enemy.

Additionally, they can use their strong pheromones to inflict a mental attack on a character in short range (level 6 Intellect task to resist), causing her to believe that she is experiencing whatever disaster the rociras most recently heralded. (GMs should roll on the action table in *The Ninth World Bestiary*, page 108). The PC relives the disaster for one turn, causing her to take a random action.

108

Rurtalian 4 (12)

Health: 18
Damage Inflicted: 4 points

Movement: Short
Modifications: Perception as level 6.

Combat: Always on the hunt for food, particularly protein-rich flesh to supplement its diet of plant matter, the rurtalian attacks almost any creature it finds (except others of its kind). It can fire up to six rays of energy at long range from its eyes as a single action. Matter struck turns to paste, so treat physical armor as if it offered half as much protection.

Rurtalians have a decent sense of self-preservation, but sometimes they become overzealous in their quest for food.

110

Sarrak 5 (15)

Health: 23
Damage Inflicted: 5 points
Armor: 1

Movement: Long
Modifications: Resists deception as level 8.

Combat: In direct combat, a sarrak can use its claws to slash at foes. Far more effective, however, is its ability to control the actions of other creatures within short range who fail at an Intellect defense task. Once the sarrak establishes control, the victim can attempt a new Intellect defense task every 28 hours. Control lasts only while the creature is within short range of the sarrak.

Likewise, a sarrak can use an action to control almost any electrical device within short range as if it held the item. It can cause the device to activate or operate. No roll is required for this control, so bringing any sort of device close to a sarrak is dangerous.

Sarraks heal very quickly, regaining 2 points per round when damaged. This regeneration stops when they are dead.

255



Sathosh 3 (9)

Health: 9
Damage Inflicted: 3 points
Movement: Short
Modifications: Climbs as level 5. Resists mental attacks as level 6.

Combat: A swarm of four sathosh can attack a single foe in melee, making one level 5 attack that inflicts 6 points of damage. Further, two sathosh next to each other can join their minds in communion and launch a mental attack on one target at short range; it inflicts 6 points of Intellect damage and ignores Armor.

Sathosh feed on the blood of creatures they slay, absorbing it through their tentacle.

256

Seskii 2 (6)

Health: 6
Damage Inflicted: 2 points
Armor: 2
Movement: Long
Modifications: Attacks as level 3 if wearing any type of manufactured armor, including a spiked collar, daggered tail cover, or synthclaws. Defends against piercing weapons as level 3.

Combat: Seskii typically attack with their teeth and the hard, bulbous tips of their tails, although they might also claw or pounce. While the crystals on their backs provide armor, their scales provide them with additional protection against piercing weapons.

258

Shivern 2 (6)

Health: 6
Damage Inflicted: 3 points
Armor: 1
Movement: Short
Modifications: Stealth as level 5.

Combat: Shiverns attack with long talons of steel-hard shadow.

A group of five shiverns can act as a swarm, focusing their attack on one target to make one attack roll as a single level 4 creature dealing 5 points of damage. Whenever shiverns form a swarm, absolute darkness descends in short range around them. Shiverns can see in absolute darkness without penalty, but creatures who can't see in darkness will find it difficult to hit a shivern with an attack.

114

Silver Orphan 5 (15)

Health: 21
Damage Inflicted: 5 points
Armor: 3
Movement: Short
Modifications: Perception as level 6; any knowledge pertaining specifically to the Ninth World as level 2.

Combat: When attacking, a silver orphan can extrude what seems to be a portion of itself to create a sword. If it redistributes its carapace and lowers its Armor to 1, it can create a massive sword that deals 8 points of damage. Instead of a weapon, an orphan can produce any shape that fills a 5-foot (1.5 m) cube. Such a shape includes a grasping hand that, with a successful immediate-range attack, holds an enemy fast each round that it fails a Might defense roll.

As an action, a silver orphan can also rapidly expel two silvery bolts from its palms at the same or separate targets. Each bolt inflicts 4 points of damage. The bolts liquefy and flow back to rejoin their host a few rounds after they lose contact. If this rejoining is prevented, the silver orphan loses its ability to create constructs of any sort for one hour.

115

Skysmasher 7 (21)

Health: 21
Damage Inflicted: 8 points
Armor: 5 (but see Combat)
Movement: Immediate when burrowing; short when on the ground; long when flying (see Combat).
Modifications: Speed defense as level 6 due to size.

Combat: A skysmasher inflicts amazing bludgeoning damage with its huge fist and can make two attacks as a single action. It also flies with extreme velocity, shooting skyward on a plume of flame and smoke. To do this, it spends a preparatory turn curling into a tight ball. In the following round, it ignites and rockets straight up. Any character or object within short range of the skysmasher lift-off is washed in a wave of burning plasma that deals 10 points of damage. The wave also knocks creatures one step down the damage track and sets flammable items afire.

Once aloft, a skysmasher can crash down again anywhere in the world, though its aim is imperfect. It usually lands within 1 to 100 miles (1.6 to 161 km) of the intended location. It has an additional 20 points of Armor against damage from impacts and fire.

116

Slicer Beetle 5 (15)

Health: 15
Damage Inflicted: 5 (young), 7 (adults), or 10 points (wizens)
Armor: 3 (young), 4 (adults), or 6 (wizens)
Movement: Short

Combat: Slicer beetles are the kings of piercing and tearing, using their pointed front legs to stab through and rip into flesh, bone, and armor. Young slicer beetles deal 5 points of damage, adults deal 7 points of damage, and wizens deal 10 points of damage.

Additionally, each time that a slicer beetle successfully attacks, the victim must make a level 5 Speed defense roll or his armor is torn apart and destroyed.

117

Slidikin 5 (15)

Health: 22
Damage Inflicted: 5 points
Movement: Long
Modifications: Speed defense and stealth as level 6.

Combat: Slidikin are known for participating in what they call "the hideous game," which seems to be an incongruous competition among slidikin (and only slidikin) that involves dark deeds—thrift, kidnapping, mutilation, and murder. They are likely to use weapons in combat, although they never wear armor, preferring to remain agile rather than encumbered.

118

Slurge 2 (6)

Health: 6
Damage Inflicted: 3 points
Armor: 4
Movement: Short
Modifications: Speed defense as level 3 due to size and quickness.

Combat: A slurge can spit a glob of eating mucus at one foe within short range as its attack (or settle down atop an unresisting foe or piece of food and inflict damage every round automatically that ignores armor). The mucus acts like acid, which the slurge can adjust depending on the material it's attempting to eat or damage.

A slurge's shell provides the first line of protection, but the creature also produces defensive slime when threatened, which oozes across the ground within immediate range of the slurge. The slime is amazingly sticky, and any creature (other than a slurge) standing in the area must make a Might defense roll on its turn; failure means the creature is stuck in the slime and can't move.

119



Spurn 3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 1

Movement: Immediate; long if a spurn chooses to discarnate in one location and reassemble a new body from trash in another location.

Combat: Spurn can spontaneously reform a limb to extrude splintered glass, sharpened synth, or a heavy, macelike mass, depending on the apparent vulnerability of their foe.

When its turn begins, a spurn can choose to fall apart and instantaneously reassemble a new body anywhere within long range that contains sufficient trash. A spurn loses 1 point of health each time it travels in this fashion. When it appears behind a foe and attacks as part of the same action, the foe's Speed defense roll against that attack is increased in difficulty by one step.

A spurn that has a functioning cypher may spend its action absorbing the item into its body and gain 1d6 points of health. A wounded spurn might try grabbing a cypher from a character.

120

Steel Spider 3 (9)

Health: 9
Damage Inflicted: 3 points
Armor: 2

Movement: Short
Modifications: Balances and climbs as level 6.

Combat: Steel spiders attempt to catch prey in their razor-sharp webs, which easily cut through any material (including flesh) lower than level 5, inflicting 4 points of damage. The strands are so thin that an Intellect task (level 3) is needed to see them in time. Severing a web requires at least 2 points of damage from an energy attack or from a blade higher than level 5.

If the webs don't kill prey immediately, the steel spider moves in to attack with its bite. The creature's spinnerets are in its mouth, and a bite injects a victim with the metallic strands. Victims who fail a Might defense roll take 4 points of Speed damage that ignore Armor as their muscles and tendons are torn apart by the invasive injection. This damage is in addition to the normal 3 points of damage from the bite.

260

Stellar Weaver 9 (27)

Health: 80
Damage Inflicted: 12 points
Armor: 8

Movement: Short
Modifications: Climb as level 10; Speed defense as level 8 due to size.

Combat: The venom from a stellar weaver's bite immediately knocks a character one step down the damage track if she fails a Might defense roll. This process continues each round until the victim succeeds at her Might defense roll or dies (although technically, she is not dead but permanently paralyzed).

The webs of a stellar weaver are level 9. Avoiding them requires an Intellect-based perception task. A character caught in a web must make a Might defense roll to get free. Failure results in becoming more entwined, so an additional successful roll is required for each failure (and each attempt requires a separate action). The webs also bend space, and a character trapped in them for more than four rounds is shunted into an extradimensional space to await the stellar weaver. Leaving this space involves getting free from the sticky webbing and then moving along the maze of nonsticky web strands in just the right way.

121

Stratharian War Moth 2 (6)

Health: 6
Damage Inflicted: 2 points

Movement: Long while flying; immediate while on the ground.

Combat: Stratharian war moths can swoop in to attack with a bite, but their major offensive power is the flesh-withering light from their wings. The light manifests as a short-range cone of energy that inflicts 4 points of damage to living creatures. Creating this light requires an action, and a moth can use the ability once every other round. If a moth is reduced to 3 health or less, it flies away.

A Stratharian war moth is immune to mind-influencing effects.

261

Syzygy Ghoul 4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 1

Movement: Short
Modifications: Two knowledge skills as level 5.

Combat: A syzygy ghou usually prefers not to fight but is quite capable of defending itself with a milk-white blade of bone (called a lunarum). A syzygy ghou in combat sings a dirgelike tune, the same one it sings while consuming corpses. During combat, a ghou licks its lunarum immediately after each attack that inflicts damage, which gives it a flash of insight regarding its current foe. Each time a ghou deals damage and licks its blade, the difficulty of the Speed defense rolls made by the damaged creature against the ghou's attacks increases by one step.

Syzygy ghouls can see in the dark. They're blind in full daylight, but those who travel to the surface carry oddities that cover their eyes, allowing them to see without penalty in full sunlight.

122

Tachyon 4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 3

Movement: Short
Modifications: Perceives and initiative as level 10; attacks, Speed defense, and stealth as level 6.

Combat: A tachyon's perception of time makes it a very strange creature to fight. It knows if you're going to attack it (in its mind, you already have), and thus it can start to move out of the way even before you strike. The only reason that it's possible to strike it or dodge its attack is that sometimes the tachyon can't move quickly enough. It is not preternaturally fast.

123

Terror Bird 4 (12)

Health: 21
Damage Inflicted: 6 points
Armor: 1

Movement: Long
Modifications: Stealth actions as level 8; perception as level 5.

Combat: When hunting, a terror bird creeps low to the ground and hides in the terrain as best it can. When it attacks, it screeches, and any mammal within immediate distance must make an Intellect defense roll or freeze in terror for one round (the subsonic nature of the screech interferes with certain portions of the mammalian brain). This screech is not an action for the bird. For frozen prey, the difficulty to dodge the terror bird's melee attack is increased by three steps, and the attack inflicts an additional 2 points of damage.

If the bird wishes, as a single action, it can attack two different foes (one with its beak and one with a talon). The difficulty to avoid these attacks remains unchanged, but each attack inflicts only 4 points of damage.

124

Tetrahydra 3 (9)

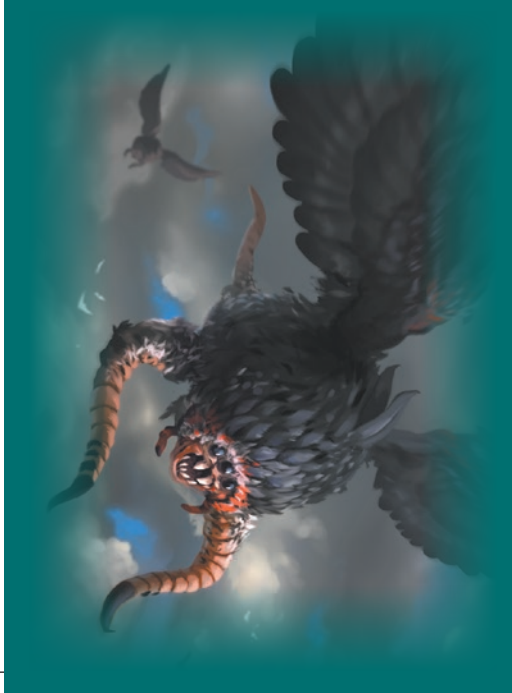
Health: 15
Damage Inflicted: 4 points
Armor: 2

Movement: Long while flying; immediate while on the ground.

Combat: Tetrahedras attack from the air, coming down at perceived enemies quickly, their wings folded back for maximum speed. They attack first with one of their four beaks and then with their tentacles, which grip and squeeze prey. Sometimes they attack alone, but more often they attack in groups of three or more.

Tetrahedras fight to protect their eggs, which take two years to hatch and are situated in large nests as high up as the creatures can build them.

262



Therivar 3 (9)

Health: 9
Damage Inflicted: 4+ points (see Combat)
Movement: Long
Modifications: Numenera knowledge as level 8; Speed defense as level 5 due to size and speed.

Combat: A therivar attacks with a “bite” that is really a discharge of its energy into a foe. It can add damage to this strike by sacrificing its own health, inflicting 2 additional points of damage per health point.

A therivar can move at the speed of light (essentially, teleport) up to 1,000 feet (305 m) as an action.

Additionally, as an action, a therivar can “inhabit” a device of any size designed to be powered in some way. If the device had no power, it functions indefinitely while the therivar inhabits it (assuming its power needs are not great). If it already has power, the therivar’s presence increases the level of the device by 1. As an action, the therivar can leave any device.

125

Titanothaur 10 (30)

Health: 90
Damage Inflicted: 18 points
Armor: 5
Movement: Short
Modifications: Speed defense as level 8 due to size and speed.

Combat: A titanothaur can punch, kick, or deliver a tail or tentacle lash within long range. Damage is inflicted on the target and everything within short range of the target, and even those that succeed on a Speed defense roll take 7 points of damage.

Titanothours heal quickly, at a rate of 2 points per round.

Titanothours are rare and devastating enough that most are dubbed with a unique identifier by survivors. These include the gravithaur, the rampagion, and the suneko (for full details on each type and their attacks, see *The Ninth World Bestiary*, page 126).

126

Travonis ul 6 (18)

Health: 36
Damage Inflicted: 6 points
Armor: 3
Movement: Short
Modifications: Speed defense as level 5 due to size and speed. If using its mouth, attacks as level 5, inflicting 8 points of damage.

Combat: This creature lopes forward to attack in an ungainly fashion, using some of its tendrils as pseudopods for locomotion. It flails and grabs at prey, and it also attempts to bite with its terrible mouth (attacking as a level 5 creature and inflicting 8 points of damage). The travonis ul can attack up to ten foes at once (no more than one attack each), as long as they are within short range.

In addition to the damage it inflicts, the touch of a travonis ul causes great pain and disrupts nervous systems. Anyone who is struck by the creature must make a Might defense roll; those who fail are stunned and lose their next turn.

263

Trawl 4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 2
Movement: Short
Modifications: Speed defense as level 3 due to size.

Combat: If a character grabs for an item that’s held by a trawl, he must succeed on a Speed defense roll modified one step to his detriment due to surprise. On a failed roll, the victim is pulled out of phase and disappears from the perceptions of his companions. The environment goes grey and dim, except for the hungry trawl that’s got him by the wrist.

The trawl attacks with its bite that ignores armor as long as the victim’s in its grip. A victim can free himself with a successful Might defense roll. If he kills the trawl or moves away from it a distance equal to or greater than long range, he returns to reality. Under normal circumstances, a trawl can’t be seen or affected by normal phase creatures and effects.

128

Valma 4 (12)

Health: 12
Damage Inflicted: 4 points
Armor: 3
Movement: Short when flying
Modifications: Knowledge of history as level 6; Speed defense as level 5 due to size.

Combat: A valma can direct an electrical discharge at any creature within short range. If a valma is touched or struck by a melee weapon, the attacker receives the same electrical jolt through conduction.

130

Vape 2 (6)

Health: 10
Damage Inflicted: 2 points
Movement: Short
Modifications: Perception as level 4; stealth as level 6.

Combat: A vape’s body, sharper than a scalpel by a few orders of magnitude, ignores Armor. A victim of a vape’s attack bleeds at a rate of 2 points of damage each round. He can suppress the bleeding by spending an action applying pressure and not moving. The bleeding stops permanently once the victim heals 4 or more points of damage with a single recovery roll or other healing method, or if he is completely healed of all damage.

131

Varadimos 7 (21)

Health: 21
Damage Inflicted: 7 points
Movement: Long
Modifications: Defends as level 9.

Combat: The varadimos can only be affected by pandimensional attacks. It can pass through solid matter without hindrance, but solid energy barriers keep it at bay. Its intangibility does not keep the varadimos from affecting the world around it. It can alter matter on a molecular level, damaging creatures or objects within long range simply by thinking about reshaping or discorporating them.

A varadimos can cure any disease, counteract any poison, restore up to 15 points to an individual’s Pools, regenerate lost body parts, and repair other major wounds. It can repair broken items (even sophisticated numenera) or recharge expended artifacts. Those in the know seek these creatures out and implore them for aid, though getting it is not easy.

132

Varakith 5 (15)

Health: 25
Damage Inflicted: 6 points
Armor: 4
Movement: Short
Modifications: Resists poisons or disease as level 6.

Combat: In combat, a varakith attacks with its spearlike legs. Those struck by a leg must make a Speed defense roll or be knocked prone and held immobile, losing their next turn. A varakith can hold up to three such creatures immobile at once. On the varakith’s next turn, it can automatically bite the held creature, dealing 4 points of damage and draining its blood. The varakith still takes its normal action for that turn; this action could be to attack the immobilized victim with another spear-leg (the difficulty is modified by two steps in the varakith’s favor). Victims can attempt a Might-based roll to free themselves once they can act. Failure means that the varakith gets another automatic bite.

A slain creature is tossed on the varakith’s back, where the body is caught on spines and hooks. Each corpse adds 1 to the varakith’s Armor for 28 hours.

264



Warder 4 (12)

Health: 15
Damage Inflicted: 4 points
Armor: 2

Movement: Short
Modifications: Perception as level 6.

Combat: A warder can slash its foe with the blade on its telescoping tail, which can extend up to short range as part of an attack.

Instead of slashing with its tail, a warder can attempt to disarm a foe holding a weapon or other object by grabbing the item in its jaws with a successful attack. The warder does not give up the object unless commanded to do so by its ward or until the combat is over.

133

Yellow Swarm 5 (15)

Health: 18
Damage Inflicted: 5 points

Movement: Short
Modifications: Speed defense as level 6.

Combat: A yellow swarm moves in and attacks with hundreds of tiny bites and stings. The trick of fighting a swarm is that it fades in and out of reality, so every round, the GM rolls a d6 (yes, the GM rolls a die!). If the result is 1–3, no attacks or special abilities will affect the swarm in that round, but the players don't learn this until after they have declared their actions. However, the swarm always attacks just before or after fading, so it is always able to affect creatures in this world.

266

Zhev 5 (15)

Health: 20
Damage Inflicted: 6 points
Armor: 4

Movement: Long
Modifications: Attacks as level 6. Perception as level 7.

Combat: The Zhev usually begin a fight by firing stun gas canisters at long range that explode and impede actions for creatures within immediate range of the blast. Affected targets can take no actions for 1d6 rounds unless they make a Might defense roll to resist the gas. The Zhev also project nets within short range that immobilize a struck target unless he can break or wriggle free (a Might or Speed action). If the gas and nets fail, they attack with their metallic arms that are 10 feet (3 m) long and jointed more like tentacles. The Zhev have three such arms and can attack three different foes as a single action if they are all within reach.

Unlike many automatons, the Zhev retreat if faced with a more powerful foe. They usually try to get reinforcements and then return to engage the enemy.

268

