STRANGE CREATURES OF THE NINTH WORLD

BY MONTE COOK
INTRODUCTION

This product is for game masters of Numenera. It describes how to use the creatures found in *The Strange Bestiary* in their campaigns. Because Numenera and The Strange are fully compatible in terms of rules, very little of this product is focused on game mechanics. Instead, it provides setting material to make most of the creatures in *The Strange Bestiary* not just usable but fully integrated into a Numenera campaign.

First, a few general caveats that apply to using many (if not all) of *The Strange Bestiary* creatures in Numenera are in order.

**Laws**: Every creature in The Strange has a “law” that governs it: Magic, Mad Science, Psionics, and so on. Numenera GMs can ignore this information. It has no relevance to Numenera.

**Magic**: Recursions in The Strange often use real magic, which isn’t always appropriate for Numenera. Although—as Arthur C. Clarke said—any sufficiently advanced technology is indistinguishable from magic, some aspects of magic aren’t appropriate for a setting that is founded primarily on science (even extraordinarily advanced science). So in Numenera, an aganar doesn’t steal dreams—it feeds on mental energies. Shadowcasters aren’t really spirits of the ancient dead, and their touch doesn’t chill one’s soul. Dreams as anything other than expressions of a subconscious mind, actual spirits of dead people walking the earth, and souls are all fantasy concepts, not appropriate for Numenera. Of course, to someone living in the Ninth World, these ideas are all part of reality. So they might believe that shadowcasters are ancient spirits of those long dead, for example. In the end, it’s mostly a matter of semantics and presentation.

**The Strange Itself**: References to “the Strange” (meaning the dark energy network, not the name of the game) should be slightly altered to refer to other dimensions in general. When you see such references, just think about the myriad parallel and alternate universes that exist in the Numenera setting.

**Missing Entries**: If a creature from *The Strange Bestiary* is not presented here, it is not usually found in the Ninth World. However, it can be used in Numenera if you wish to make it so. This is particularly easy if you want to make the creature a unique specimen or one that is extremely isolated in the world.

*The Strange Bestiary* is especially handy if you want to inject more conventional creatures—vampires, zombies, and so on—into your Numenera game. Although they might not fit the officially established mood and theme, whatever you think will be fun is the right thing to do. It is, after all, your game.
In case of any contradictions, the descriptions in this product supersede anything in *The Strange Bestiary* if you are using the creatures in *Numenera.*

**AGANAR**
Aganar are ultraterrestrial entities found near human communities, usually in the Beyond. It’s not uncommon to use the otherwise incomprehensible inner workings of these creatures to form a cypher.

**ALL-SEEING EYE**
As often as not, these biomechanical creatures are called silent watchers. No one knows exactly where they hail from or why they are watching, but some people wonder if they are the creations of the philethis.

**AVIATAR**
There are those who call aviators “angels” and think them to be some kind of divine presence. Only one enclave of these beings is known in the Ninth World, and that is near the Foundation Stones, a unique site in Matheunis. Aviatars see themselves as guardians of the floating stones but do not touch the stones if they can help it. They eschew the numenera in general.

**BARRAGE CRUSADER**
Known as ruin wardens, these biologically engineered and numenera-enhanced beings operate more like automatons than living creatures. They attack without warning in ancient ruins and fight to the death. They cannot be reasoned with or understood using any form of known communication.

A dead ruin warden might yield a cypher or an oddity, or one might carry a cypher or an artifact.
BATTLE CHRYSLALID
In the land of Seshar, a warlord named Yime Storul has kidnapped and enslaved a number of numenera experts, including Aeon Priests. For years, these slaves have toiled to create an army for her. Of late, they have taken other kidnapped slaves into dire, so-called “Seeping Caverns” deep below the ground. These recent victims emerge greatly transformed as battle chrysalides that fanatically serve Yime.

Occasionally, some of them emerge from the Seeping Caverns horrifically insane. These individuals usually go on suicidal killing sprees until stopped.

Disassembled, a battle chrysalid contains 1d6 cyphers.

BLOB
“And worst of all,” Dyrell said, closing his eyes, “sometimes a part of the fields just sorta ‘comes alive.’ I’ve seen it myself. A bit of the ground—if you can call it ground, that is—just heaves up and starts moving around.”

~Vebar native Dyrell Hing, describing the many dangers of the Amorphous Fields

Many scholars have postulated that the Amorphous Fields, or large parts it, are in fact alive (according to some definition of “alive,” anyway). Lending credence to that theory, sometimes a portion of the roiling environment behaves like a creature. These living embodiments of the region are sometimes called “blobs,” but just as often “amorphous terrors.”

CALLUM
Callum are creatures that feed on nanites, somehow absorbing them through their flesh. An area or object infested with nanites sustains callum, but so do many creatures. This is true—whether they realize it or not—of most nanos but also others, particularly those with otherwise inexplicable powers.

CATASTROPHE CLOUD
Some people think it a locust swarm at first. Others fear that it is the Iron Wind. Neither is true—the catastrophe cloud is a unique numenera plague left over from some prior world. Woe to any village in the Beyond that sees the dark cloud approach. The entire village—people, buildings, and all—might cease to exist in short order.

Once destroyed, bits of hundreds of catastrophs might be used to create a cypher.

CHALLA HOST
This creature is almost more akin to a semi-intelligent biotech artifact. It is found in ancient places, unable to communicate except with its symbiote. Normally, a challa host interacts with a symbiote for a few days at most and then rejects it, moving on to find a new one.

Disassembled, a challa host contains 1d6 cyphers.
CHAOS TEMPLAR
Extraterrestrial entities, the Yaval-kirene (the name “Chaos Templar” is not used) have inexplicable motives. They do not communicate with humans but sometimes aid them when their purposes align. Less often, they oppose humans and kill without compunction. The Yaval-kirene seem preoccupied with the numenera and other extraterrestrial entities and matters.
A Yaval-kirene individual always possesses 1d6 + 1 cyphers and oddities, plus an artifact.

CHIMERA
The word “chimera” is rarely used in the Ninth World, but the amalgam abominations represented by the name are all too common in the ancient remnants of old laboratories and breeding pits. Often, the features of the original creatures fused into the beast are unrecognizable. In other words, it is composed of various portions of animals that no longer exist.

COG MITE
These biomechanical creatures infest and defend the giant machines found in many lonely, ancient complexes in the wilderness.

COLLECTIVE
An ultraterrestrial entity from a universe very different from that of the Ninth World, a collective is a rare sight—thankfully. In a desolate region of Malevich, a collective has enslaved a number of humans and abhumans alike, and forces them to build it a castle of metal and stone under threat of death.

CRAZR
“Crazr” has no meaning in any language still spoken, but these biomechanical automatons are all-too-real guardians of ancient locales. They attack living and mechanical prey (but prefer mechanical or partially mechanical victims). A few members of the Convergence have recently rebuilt and restored a number of these creatures in a lab in the Golden Sanctum and now sell them to other members as hunters or guards.

CRUCIBLE
Living relics of a prior world, crucibles are machine intelligences that work toward a mysterious goal that seems to involve literally reshaping the reality of the Ninth World in subtle ways over millions of years. As they investigate ancient complexes or interact with powerful numenera devices, they occasionally come into conflict with humans.

CYBER SORcerer
Intelligent automatons wielding nanotech-based powers (akin to human nanos), these machine sorcerers are rare. The Angulan Knights hunt them as threats to humanity.

DATA SENTINEL
Data sentinels are another form that dangerous machine intelligences can take. Most people speculate that they are utterly insane. The inner workings of a data sentinel yield 1d6 cyphers and 1d6 oddities.
DEEP ONE
Deep ones are dangerous, aquatic abhumans that dwell along the coastal regions in the Steadfast.

DEVOLVED
A nobleman named Baron Charaschal in Navarene has been performing experiments on some of his vassals, and the result are the devolved. Most operate as his slaves, but some have escaped and plot their revenge against their maker and all other humans.

DRONEME
These biomechanical creations toil at tasks given to them by dead masters aeons ago in long-abandoned complexes and factories. In many cases, dronemes work in places where they—among other things—create new dronemes to replace the ones that die or fall apart after millennia of work.

DYNOED
These ultraterrestrials are explorers and have come to the Ninth World to investigate and learn. They enjoy talking to humans but find them almost incomprehensibly ignorant and limited.

ELDER THING
Far older than humanity, the elder things dwell in particularly remote areas of the world. Very few people know of their existence. Beyond the Southern Wall is a city of stone and glass buried in the ice where a few still remain.

EXTEREON
Extraterrestrial creatures, extereons are found in the Ninth World only in a small haven on an island along the southern portion of the Sere Marica. They have a relationship with the Yaval-kirene, but its nature is unknown. They seem to have a particular hatred for varjellen.

FRACTAL WORM
Fractal worms are ultraterrestrials that almost never fully enter the Ninth World. The only way to encounter one is to travel to another universe or to encounter a special gate they can create through which they draw a hapless victim (a Might defense roll is required to resist this pull). The gateway stays open for about five minutes after a victim is snatched, so if her friends act quickly, she might be able to be saved and returned home.

It is possible that a curious or hungry fractal worm might create a gate so large that it truly enters the Ninth World. Woe to any cities that lie near the point where it emerges.
FRENETIC HOB
These creatures are feared denizens of the wilderness in central Iscobal, particularly around a mysterious lake of poisonous liquid found there. The center of the contaminated lake is actually a mytocytic pool.

FUNGALAR
Wherever forests of strange fungus are found in the wilderness—more common than one might think—a fungalar might be present, feeding on whatever happens by.

FUSION HOUND
The deserts of Errid Kaloum are the hunting grounds of these predators, which operate in packs. Most people simply call them flame hounds and don’t understand their ever-burning nature (other than to say “it’s magic”).

GAMMA SPIKER
Deadly predators of the wastelands of the northern Beyond, gamma spikers are often thought to be demons by the nomadic peoples of that region. The natives tell stories about the spikers that terrify children and adults alike.

GLITCH
Another type of dreadful ultraterrestrial, glitches inflict 5 points of Intellect damage with their psychic attack (there is no “alienation” in Numenera). They seem to exist only to spread madness and horror, as if they were created by entities that unleashed them like a plague on a prior world from another universe, waging a now-long-forgotten war that no one told them has ended.

GNOCK
Gnocks are disembodied entities, likely originating from another universe but now inhabiting this one with unknowable goals other than the delight of controlling intelligent organic creatures. Gnocks are vulnerable to attacks from energies, weapons, and devices keyed toward transdimensional foes. Gnocks and abykoses hate each other and may be from the same universe.
GREY
Greys are visitants, like varjellen or lattimors, that dwell in the deepest, darkest regions of the Black Riage. They have a great affinity for the numenera, but (unlike the greys presented in The Strange Bestiary) not all carry a ray emitter or a personal shield, though some do. In contrast to many other visitants, greys keep to themselves and look upon humans as foes to occasionally experiment on but to usually just avoid. Greys have their own language and name for themselves that they have never shared.

HOLLOW KNIGHT
In the kingdom of Draolis, a numenera tinkerer named Gymanes has found a way to use magnetism and various hidden devices to make hollow knights. His goal is to encourage people to believe that they are plate armor suits haunted by spirits.

Those in the know can search the remains of a destroyed hollow knight and find enough to cobble together a cypher.

ID THIEF
The head of all criminal activity in Lhauric is actually a creature called an id thief, likely the result of the strange sciences of a prior world, or perhaps an extraterrestrial. No one knows the truth of its identity, as it has operated as Hile Therakal, a withered old woman, for decades.

IGNITHERM
The wilderness is a dangerous place, and part of the reason is wandering relics like the ignitherm, a leftover from aeons past.

A destroyed ignitherm yields 1d6 cyphers and 1d6 + 1 oddities.

IMPOSTER
The Convergence has long sought a way to develop a completely trustworthy and efficient network of spies to gather information from rival “wizards” or other experts in the numenera. The biomechanical imposters are a new development toward this end.

Anyone in the know might find one or two cyphers and an oddity in the detonated remains of an imposter.

KAIJU
These ultraterrestrials usually enter the Ninth World for only short periods—short periods of horrific, wanton destruction. However, some people have speculated that beyond the Beyond, far to the east, there may be a place where such creatures dwell all the time.
KILLER ROBOT
Although the word “robot” is unfamiliar to Ninth World ears, these automatons exist and seek the death of all intelligent, organic creatures.

KILLING WHITE LIGHT
One of the great dangers of the Augur-Kala, the killing white light is a hideous threat for travelers in the night. Its origin is unknown.

MAD CREATION
Whether the tinkering of a numenera aficionado has borne fruit or explorers simply stumbled upon the products of an ancient biotechnological lab, the mad creation is no stranger to the Ninth World.

MAGGOT FIEND
Horrible mutants, maggot fiends like to consider themselves supernatural demons (hence the name). And many humans believe it—for good reason.

MECHADRONE
There’s no shortage of dangerous automatons left over from the prior worlds, and the mechadrone is a typical specimen.
From the inner workings of a mechadrone, one might salvage 1d6 cyphers, a few oddities, and perhaps an artifact.

MECHANOMANCER
A mechanomancer is a nano that has somehow tapped into the datasphere and fused his own consciousness with it while remaining an energy being in the physical world. Mechanomancers are rare, but a secret cabal of them is said to dwell in a glass fortress in the Ba-Adenu Forest.

METALLICON
Amid the rubble of ancient citadels, sometimes the weird energies in play can—over the aeons—have bizarre effects even on the ruin. Such is the genesis of the metallicon.

MONUMENT SPIDER
If a land where kaiju roam freely does exist, it’s likely that monument spiders build webs there to catch truly enormous prey.
STRANGE CREATURES OF THE NINTH WORLD

MYTOCYTIC POOL
The lake in and around which the frenetic hobbs dwell in Iscobal is a mytocytic pool. There may be others out in the Beyond, in particular in the Amorphous Fields.

NAKARAND AVATAR
Nakarand is an ultraterrestrial in a transdimensional realm that extrudes itself into the Ninth World occasionally as an “avatar” to gather food. It is often seen in the darker corners of the city of Qi.

NECURATU
Necuratu are strange mutant predators that seem to prey almost exclusively on visitants. It’s thought that they are unable to digest the flesh of most other creatures.

NEURORAPTOR
These flying biomechanical predators scour the wasteland looking for any large prey to kill and carry back to their roost. They are often called mind raptors in the Ninth World.

One can salvage 1d6 cyphers from the body of a mind raptor.

NGESHTIN
These creatures dwell in cold regions, such as those found along the Southern Wall (and farther south). Small nomadic tribes in Matheunis worship them as winter spirits.

NIGHTGAUNT
Along the southern slopes of the Clock of Kala, these creatures flit about, usually at night. Wise folk leave them alone, but sometimes nightgaunts carry off victims into the dark, never to be seen again.

NIGHT SPIDER
Living in tunnels, these subterranean predators dwell mainly in the Cloudcrystal Skyfields and regions north of the Steadfast.

NIGHT WYRM
A nocturnal hunter, the night wyrm is a danger along the eastern edge of the Black Riage, where the huge creature feeds but once a season and then hibernates underground.
NUL
Deep in the wilderness, these small creatures gather and perform strange rites to stranger gods. If startled, they attack, even creatures far larger than themselves. No one has ever understood them or been able to explain their existence.

NUPPEPO
Horrific creations of twisted science, these creatures stalk lonely reaches, particularly in the Beyond.

OCTOPUS SAPIEN
The octopi of the Ninth World are keenly intelligent and have a sophisticated (and incredibly old) society. Octopus sapiens are a breed of particularly large warrior octopi that clamor for war against the return of humanity. They can operate more efficiently and survive out of the water longer than their brethren.

POLYMOUS
Worshippers of a deity known as the All-Consuming live on the edges of the Amorphous Fields. They have encountered the polymous, creatures native to the region, and rather than be repulsed or terrified, they see the strange beasts as representatives of their god. The devotees seek to capture the creatures, transport them to civilized areas such as Vebar, and let them loose. Of course, many of the worshippers themselves are taken by the polymous.

POSTHUMAN
Posthumans are humans that have fused with the technology of the ancients to such a degree that they have transcended their humanity. They are extraordinarily rare, but those that exist are worshipped as gods. One such example is a goddess named Quenalla in Milave. When she isn’t exploring the cosmos or other universes, she resides in a temple built for her 30 miles (48 km) east of Orrila, surrounded by faithful who bring numenera offerings to her.

PRANCE
A mutant plant in the Westwood, the prance is a known danger to the loggers and trappers in the region. Prance seeds and pollen are commodities in the northern Steadfast, although some people would like to see both destroyed.

QUESTING BEAST
The creature known as the borrim is a singular beast owned by the Empress of Pytharon. Criminals and other unwanted individuals are cast into the chamber where it dwells in the Sunken Palace.
REANIMATED
These automatons are made entirely of stitched-together corpses, laced with devices to give them power. Despite what they may appear to be, they have no memories or free thoughts.

REGOID
Regoids are machine intelligences that attempt to control and master other automatons, as well as organic beings.

SAPIENT TREE
These carnivorous plants hunt animals, birds, and humans. Their ability to blend into a normal forest makes this task much easier. They can be found in any wooded area.

SCORMEL
Mutant creatures banded together in the wilderness, scormel are found in the Plains of Kataru and the surrounding regions.

SCRAP DRONE
Although scrap drones can be found in many places, a number of them are known to inhabit the Weal of Baz in the Beyond.

A character knowledgeable in the numenera can scavenge 1d6 cyphers and oddities from a scrap drone.

SERPENT PERSON
These abhumans are called sallasti in the Ninth World, and they are common in Scorpion’s Reach in Ancuan. They may be among the most ancient of abhumans, and the ones most familiar with the numenera.

A sallasti always carries a cypher or an oddity.

SHADOWCASTER
Extremely rare extraterrestrial creatures, these beings are able to shape shadows and light to create powerful illusions. They somehow tap into the essence of any organic creature that is also laced with mechanical parts, including any creature with numenera implants, many biomechanical creatures, and of course any character who fuses flesh and steel. Shadowcasters can enslave these victims like puppets on strings.

SMOTHERER DEMON
One of the many scourges of Matheunis, the Cold Desert, so-called smotherer demons (or, as they are just as often called, smotherers) prey upon almost any living thing they encounter. Laced with regenerative nanites, they are difficult to permanently destroy and must be burned or disintegrated to ensure that they do not return. Although myths state that they make bargains for their victims’ lives, this does not appear to be true—they are simply clever and powerful predators.

SPINE
Plains of Kataru, page 184
Weal of Baz, page 198
Ancuan, page 166
Matheunis, page 208
Reanimated, page 113
Regoid, page 116
Sapient tree, page 117
Scormel, page 118
Scrap drone, page 119
Serpent person, page 120
Shadowcaster, page 121
Smotherer demon, page 124
**SPINE TINGLER**
These weird beings are found only amid the strange structures of the Cromulus Ranks. If they are connected to the pyramidal peaks in some fashion, the details are unknown.

**SPICED**
Perhaps another type of visitant or the result of biological engineering in the past, these “almost humans” are dangerous predators. They are rare but have no limit to where they can be found.

**TARANID**
Microfilament implants in their silvery, wiry hair make taranids dangerous opponents. They are humans enhanced by a process developed in Thaemor by a mad nano named Varthalis who claimed to be a goddess before she was killed.

**VAT Reject**
Abominations crawling out of ancient ruins, so-called vat rejects are deadly killers that, once awoken, rampage until destroyed. They razed an entire town in the Pytharon Empire, a disaster that caused many in that land to forbid anyone from disturbing ancient sites.

**VENOPUS**
These psionic beings are said to have arrived on the shore of Ghan about fifty years ago in a strange ship of synth. Today the weird predators are dispersed throughout the Steadfast.

**VERIDIAL**
Inhabitants of the Caecilian Jungle, veridials attack only in self-defense when they are disturbed.

**VERTEBROID**
Vertebroids inhabit the Cloudcrystal Skyfields. Although they can “feed” upon the energy in many numenera devices, they seem to get a small fix from certain types of crystals as well.

**VIROID**
Rare defensive mechanisms encountered by numenera hunters in ancient complexes, viroids are unwilling or unable to spread into the world at large—thankfully.
VOOT
The Caecilian Jungle is home to a variety of plant creatures, including voots. They are revered in certain hidden enclaves of mutants, who seek out the creatures’ fruit to enhance their mutations. The mutations granted by a voot tend to fade after a week or so.

WARBOT
Another automaton lost out of its original time, a warbot (usually just called a warrior automaton) attacks anything that enters its designated protected space.

The destroyed remains of a warbot yield 1d6 cyphers and one or two oddities.

WHITE APE
The wilderness predators known as white apes can be found almost anywhere warm and wet. In the city of Uxphon, they are a favorite challenge in the gladiatorial arena when the crowd grows weary of slave fights.

WITCH
Sometimes nanos go too far in the use of their powers and become twisted versions of their former selves. Ninth World witches do not ride brooms (although they favor gravity-nullifying devices that allow them to float or fly), and their familiars are creatures as weird and warped as they are.

NOBLE KNIGHT
Although the Angulan Knights are the most famous, there are many knightly orders in the Ninth World. Noble knights tend to go off questing into the wilderness alone (or with a squire or band of retainers). Some wield numenera devices as well as a mighty sword and shield.

THE ORACLE
A singular entity possessed of both mutant and technological powers, the Oracle can actually see through time. She dwells alone in Dessanedi, avoiding contact with most others. Still, people make long, arduous pilgrimages to seek her out.
You call them recursions. They're like limited pocket dimensions with their own laws of reality, connected to Earth via a dark energy network beneath the normal matter of the universe—a dangerous, chaotic network they call the Strange.

Recursions spawn from myths, legends, and fiction, so your visits might take you to the setting of virtually any story, film, or mythical realm. They're limited in scope, rarely larger than a continent and sometimes not much bigger than a city block. Often the denizens aren't even self-aware, but are little more than automatons going through the motions of their fictional world.

But sometimes, in the larger or more mature recursions, they have the spark: self-awareness. Sentience. The ability to form their own motivations and agendas.

And some of those beings understand that they aren't alone in the Strange. Some of them know about Earth and the limitless universe beyond it. And some of them are very, very dangerous.

Old Mars. Asgard. Oz. The Dreamlands. The Victorian London of Sherlock Holmes. The setting of your favorite movie. Worlds even more exotic or bizarre, driven by laws of Magic, Psionics, or Mad science. When you visit these worlds, you adapt to them, taking on some of the physical aspects and knowledge of the natives. You become, in part at least, a different version of yourself.

What will you find when you venture into Earth's shoals? And what will find you, as you travel into...
Venture deeper still into the mystery and wonder of the Ninth World!

The journey into the Ninth World is far from over. Unearth more cyphers, encounter more weird creatures, and discover new abilities with these great titles from the continuing line of Numenera products!

- Character Options
- The Ninth World Bestiary
- Technology Compendium
- Numenera Cypher Chest
- Into the Night (Available summer 2015)

Available now from the MCG web store:
www.montecookgames.com