

NINTH WORLD ASSASSINS

A NUMENERA SUPPLEMENT FOR PLAYERS AND GMS



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Thank you, all of you.

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Authors Note

The Assassins of the Ninth World book is a rules accessory for the Numenera™ roleplaying game. This book is a supplement for both players and GMs to enhance the role of assassins and agents that can be found in the Numenera™ setting. In this book you will find various examples in addition to character options, equipment, organizations that fit the assassin archetype. These examples are fictitious and do not actually exist.

This book was inspired from my initial confusion of how to deal with poisons in the Numenera Corebook, as they are listed as both mundane equipment and unique cyphers. This book will clarify some of those roles in addition to providing more examples of both mundane and cypher poisons, expanded character options, guilds and NPCs that players and GMs can use within their own games.

This book covers the trained and the specialized assassin. Criminals and killers can exist at every strata, from the angry housewife, the paid gang-member, the seasoned professional and everyone in between. Although these other killers exist, this book aims to focus on the professionals of the industry, unfolding and expanding upon the mysterious shroud that veils these notable individuals.

After re-reading books such as Book of Exalted Deeds™ and Book of Vile Darkness™, I feel as though I am warned to put my own disclaimer regarding the inferences and uses of this kind of content. I am a good person, at least I like to think so, and I have not assassinated or murdered anyone in my lifetime and in no way am I advocating for anyone to kill anyone or even try to kill anyone. This book tries to explore the possible role of assassins layered within Monte Cook's Numenera setting while trying to cross-reference historical and cultural perceptions and opinions that have been explored regarding assassins, their mystery, technique, and psychology. I hope you enjoy the book and find its contents useful.

Enjoy!

-Andreas Walters

What You Need to Play

This is a supplement to the Numenera tabletop roleplaying game, in which you only need the Numenera Core Rulebook to play. This book also references creatures listed in the Numenera Bestiary. Both of these books can be found at your friendly local gaming store or purchased online at

<http://www.montecookgames.com/shop/>

Or through Monte Cook Games [DriveThroughRPG store](#).

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| Introduction |



*"There are people that need killin', not my fault that
someone wants 'em dead."
- An Assassin Perspective*

As popular culture portrays them, assassins tend to be the quintessential ninja, relying upon the shadows, stealth and silence to aid them in their deeds. In truth, the defining baseline of an assassin is relatively loose, covered with the overarching description of, "one who has (or would) commit targeted murder." This broad definition lays out hundreds of possibilities, leaving room for almost any kind or type of assassin. This also means that you don't have to be stealthy or silent to be a skilled assassin. In fact, an assassin could specialize on almost any skillset or emerge from any walk of life. Even their reason for taking up 'the craft' (as some refer to it) may be just as varied and diverse, wrought from personal anguish, to personal vendettas; each assassin has their own story and unique style.

Assassination today, much like that of the Ninth World, is much more prevalent where there is competition. Although even more so in the Steadfast and the Beyond where laws, power and influence may vary across short boundaries.

Assassination is commonly found in high-density urban environments that are subject to constant stresses; whether it be po-

litical, personal, organizational or financial. In most cases, where there are people, there are assassins nearby. Some assassins may shy away from the stresses of urban society, secluding themselves to the wilds and the Beyond. Although they may live simple lifestyles, they are always ready to apply their skills when a situation calls for it.

Murder, contrary to our current legal system, is very different from what you would see in the Steadfast. Unlike our civilization, the Steadfast lacks reliable communication, blanket legal systems and reliable, and efficient, transportation resources. Therefore, each kingdom, principality, city or town, may rule with a different definition of what we call order and justice.

This means that you may find places where the rule of law is carried out and judged by a martial elite, known as “the Arbiters.” The city of Vebar believes that assassination is merely a tool; and by hunting down the assassin who committed the murder, they can find out who hired him so that they can bring his client to justice. Other cities, like Legrash, is lawless and each individual knows there are no city guards to protect them or stop them.

| An Assassins' World |

Some see the act of assassination as a last-resort action; respectively many legal systems view it with the same degree of severity. Despite the dangers of legal punishment, there are cases where these clients believe that the elimination of their target is the only way to resolve their issue, whatever it may be. This is where the assassin can step in and fulfill a market role in the delicate fabric of society. An assassins origins and outlook are covered in this section. In addition, the role and motive of the client are equally as diverse and varied. Finally, this section also details out various motives and ways that a potential client would get in contact with an assassin or one of their agents.

The Assassin

With the potential to come from almost any background, assassins can vary greatly in almost every facet. Despite this uniqueness, these individuals have similar origins in addition to perspectives on their work. These origins and outlooks can be used for both character and NPC backgrounds and perspectives as they are applied to their overall character.

Backgrounds

Not all those who deal in the business of death know that this was to be their vocation. Some are forced into it, while others find their beginnings from abandonment or betrayal. Below is a list of origins that can be used for a players' backstory or even for the history of a unique NPC ally or villain.

Background examples include:

- **Military Survivor:** You have served in an organization which is not new to battle. For whatever reason, you are no longer a part of your old troop. Ready for battle and wandering the long road, you take any job that makes its way to you. A shin is still a shin, no matter who it comes from, right? You may have taken up residence in the city as a mercenary. However, when the call comes in to eliminate a target, you don't bat an eyelash, for this was once an everyday job for you.

Advancement: You don't receive formal training in the way you used to. To compensate for that void, you have found other ways to condition yourself for the worst a job can bring. When you gain pool points, it reflects your personal training, conditioning, hardening and tricks you have picked up after each job you have done.

- **Avenging Assassin:** You have been wronged somehow in the past and it has forever changed you. Most people, under these circumstances, would have become an assassin's client, but you were pushed to the extreme. You have taken it upon yourself to uphold some tenet or ideology which you are, at times, fanatical about. For those who have suffered your loss, you may commit the deed for free. Without this connection, clients need to find a different killer.

Advancement: Upon each assassination you find solace, when you gain pool points, its a reflection of your ever-improving skills and a broader understanding of your mission.

- **Recruited Hand:** Your skill and expertise has caught the eye of a guild member or one of its agents and they have recruited you. Once you had accepted the offer, you began a rigorous training, turning you into a professional assassin. You believe in the efforts and goals of your guild and they are reflected in the quality of your work. Your ambition is to advance your organization's goals and you aspire to become the leader of your organization.

Advancement: Upon performing missions for your guild or cause, you have found an outlet to test your abilities. In addition, you receive quality mentorship from the masters above you. When

you gain pool points, this is the result of rigorous training and trade secrets taught only to a master assassin.

Outlook

Assassins find their talents in unique ways, although once rooted in the industry, assassins look for meaning, whether it's in life, their actions or others. They may develop the following perspectives:

- **Philosophical or Religious Beliefs:** Each action is done for a cause that is higher than yourself. Assassins may explore their clients and their targets for a deeper meaning or reason. These beliefs could range from personal cleansing, eradicating AIs, or even for the Amber Papacy.
- **Just Another Job:** The most sane and reserved of the potential outcomes of being an assassin. Some will make strong separations from their work to their relationships, be it guild, community, family or even something else. They see their work as a job, sometimes even regarding it with pure professionalism, or referring it as "doing Society's Dirty Work." These individuals literally work for the payout and seem to care for little else, although a weakness could probably be exposed if someone pokes around their personal life enough.
- **Psychosis:** These individuals can be normal from one moment, to highly unstable the next. Although different levels of delusion exist amongst these individuals, they are willing and ready to take anyones life in order to save their own. It is common for these individuals to have strong emotional or social issues, which probably gave rise to their violent careers,

The Client

An assassin cannot exist without the client. Fortunately, those who feel overly powerful, powerless, desperate or even clever could call for the use of a skilled assassin. As long as client intent exists, the need for assassins will continue to persist. These clients, can be as diverse and interesting as the assassin himself.

Reality of Work

Contrary to popular belief, assassins are not always searching the streets for contracts or sitting around in a guildhall waiting for the next contract wander in. Contracts can be seemingly sporadic and random, unless there is a master plot at work and during this time an assassin is usually mingling and working with the rest of society with their eyes and ears open for the newest rumors, tales and potential contracts.

Client Motive

The motive for calling for an assassination can be driven by a profound number of factors, each resulting in someone being convinced that there is a need to eliminate someone. Each of these reasons are tales unto themselves, each of which can build a rich emotional character. Possible client motives include:

Betrayal	Greed	Ideology	Justice	Power
Fear	Honor	Jealousy	Passion	Revenge

Finding an Assassin/Organization

Once you have decided that an assassination is the correct course of action, you need to locate or get in contact with the one who will conduct the deed. There are a numbers of ways which assassins and clients are matched together.

- **Advertisement of Interest:** The client can announce publicly or release through carefully placed rumors, notifying the underground that they are looking to hire an assassin. The target and the reward does not have to be specified. Those who have keen ears will find the client or their representative for the job.
- **Direct Contact:** The client directly approaches a known assassin or guild representative and reveals to them their contract terms. This practice is more frequently seen if the assassin or guild has had several contracts with the client.
- **Intermediary Contact:** This could be an agent of the guild or just an expendable contact, this person functions as the intermediary between the client and the assassin, passing information from one to the other, usually getting some cut of the action
- **Numeneric Device:** This can be as mystical or a weird as it sounds. Some assassins may possess an artifact or location that allows them to discern potential clients or even identify their targets. This could be working through the datasphere, short range harmonics or even something transdimensional.
- **Public Bounty/Reward:** An uncommon, yet sometimes effective solution. The client puts out either public or rumored notice that there is a bounty on a particular individual's head. The target is clearly identified although the client, the reward, or both do not always need to be revealed.

Contract Negotiation

Once the client has come into contact with an assassin or their agents, a contract or informal agreement of terms must be agreed

upon prior to the assassin carrying out the work. This phase only occurs during direct, intermediary or sometimes numeneric contact. These meetings exchange target information, cost and other client requests.

Cost to Kill

Although it varies, either the client or the assassin can begin negotiating with a proposed cost. Sometimes, an assassin will delay the agreement to investigate and better determine the difficulty of the job. In most cases, as a part of the agreement the assassin will request some sort of upfront or collateral payment, this may be used to cover expenses, intelligence gathering, bribes or recruiting aid. If the client has any ‘special’ requests, such as body disposal or preferred method of death this can add to the cost of the contract.

When determining the cost for the elimination of a target an assassin will combine their estimate of eliminating the target with their own unique fee. These prices are only approximations, and can easily fluctuate.

Target Cost: This is the assassin’s proposed rate for eliminating a specific target, this is the combined total of the perceived difficulty of the mission and the contract fee, although other modifiers may apply. This is not a standard of costs, just the average of the industry.

Contract Fee: This is usually the base cost of hiring the assassin as a mercenary; guilds use this as a way to recoup outside costs.

Cost Modifiers: Any element that can influence the difficulty of the job influences the final cost of the contract.

Target Cost: Contract Fee + (Perceived Target DL x 150 shins)

<u>Contract Modifiers</u>	<u>DL Change</u>
Consistent with the Assassin’s Goals	-1
Request (Death appears natural)	+1
Request (Obtain object while inside)	+1
Request (Bring the body to the client)	+2
Request (Public assassination)	+2
Target is famous or renowned	+2

Additional Requests:

Some clients will have requirements for their assassin to carry-out. These could range from, using a particular kind of poison, placing evidence on the target, disposing of the targets body, making the target’s death seem natural or any other sort of request. These usually increase the difficulty of the assassin’s normal role, and assassins usually charge extra for these kind of services.

| Getting The Job Done |

Plotting an assassination requires a plan, patience and precision although not all assassins may work in this fashion. It is plausible for an assassin to break through the front door and direct a full assault upon the target, though this approach leaves various flaws and openings for error. The goal is to eliminate your target and fulfill any other requirements set forth in the agreed 'contract,' everything else is to the assassin's discretion. Listed below are numerous phases detailing how to conduct a successful assassination. It is advised that some effort be placed into each of these steps to assure the assassination runs smoothly. Some assassins may specialize on certain tasks or methodologies, which begin to build their M.O. (Modus Operandi or signature). Failing one of these steps or even overlooking one could lead to disastrous effects or implications. They are as follows:

Target Identification

Your client may provide you with an image or detailed description of your target, It is your job to seek out and locate your target. If your target is notorious to some degree, this task can be relatively simple. However, if they are a local merchant or a lord's daughter the task could prove to be a little more tricky. Mistaking your target for someone else, or killing a body-double does not get the job done.

Intelligence Gathering

Once your target is identified, you can begin gathering information about them. This could be as simple as knowing their basic travel habits to more detailed information such as knowing that the target has an affinity for a certain lady or a fine Thriesian ale. Perhaps you have a Contact or Informant (See XP Options on pg 75) who can provide you with a handy hint, or even with a key to the manor.

- **Routine activities:** Consistent schedules are quite convenient when preparing an assassination, frequent pathways, events and locations are ideal for determining the killing location.
- **Personal Defenses:** Bodyguards and personal combat ability of the target are important, as you may reconsider your plan when you learn that your target is the Uxphon arena champion. In addi-

tion, if they are suspecting that an attempt will be made on their life, they may have prepared a number of countermeasures.

- **Personal Intrigues/Pleasures:** Everyone has a weakness of some sort, and these can always be leveraged in your favor. You can be quite creative and elaborate in your methodologies as a distracted target can be easily caught off-guard.

Planning

Given the information you have acquired, you can begin to finalize various details regarding this specific mission.

- **Cause of Death:** There are many ways to dispatch your target, some involving your presence others handled from afar. Common assassinations include stabbing or use of a ranged weapon, creative uses could include the placement of clever traps or initiating internal betrayals. Although the client may have their own preferences.

- **Client Requests:** You may have agreed to a particular request from a client, this could range from theft, planting evidence, recovering the targets body etc. These can add considerable burdens to your, once straightforward, assassination

- **Killing Location:** This is where the final events shall unfold, and where your target will meet their inevitable demise. This can be tricky as you want your target to be caught off-guard without drawing too much attention from the public so you can escape.

- **Escape Route:** Are there guardsmen or members of the public who could get in the way? is a distraction necessary? Are there trap doors or safehouses that need to be utilized?

- **Execution:** The most important part of the contract, as it involves the elimination of your target. In most cases you can take whatever approach you like, however, if a client has a certain request, it's best you stick to that request.



Killing Locations:

Target's Residence

You need to infiltrate target's residence. Entry could include impersonation of a guard or butler, maybe even an official. Perhaps you can find silent entry, through a cracked window under the shroud of nightfall. Although you will encounter fewer witnesses, you are walking into the home territory of your target. Here he may have planned traps, escape routes, hidden weapons, nearly anything if things turn sour. If things go awry, your target will have the upper hand in defending himself. If executed well, it may take days for someone to note your targets 'disappearance.'

Crowded Public Places

Probably the most memorable way to conduct an assassination. Some clients prefer this methodology as to either inspire fear or to make an example of the victim. In any case the assassin has only a few moments to dispatch their target before public clamor and local guardsmen get called to the scene. It is strongly reinforced the the assassin to develop a foolproof method of taking out their target and being able to get away undetected, or at least unharmed.

Escape Route

In cases where your target may have guardsmen, witnesses or other unique safeguards you need a way to safely get away from the crime scene without raising suspicion. This can get increasingly more complicated if the client requires you to retrieve the body. Some assassins have been known to set timed distractions or 'inevitable' accidents to cause local mayhem so that you can disappear into the streets.

Contract Collection

As a part of the contract negotiation, methodology of proof and payment are most commonly discussed. For the more 'public' jobs, a client will require proof that you had, in-fact slain the target. In other cases, the client may have a method of watching your movements, or maybe watching the target. In the end, it still comes down to how you get paid. If the client does not produce your reward within a reasonable amount of time, don' hesitate to pay your client a visit.

Failing A Mission

The worst thing that could probably happen to you, assuming that you weren't caught. In the best cases, you can try again and your target may have bolstered their security measures. In other scenarios, the target may have figured out who your client is and sent their own assassin against him, remember your client is your source of income. In other scenarios, a vengful client may destroy your reputation.

| Character Options |



"We are not the hand of justice and we are not the hand of tyranny. We do not pick sides in these battles for we are, the hand of fate"
- An Assassin's Perspective

| DESCRIPTORS |

In the Ninth World, assassins can come in almost any manner or demeanor. Perhaps you had been trained since birth, or maybe you have found a new outlet for your abilities. Below, are new descriptors which will add a unique flavor to your non-typical characters. Feel free to add these to your campaign and work them into your character backgrounds.

Blind
Brave
Cautious
Chivalrous
Daring

Devoted
Drunk
Notorious
Opportunistic
Outlaw

Blind

You may not even know what vision and sight are, but you have found your own way to see the Ninth World. Through your own unique development or perhaps from the benefit of new cybernetic numenera enhancements, you are able to visualize everything from your other highly developed senses.

You gain the following benefits:

Listener: +4 to your Intellect Pool.

Skill: You are specialized in perception tasks.

Skill: You are trained in philosophy.

Sightless Eyes: You suffer no penalties involving illumination or visibility. In addition, you are immune to any effect that is caused through vision, including disorientation, illusions or holograms.

Retrace: You have a near-perfect memory of the steps you have taken and in which direction. This allows you to retrace your steps with ease.

Inability: Dodging and blocking tasks are one step more difficult.

Inability: You are blind and cannot see. Accuracy is more difficult for you however you have learned to cope. Any attack, either with a melee weapon, ranged weapon or an ability power is considered two-steps more difficult.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. The PCs saved you from a danger you couldn't see.
2. The PCs sought your wisdom and insight into a problem.
3. You believe that the PCs will lead you to the truth.
4. You sought the PCs to help you find the one who blinded you.

Brave

You find yourself charging in where others hesitate. This may have earned you great medals and prestige in times of conflict, likewise this trait has led you practically to your death. Your courage and fearlessness have lead you to go where lesser men dare not step.

You gain the following benefits:

Resilient: +4 to your Might Pool

Skill: You're immune to fear effects.

For Glory! (2 Intellect Points): Once per day, you speak inspiring words of glory and fame. Allies who hear you gain a +1 asset bonus to their rolls for one skill they are trying to perform. Action.

Inability: Identifying situations that are dangerous or beyond your abilities is quite difficult for you. Perception tasks that involve identifying or spotting danger are one step more difficult.

Additional Equipment: A medallion or trinket which was a reward given to you for your heroic actions.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. You saved one of the PCs who convinced you to join them.
2. A PC disbelieves your bravery, you need to prove him wrong.
3. A PC saved your life, you have a debt to repay
4. The PCs sought your help for their next quest.

Cautious

It never hurts to double check things; maybe a third time wouldn't hurt either. You enjoy double checking everything and you always take someone's word with a grain of grit.

You gain the following benefits:

Observant: +2 to your Intellect Pool

Skill: You're trained in perception tasks.

Skill: You're trained in finding traps and identifying danger.

Too Careful: If you roll a 1 during a search task, you have a 50% chance to narrowly avoid the GM intrusion.

Inability: You hate to injure yourself and tend to hesitate performing dangerous physical skills, treat these skills as one-step harder.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. You joined the PCs thinking nothing dangerous would happen.
2. You stopped a PC from stepping into a trap, he is grateful and asked you to join their group.
3. You observed that something interesting was going on.
4. You believed that the task might lead to interesting discoveries.

GM Intrusion :

You were so absorbed in your careful, methodical, nature that you did not notice the enemy that crept behind you... SNEAK ATTACK!

Chivalrous

You have high expectations of yourself and adhere to a strict code, be it ideological or moral. Some may view you as a gentleman or as a fine lady with perfect etiquette and poise. Those around you trust you with their well-being and their safety.

You gain the following benefits:

Benevolent: +4 to your Might Pool.

Skill: You are trained at identifying symbols and markings of rank and class.

Skill: When protecting someone who is not justly engaged in equal combat, you are considered trained in defense tasks.

Inability: You cannot refuse a GM intrusion when it involves aiding or protecting the unfortunate, poor or weak. In addition, you also have the strong urge to lend some sort of aid to help those who need it.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. You personally vowed to aid the player in their mission.
2. The players approached you with a task you couldn't refuse
3. Your lord assigned you to the party to aid them.
4. A PC saved your life and now you owe them a debt.



Daring

You calculate others intentions and motives and ply them to your advantage. You take risks that others see as a likely loss, but you know your limits and sometimes your efforts pay off. Your plans are extravagant and edgy with a hint of wit. If things go awry, you find fast ways to get out of harms way. You are the last man to withdraw from a duel of wits for you are confident you can outfox your opponent. You are crafty, witty, clever and maybe even foxy.

You gain the following benefits:

Cunning: +2 to your Speed Pool.

Skill: You're trained in Initiative tasks.

Skill: You are considered to have an asset in movement skills (ie climb, sneak, jump, etc..) when performing a dangerous maneuver.

Inability: You have a pretty big ego, and you'll stand up for yourself, if challenged to do something dangerous, it's difficult to refuse. Resisting such actions are one step more difficult.

Inability: The biggest danger to you is primarily yourself, you have the urge to accept bets & dares, even when they are seemingly impossible. "But what the heck, that's how you get famous, right?"

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. The PCs sought your bravery for a task at hand.
2. The PCs needed help and you rushed to their aid.
3. In an outmatched fight of honor, a PC stepped in to your aid.
4. PCs needed some extra muscle and it could earn a few extra shins.

Devoted

You are member to a specific faith or philosophy and you believe strongly in the truths and teachings of this faith. You may try to show others the path that has been shown to you. Or, you may silently move along, knowing that in the end your faith, as displayed through your prowess or knowledge, will eventually show your comrades and peers the great strength of your faith. Then, they will see the truth.

You gain the following benefits:

Insight: +2 to your Intellect Pool.

Skill: You are trained in knowledge religion and philosophy.

Zeal (2 Might Points): Once per day, call forth your faith and devotion to aid you in your task. Reduce the difficulty level of a single task (skill, attack or defense) by 1. Enabler.

Inability: As a part of your devotion, you are very close-minded to those who do not share your ideals or beliefs. Social interactions with those who have opposing views are one step more difficult.

Additional Equipment: You carry a symbol or token to represent your faith and/or devotion.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. You need the money to establish your own order.
2. You convinced a PC to join your cause.
3. You undertook a personal mission to try and convert a PC.
4. You had an out-of-body experience, leading you to a PC.

Drunk

All the world's problems can be solved with a drink in hand. This is the motto you live by. Others may perceive that you have a 'slight' drinking problem, but that is of no concern to you. Alcohol has been your friend, even in the worst of times.

You gain the following benefits:

Drinker: +2 to your Might Pool

Skill: You are trained in Might Defense actions.

Liquid Courage (1 Might Point): You consume an entire bottle of alcohol, for the next two hours you are trained in balance tasks and you gain 1 armor (both mental and physical), this armor stacks with any armor worn. In addition, you gain an asset to speed defense rolls. You can use this ability twice per day.

Inability: Formal interactions are considered one step harder.

Dry-Spell: You do not fare well truly sober, if you pass an entire day without even a sip of alcohol, all tasks thereafter are considered one-step more difficult. If you pass a second day without an alcoholic beverage, the penalty rises to a two-step impediment. To handle this, most alcoholics keep a bottle on-hand to frequently sip on during their travels.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. Prior to your condition, you owe a PC a debt that you must repay
2. The PCs sought out your former self.
3. You lost a bet with one of the PCs, it didn't involve drinking...
4. You were promised a free drink.

GM Intrusion

While in a tavern a friendly Jack bought you a drink. Eagerly you accept and chug the cool beverage. Then suddenly, the people around you begin to melt away turning into horrific nightmares.



Notorious

You have performed deeds that have been recognized by others. You may be famous or you may have a bounty upon your head, whatever it is, people know who you are when they see you.

You gain the following benefits:

Mobility: +2 to your Speed Pool.

Skill: You are skilled at using your notoriety to your advantage, you are trained at social interactions.

Inability: Due to your fame its difficult to pass through anywhere without someone knowing or recognizing you, skills involving covering your presence or identity are one step more difficult.

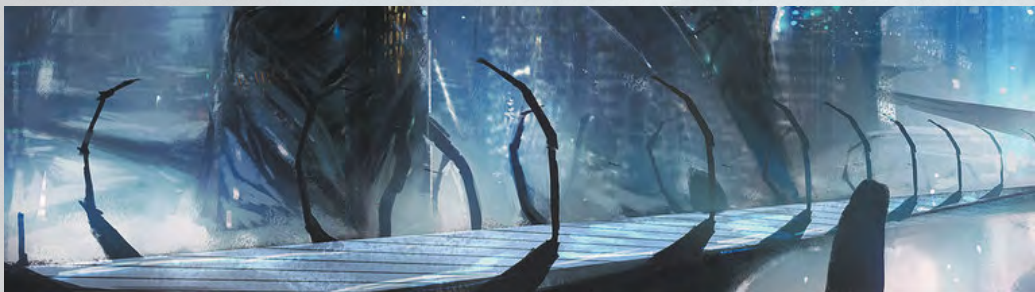
Additional Equipment: You've acquired a reasonable amount of shins, whether its from your fame or your infamy, you have 50 extra shins jangling in your pocket.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. One of the PCs helped you hide from the public.
2. The PCs sought you out for your known deeds.
3. Who couldn't use the extra notoriety.
4. You want to change your reputation.

Story Hook

Upon entering a new village or town, the players discover that there is a life-sized statue of that character in the center of town. Upon further investigation, it appears this player is destined to be the downfall of that town.



Opportunistic

You are quick to act and think on your feet, yet hate patience with a passion. You are quick minded and can act accordingly. Filled with profiteering ideas, you are the ideal entrepreneur. However, this quick thinking sometimes gets the better of you. Regardless of the outcome, you always find the financial silver lining.

You gain the following benefits:

Quick: +2 to your Intellect Pool.

Skill: You are trained in Initiative actions.

Skill: You are trained in negotiation and barter tasks.

Market Connection: You have a contact who you have procured most of your gear from, this could be a honest merchant or an aeon priest who gives you a good deal. Either way, if you are looking for something specific he may have it; if not, he can surely point you in the right direction. You and the GM should work out the details together.

Inability: Tasks that require extended focus or concentration are one-step more difficulty.

Inability: Although you're good at talking and cutting a deal, this makes it difficult to re-approach a past patron with the same facts making you seem like a lie/cheat. Increase the difficulty of persuasion checks when revisiting NPCs by 1 (except your connection).

Additional Equipment: You've managed to talk your way into some decent discounts and bonuses in recent weeks. As a result, you have 20 extra shins jangling in your pocket.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. Your last deal fell short which has left you here.
2. You need money to invest in your next venture.
3. You joined the PC to aid them in their next profitable venture.
4. This is your next venture and you convinced the PCs to join you.

Outlaw

It's often said that you don't choose the path of outlaw, rather, it is a condition beset upon you. You may have become an outlaw at no fault of your own, or perhaps you have brought this fate upon yourself. You tend to wear rugged clothing and live in the wilderness where authorities will not venture.

You gain the following benefits:

Survivor: +2 to your Might Pool.

Skill: You are trained with skills, attacks, and esoterics that include ambushing, setting traps and/or sneak attacks.

Skill: You are trained at skills involving survival.

Inability: You have the mark of an exile/outsider upon you. When dealing with local authorities all skills and checks are considered one step more difficult.

Additional Equipment: You've picked up 'donated' equipment from other travelers. You have an extra 10 shins and an explorers pack.

Initial Link to the Starting Adventure: How did you become involved in the first adventure?

1. A PC caught you stealing and convinced you to join them.
2. PCs gave you shelter while you were escaping the authorities.
3. You have the plans for a heist and need the PCs help.
4. You think the PCs can protect you, and get you a few extra shins.



| FOCI |

You don't need to be a player that 'Murders' to be an assassin. As mentioned throughout this book, you can come from almost any walk of life or outlook. Those who "Bear a Halo of Fire" may prefer to set immolation traps for their targets. Those who "Carry a Quiver" take advantage of their accuracy and long range to eliminate targets or perhaps those who "Control Beasts" may choose to have their victim's mauled. Below are a list of specialists who excel in the skills of an assassin.

Conducts Covert Affairs
Crafts Powerful Poisons
Dances in Shadow
Studies Anatomy
Steals Faces

Conducts Covert Affairs

You are a specialist and an agent. You are an expert at uncovering information, conducting sabotage, and enacting subterfuge. You serve an organization or guild, which may be unknown to those you travel with.

You probably wear inconspicuous clothing that has many hidden pockets for hiding weapons or documents. Jacks excel in this role due to their versatility, though a Glaive or Nano could make exceptional agents

Connection: Pick one other PC, that person knows who your employer is if it is a secret. If your association to an organization is public, the PC helped you through the guild's initiation trials.

Additional Equipment: You start with an extra light-weapon; light tools and a Mundane Poisons(see pg 42).

Minor Effect Suggestion: You learn a tiny shred of information that will prove to be quite valuable in negotiation.

Major Effect Suggestion: Your opponent's cypher backfires, good thing you tweaked it earlier.

Tier 1

Membership: You gain the Join Guild XP advancement (see pg 75). This membership could be secret or public, if the guild you want does not exist, work with your GM to figure out the details.

Professional Training: You are trained in stealth and sleight-of-hand skills.

Tier 2

Choke-hold: If you are able to maintain a grapple on your opponent for a number of rounds equal to your targets level, you successfully choke the target into unconsciousness. A victim of this ability will remain unconscious for 5 minutes. Enabler.

Silence (2 Speed points) You have learned enough about anatomy to deliver an attack that renders the victim unable to make loud noises or the ability to draw the attention of his comrades for two rounds. If used at the beginning of a grapple, the target is silenced until the victim escapes the grapple. Action.

Tier 3

Courier (3 Intellect points) You either have a contact, guildmate, or creature that's able to deliver messages for you. Perhaps it's an information-drop location that your guild commonly uses. Maybe a contact that your guild uses to run messages between operatives and headquarters, perhaps it's a particular Raster that's roosted in a secure location and needs a specific command to deliver a message to your peers. The message only travels as fast is the person or creature can travel. Work out the details with your GM. Action.

Guild Rank: Gain the Guild Advancement XP option (pg 75).

Tier 4

Subordinate: Advancing through the guild's hierarchy, you have been assigned a Level 4 NPC subordinate. This individual is loyal to both you and the guild and will follow your commands. If your subordinate dies, you need to work with your guild to acquire a new one, this will require a minimum of two weeks in addition to a Guild skill check, using a base DL of 7.

Tier 5

Demolitions Expert (4 Intellect points) If you spend two rounds with a cypher or artifact, you can rig it to explode on disruption or impact, dealing the cypher or artifact's level in damage and dealing half-damage (rounded down, min 1) to those in an immediate area around the explosion.

Guild Rank: You gain the Guild Advancement XP-option.

Tier 6

Authority: Your influence in the organization has grown to a point where you could establish your own guild branch or even specialized team. You gain the Player Home advancement (see Core Rulebook p111) and you are assigned five (5) Level 2 NPCs who are both loyal to you and your organization.

Divided Lines

When a player joins a guild, it does not mean that the entire party has to join the guild as well. Rather, the PC has undertaken a much larger social struggle, balancing the needs of guild membership and the party's goals.



Crafts Powerful Poisons

You are an apothecary, a chemist or a mixologist. You have a way with mixing various compounds, chemicals and nanites to make dangerous poisons and toxins. You know your way around deadly concoctions and can tailor each one to a specific target. You tend to wear clothing that has lots of pockets and carry several pouches with a variety of containers wrought of drit, synth, metal or crystal. Glaives and Jacks are more common, although a Nano could be quite dangerous, combining both estories and venom for powerful results.

Connection: Pick one other PC. That person helped you develop your formulas, he is able to carry and use the poisons you make.

Additional Equipment: Apothecary's Kit and a Mundane Poison.

Minor Effect Suggestion: The poison was made with a slightly higher dosage, which dazes your victim for 1 round.

Major Effect Suggestion: You made a strong enough poison that you can separate it into two doses.

Tier 1

Poison Pool: Your character gains a Poison Pool, which starts with 10 points. This pool represents your ability to carry the appropriate ingredients and use them for various Mixtures. This pool is separate from the main pools, and thus has no effort, edge, does not impact your damage track and cannot be regained using recovery rolls. You can spend your Poison pool on Mixtures; these are recipes that you have learned to quickly concoct with your on-hand supplies. Mixtures are commonly enablers augmenting abilities such as peirce or onslaught. However, Mixtures could be used as an action of their own.

Once a poisoner runs out of Poison Points, he must restock his supplies. A poisoner can restore their Poison Pool through foraging or shopping. If foraging, the poisoner will need to roll a Survival skill, the resulting DL is how many points or components that are recovered, this process takes 2 hours. If a poisoner is shopping, she will make a barter roll instead of foraging; this process takes 1 hour and costs 15 shins. Although, unlike foraging, the number points recovered is double the resulting DL. A poisoner can also spend 10 shins to gain an asset during her barter roll.

Mixture - Damage (1 Poison point): The victim takes 1 points of poison damage for 3 rounds.

Mixture - Loose Lips (1 Poison point): Your victim is considered one level lower when engaged in social interactions, this effect lasts 10 minutes.

School of Practice: You are trained in alchemy. In addition, pick one other skill to be trained in; biology or chemistry.

Tier 2

Inoculated: You are trained at resisting poisons.

Mixture-Slow (2 Poison points): For 5 minutes, your victim's movement is treated as if it were through difficult terrain.

Mixture-Impair (3 Poison points): Your victim is impaired (see Core Rulebook pg 89), this effect lasts until victim is healed.

Tier 3

Trained Alchemist: Your poison pool increases to 15 points.

Mixture-Sleep (3 Poison points): Your victim falls asleep for 10 minutes. If used in combat, the victim needs two doses for the poison to take effect. The first dose, will only impair the target.

Mixture-Blindness (5 Poison points): Victim is blinded for 3 rounds.

Tier 4

Master Poisoner: Your poison pool increases to 20 points.

Master Apothecary: You are specialized in both alchemy and your chosen school of practice (biology or chemistry).

Mixture-Paralysis (6 Poison points): Your victim is paralyzed for two rounds.

Tier 5

Poison Resistance: You are specialized in resisting all poisons.

Mixture-Numerical Disjunction (6 Poison points): Your victim is unable to use numerical abilities for 3 rounds

Tier 6

Best Practices: Your poison pool increases to 25 points.

Mixture-Slay (8 Poison points): If this poison is used against an NPC lower than level 4, he dies.

Dances in Shadow

Shadows are everywhere and to many, they represent darkness and fear. To you shadows are not dark spaces, they are controllable matter and ultra-dimensional spaces that you can see, alter and control, you are the master of shadows. Even though your shadow is still attached to you, you can manipulate it in any way you choose.

You may be a street performer or shadow sorcerer, in any case you know how to use these abilities with great panache, using subtle hand tricks to amaze your observers. You tend to wear fitted clothing in charcoal and grey tones with a rare flare of color, perhaps a ruby-red scarf or an emerald-green vest. Those who are found with these abilities, although rare, are often Jacks, although Glaives and Nanos alike can be quite fearsome.

Connection: Pick one other PC, this player is able travel with you when you are using Shadow Rift.

Additional Equipment: Shadow Beads and an extra oddity.

Minor Effect Suggestion: You become invisible for 1 round.

Major Effect Suggestion: You draw a shadow over your opponent's eyes, temporarily blinding him.

Tier 1

Shadow Weapon (1 Might point) You can fashion a small weapon or piece of ammunition out the stuff of shadows. The shadow weapon will last for an hour, this ability does not work in direct light, and if a weapon is exposed to light it will begin to fade away, the first round dealing half-damage, and the in the second round disappearing completely. Action.

Fade into the Shadows: When fully encompassed in shadows, you increase the difficulty to spot you by one step. Enabler.

Artist: You are trained in sleight-of-hand and a performance skill.

Tier 2

Shadow Strike (3 Speed points) The shadows between you and your opponent become even closer allowing you to strike them from afar. Increase your melee range to a short distance, and increase the damage dealt by 2. Enabler.

Tier 3

Shadow Rift (3 Might points) When fully encompassed in shadows, you can temporarily slip into the parallel dimension of shadows, this effect only lasts two rounds. While in the parallel dimension, you are unable to attack but you are able to move in any direction. When re-emerging, you must come back through a shadow. Action.

Master Artist: You are specialized in sleight-of-hand and your chosen performance skill.

Tier 4

Shadow Trap (5 Intellect points) You use your power over the shadows to immobilize an opponent. Make an Intellect attack against your target, upon success they are immobilized. Each round thereafter you must make a concentration check to maintain control. Maintaining this effect is a taxing job and costs you 2 Might points per round. During this time, you can only move or dodge attacks. Action.

Shadow Eyes (2 Intellect points) Select an area of shadows within your line-of-sight. You can juxtapose your vision to see as if you were standing in that location. Action.

Tier 5

Shadow Clone (5 Speed points) Your shadow steps out from the wall and stands before you, you have created a Level 4 shadow clone that obeys your orders and commands. The clone has 20 hit points, deals 4 damage and can understand and follow complex tasks. The clone takes 5 damage in direct light and lasts for 2 hours. Action.

Tier 6

Blind Darkness (6 Speed points) You create a shroud of darkness around you, extending up to an immediate distance away. You can choose to make this zone stationary or to follow your movements. While in this zone, you have perfect senses, while everyone else is unable to see or hear. This effect lasts 1 minute (10 rounds). You can expend a level of effort to increase the range of the shroud to cover a short distance, or double the duration. Action.

Studies Anatomy

Those who know the body this well are a rare occurrence in the Steadfast and are usually sought out for their services. A Glaive could be a war-surgeon while a Nano may be interested in the anatomy of rare beasts, although one type isn't more likely to appear than the rest.

You have a knack with bodies, maybe you were a mortician, a mystic or perhaps even a field medic. Either way you have learned a lot about bodies and how they work when they are alive. You tend to wear unadorned, dark-red clothing so the blood-stains don't show.

Connection: Pick one other PC. You've treated this character several times and you know their body better than anyone else's. When treating this PC you gain a +1 to your medicine roll.

Additional Equipment: Apothecary's Kit and a First Aid Kit.

Minor Effect Suggestion: You jam a nerve causing your target to drop everything that they were holding.

Major Effect Suggestion: You pierce an artery, the target bleeds 1 damage per round until the victim attempts to stop the bleeding.

Tier 1

Weak Spot (2 Speed points) You can quickly identify, pinpoint and expose a weak or sensitive spot on your target. Roll a perception check against your target, once you've identified a weak spot you can exploit that weakness. If you choose to exploit this weakness, increase the DL to hit by 1, if you succeed you reduce your target armor by two points (this effect can only be applied to a target once). Enabler.

Medicinal Training: You are trained in Medicine and Biology.

Tier 2

Treat Patient (3 Intellect points) You attempt to cure one negative effect (such as disease or poison or injury) in a creature. Action.

Extract: When collecting or harvesting venom or other useful organs from an organic or mostly-organic creature, reduce the DL by one. Enabler.

The Holographic

Medical Assistant

This individual was inspired by the EMH, Mark I, otherwise known as "The Doctor" as featured in the *Star Trek: Voyager* series. Feel free to give this AI sentience and character, they may have been waiting in the datasphere for a very long time. They could be grumpy yet still lovable reoccurring NPCs that you as the GM can play with.

Tier 3

Holographic Medical Assistant (4 Intellect points) In a corner of the datasphere you have discovered a niche of relevant medical data of which you can materialize in a hologram. This hologram is a level 3 NPC that is specialized in medicine, biology and tidbits of related numeneric lore.

Medical Professional: You are specialized in Medicine.

Tier 4

Nerve Pinch (4 Intellect points) Make a grapple attack against your victim, if you succeed make a biology check equal to your target's level + 3, if successful, they fall unconscious for 20 minutes.

Master of the Body: You are specialized in Biology.

Tier 5

Gene Therapy (5 Intellect points) Through your immense studies of mutations and abhumans you have discovered a way to bring forth a mutation, although you are never sure which one it is. Roll on the Beneficial Mutation Table on page 124 of the Core Rulebook. The mutation lasts for 8 hours and a creature can only be affected by one mutation at a time.

Tier 6

Preserve Consciousness (9 Intellect points) If an organic-brained creature had been recently slain, you have found a way to save its mind. Using a receptacle that you have constructed (DL 7), you can sustain the creature's consciousness artificially. You can communicate with the consciousness by utilizing numeneric projectors and amplifiers. Using or extracting this consciousness, could be an adventure of its own.

As-Needed Medic

A large part of this focus was to give emphasis to those with medical knowledge without making the player a full-time medic. In addition, with the Holographic Medical Assistant, long term healing can be diverted to the hologram, letting the PC deal with more important things than tending to the wounded.

Steals Faces

Densely populated areas are your best friend, allowing you to disappear in a sea of faces. You are a ghost in the crowd and a master of disguise, making you a natural spy or infiltrator. You tend to wear layered clothing allowing you to change style and color. This lets you fit into almost any situation.

A Jack would make an excellent agent or infiltrator. A Nano's unique abilities could make excellent covert ops, while a Glaive could make a fearsome assassin, only living under the persona "The Faceless Killer."

Connection: Pick one other PC. That person knows your quirks and can tell who you are no matter what disguise you use.

Additional Equipment: A reflective crystal that always shows the last face you used.

Minor Effect Suggestion: Your shifting face startles your opponent dazing him for one round.

Major Effect Suggestion: You take on the appearance of one of your enemy's allies. Out of confusion they will not attack you.

Tier 1

Actor: You are trained in Bluff and Acting.

Borrow Face (1 Might point) You can temporarily alter your face to mimic that of someone you studied earlier that day. When activated, this ability lasts for 4 hours. While in this form, you gain an asset to conceal your true nature. You only remember the face for a single day, after which you must study the face again. You can only remember one face at a time. Action.

Tier 2

Mimic Voice (2 Intellect points): You can mimic a voice that you have studied with unnatural accuracy. To study a voice you must listen to your target's voice for about 5 minutes, after which you remember this voice for 4 hours. You can only memorize one voice at a time. Action.

The Faceless

There is a variety of numenera that allow a person to change their appearance, but not to the extent of a face-shifter.

A common mistake is assuming those who can face-shift to be one of the Dej'meir (see pg 92).

Tier 3

Leading Combat: You can mirror your targets motions and attacks to gain a better understanding of the openings in their fighting styles and stances. You must be defending against your target's attacks for two rounds and succeed on a tactics (intellect) check versus your target's attack level. If successful, you reduce the DL to hit your target by 1 and you can ignore two points of armor for the rest of the encounter. Enabler.

Master Thespian: You are specialized in Bluff and Acting.

Save Face: You can maintain your borrow face ability for 8 hours

Tier 4

Impersonate (4 Intellect points) After studying your target for a few moments, you can take on their look and form. For all visual inspection purposes, you are that individual, from dress and build to bodily scars. You are able to switch to this form any time you like, your memory of the impersonation lasts for 8 hours. Action.

Vocal Memory: You can remember a voice for 8 hours.

Tier 5

Haunting Mask (4 Might points) You can use your ability to shift your face to become a thing of nightmares and horrors, striking fear or panic into your enemies. Roll an intimidation check against your target. If you succeed the victim is panicked, if your final result exceeds the base DL by 3 or more, you instill fear in the target for 1d6 rounds.

Tier 6

Perfect Replacement (8 Intellect points) After you have studied your target for a day you are able to become an exact copy of your target, making it impossible to tell you and the real person apart. You can only select one person at a time for this ability.

GM Campaign Seed

Shifters have many faces and many names. Once someone discovers your abilities, they may treat you with suspicion and perhaps even direct hostility. You change your faces carefully, for who knows if an Angulican Knight may be nearby. If you are in a city with a strong Angulican presence, discovery could lead to a quick death sentence.



| Tools of the Trade |



*"May not be the best or the prettiest stuff in the market, but hey, it gets the job done."
- Petrified Blade Quartermaster*

Professionals of every talent and trade know what the perfect tools are to do the job correctly. Although there may be times where you are caught unprepared, it's your ability to remain flexible and adaptable to the scenarios at hand that allow you to achieve your goals.

Tools utilized by assassins are common used for the purposes of infiltration, distraction or extermination. These may not be all the tools that assassins use, but these are the common ones that have been recorded. In this chapter, you will find a thorough index of common tools and equipment used by various assassins and related agents. These are separated into various categories, as follows; Equipment, Poisons and Traps.

| Equipment |

Special Equipment	Price
Apothecary Kit	30 Shins
Extending Rod	30 Shins
Float-plate	70 Shins
Magnetic Inductor	10 Shins
Noisy Walkers	25 Shins
Shadow Beads	15 Shins

Special Trap Gear	Price	Notes
Crystal Caltrops	5 Shins	Trap augment
Harmonic Spinner	25 Shins	Sound sensor
MotionStone	10 Shins	Motion sensor
Red Cloudcrystal Caltrops	40 Shins	Trap augment
Telepathic Receiver	30 Shins	Telepathic sensor
Tremor Rod	20 Shins	Proximity/seismic sensor

Special Equipment

Apothecary's Kit: This kit includes an alembic, calcinator, mortar & pestle and a retort, in addition to various synth and glass jars and vials for heating and mixing up various concoctions. When using this kit, you are considered have an asset to for alchemy rolls.

Extending Rod: This 3 foot layered synth rod can be used as a light club. While holding the rod, if the wielder takes an action to concentrate, she can adjust the length of the rod up to 10 feet. When extended, the rod can be used as a medium weapon.

Float-plate: Upon activation, this octagonal synth plate begins to warm up. After one round, the plate will freeze in whatever position it is in, remaining unmovable for 4 rounds. Assassins have been known to use this device to make daring escapes by either traverse long distances or preventing a great fall.

Magnetic Inductor: An odd combination of synth and metal, this device was probably once a battery of some kind. Unlike most batteries found, this power-source functions a little differently. In ad-

dition to functioning like a normal battery, this battery unleash its charge into a single object, granting it a strong magnetic field for 10 minutes.

Noisy Walker: An odd mixture of flexible and solid synth, these little dolls were probably some sort of advanced robotics taking the form of creatures now alien to the world since whatever creatures they were supposed to represent are no longer known. Now, they are only playthings for children of the wealthy. When a battery is placed inside this little doll, it begins to move and speak in an unknown language. They even respond when spoken to, although no one has been able to comprehend the alien language. Assassins commonly use this little doll to distract on-duty guardsmen.

Shadow Beads: These small beads appear to look like the stone Hawk's Eye. If thrown onto a lit surface, the contents of the bead will spread out covering a 10ft area with a shadow, even though no object is there to create the shadow. In addition, the shadows will suppress any light sources it comes into contact with. The shadows created by the bead last for 1 minute before dissipating.

Special Trap Gear

Crystal Caltrops: A small pouch that bears shards of translucent and clear synth and crystal which are sharp and hard to see. When used in the Caltrops Trap (see pg 58), the trap deals an extra point of damage, also the caltrops grant an asset if foiling perception is involved.

Harmonic Spinner: Street musicians use these devices to augment their performances with the lush displays of prismatic colors that are produced by these concave crystal discs. The user can specify the sensitivity with which this device reacts to harmonics. When this device is placed next to a trap trigger, it effectively creates a sound-activated trap.

MotionStone: This transparent synth oblong reacts to motion, either of itself or of objects around it within a short range. The more motion, the more opaque it becomes until it is a solid black colour. Through careful manipulation, the oblong can be sliced and shaved into thin sheets whilst still retaining it's properties.

Red Clouddrystal Caltrops: These sharp crystal fragments are crafted from the skyshard from Skyfields, when used to augment the Caltrops trap, the trap causes the victim to bleed 1 point of damage (or 1 might point) per round until the victim attempts to stop the bleeding.

Telepathic Receiver: This egg-shaped device, composed of synth and numenera, is popularly used to detect telepathic activity. When this device is within a 20ft radius of a telepathic ability, the egg begins to vibrate, getting stronger the closer the egg is to the source. A clever assassin has been noted to use these devices as triggers for his devious traps.

Tremor Rod: A simple iron rod with a ribbon attached to it. When the rod is placed into the earth, the device activates. This device detects vibrations from the earth at long range from the rod in any direction, detecting every footstep and tremor. The ribbon acts as if each underground wave is a wave of air pushing the ribbon as if the steps were gusts of wind, making the ribbon waft in the air. A clever assassin, could use this device to craft a timed explosion or a trap set for oncoming footsteps.



| Poisons |

There are numerous ways to obtain poisons, some more safe and legal than others. An assassin will more commonly purchase their poisons from secure contacts. But with time and experience they will branch out, looking to refine, and perfect their formulas.

Methods can range from collecting various rare plants and samples and cultivating them, or journeying out into the wilderness or The Beyond, to slay dangerous beasts or collect past-age chemicals and nanites to incorporate into your alchemic creations.

Purchase

A poison's cost can vary on a number of factors including risk of acquisition, risk of ownership, and market demand that all contribute towards the final cost of a poison. The cost for a poison (both mundane and cypher) could range from as 30 to 200 shins. Although, if the effect is potent enough a powerful poison could run 500-700 shins.

Herbalism

The safest and most reliable means of crafting basic poisons is to use local plants and venoms. Cultivating and processing such plants and venoms yourself. However, for more potent and unique plant-based poisons, you might need to do some harvesting of rare and dangerous plants prior to cultivating them.

Harvesting

There are a number of beasts that have developed their own unique toxins. Extracting poisons from beasts is naturally a risky proposition; to find these

Poison Price Factors

Risk of Acquisition:

Poisons that can be produced though harmless local numenera, harmless plants or domesticated Rubar will be significantly more affordable than the more dangerous methods, such as hunting down a Frilled Baul or delving inside an unexplored numenera machine.

Risk of Ownership:

Many principalities and kingdoms have strong rules against the ownership or even the production of poison or poison-like substances. Those who carry poisons in these market settings take many precautions to ensure that they are not caught.

Competition:

Sellers can make quite a few shins if they know assassins are willing to pay a premium for their poisons, especially if they are the only seller. However, if the seller has competition, they may be more inclined to reduce their prices to keep the loyalty of their paying customers.



creatures you may have to travel deep into unknown places full of danger. The second issue is when you fight the beast; you too are at risk of experiencing the poisons effects first hand. In most cases, once you slay the beast, you have 10 minutes or so to harvest it from their respective glands, pores, sacs or venom generating organs. This requires a biology check with a difficulty level equal to that of the poison level. In some cases a beast's poison may only be potent while it is alive, requiring even riskier measures to obtain it without resorting to out and out combat. Below are a number of beasts which are known to have some sort of harvestable toxin within them.

Known beast toxins include:

Beast Poisons	Potency	Source
Bellowheart toxin	Level 6	Bestiary p24
Chellin paste	Level 6	Bestiary p144
Cragworm saliva	Level 6	Corebook p236
Culova poison	Level 4	Corebook p236
Dabirri separatif	Level 2	Bestiary p33
Fripped Baul toxin	Level 5	Bestiary p55
Griffalo cibation	Level 2	Bestiary p61
Kanthid extract	Level 4	Bestiary p71
Killist secretion	Level 3	Bestiary p72
Laak poison	Level 1	Corebook p243
Lorub venom gland	Level 5	Bestiary p77
Nagaina Matron venom	Level 8	Bestiary p89
Queb toxin	Level 4	Bestiary p101
Rorathik ichor	Level 6	Bestiary p109
Rubar toxin	Level 2	Corebook p255
Stellar Weaver venom	Level 9	Bestiary p121
Xiomarche venom	Level 4	Bestiary p137
Yovok poison	Level 3	Corebook p267



Delivery Mechanisms

There are many ways to deliver a poison to your victim. The majority of them rely on the blood-stream for quick distribution throughout the body, while others, composed of nanites and other past technologies, can move on their own accord, only requiring an entry point or even a mere presence to the body.

Such delivery mechanisms include:

- **Contact:** These compounds are usually powerful and difficult to handle due to their reactive nature. These poisons are either transmitted invisibly through the air like a nanite wave, a gas, or even through a body of water and pass directly through the skin.

- **Injection:** The toxin is forced into the victim's body. These toxins are generally weak outside the body and at times even inert.

- **Injury:** Enters the bloodstream or other bodily fluids, entry of these poisons usually occur through a wound created by a weapon. If an opponent is wearing armor, they will need to suffer some sort of personal damage before the poison can begin its work.

- **Ingestion:** Taken in the form of a dense powder or liquid, these poisons require consumption of some sort, which can be concealed in food or beverages. Once this poison gets to the stomach its reactants get absorbed into the bloodstream, which can lead to a delayed poison effect.

- **Inhalation:** Enters the body through the lungs or other respiratory processes. These toxins come in the form of powders and gases. Poisons of this type will either directly attack the respiratory system or even the nervous system.

- **Sound:** Synergies of both sub and super-harmonic waves and frequencies can interrupt brain activity and even cause 'targeted' damage on its victims. These frequencies are not necessarily be audible, though they are most commonly widespread, targeting all those who are sensitive to any sort of harmonics.

- **Telepathic:** Various bits of numenera have been discovered to transmit a sort of 'virus' that directly targets the sensory complex of its victims. This delivery method could target a single individual, a wide breadth of victims, or perhaps only affect those who have telepathic abilities.

- **Vision:** Engineered shifting patterns and symbols from a past age begin to trigger direct physical effects upon their victims. Some may only require a glance, while others may require the victim to remain fixated upon the shifting patterns.

Enhancing Poisons

While you are out in the field, you will find that some poisons may not be strong enough to take down your victims. If that is the case you may need to make a poison more potent. There are ways to do this, although it is dangerous and you risk losing the poison altogether in the process. But as they say, whatever it takes to get the job done, right?

If you are trained in poison-making, herbalism, alchemy or numenera crafting (chemistry), you can use your skill to make an intellect-based check to improve the poison. The enhancer will make a poison-making check with a DL equal to the poison's desired level plus the number of levels changed. *So if you were to improve a level 2 poison to level 4, the DC would be 6 (desired level 4 + 2 difference).* The process generally takes one to an hour per level changed. In addition rare, expensive and unique materials must be used to enhance the poison, typically costing 10 shins per Difficulty Level, although, in some circumstances special components may be required to enhance a particular poison.

Enhancing Cypher Poisons

Although this section was primarily to address enhancing mundane poisons. A case will emerge when the players ask if they can use this mechanic to enhance a cypher trap (and even ask the question to enhance any cypher). Yes, enhancing a cypher should naturally be more difficult. This could be represented in an increased DL (+2 or so), potentially with the addition of a Numenera roll. Or a GM could make the player jump through some hoops by requiring special numeneric components the player has to obtain on their travels.

Mundane Poisons

A poison is essentially any sort of organic or synthetic material, in any form, that has is dangerous for a creature in some way. Mundane poisons can be created by an alchemist or poisoner, or could be found as a 'natural' occurrence. Perhaps as residue from a numenera machine, a bio-synth plant fertilization process, or even a creatures self-defense mechanism. These poisons can be quite dangerous and should be handled with care and caution.

Roll	Mundane Poisons	Potency	Save	Cost
01	Agility Siphon	1d6+2	Intellect	60 shins
02	Batraeo Toxin	1d10	Might	75 shins
03	Brodifacoum Tritate	1d8	Might	70 shins
04	Burdened Load	1d8	Might	55 shins
05	Cloud of Darkness	1d8	Intellect	100 shins
06	Cosmetic Alternator	1d4	Might	45 shins
07	Crimson Crystal Verneuil	1d4+2	Intellect	85 shins
08	Delayed Life	1d6+1	Might	95 shins
09	Electromagnetic Disruptor	1d8	Might	85 shins
10	Emotional Quintessence	1d8	Intellect	60 shins
11	Golden Silence	1d6+2	Might	75 shins
12	Halide Mutagen	1d4+3	Might	140 shins
13	Hero's Demise	1d6+2	Intellect	75 shins
14	Luminous Toxin	1d10	Might	90 shins
15	Nano's Bane	1d4+4	Might	80 shins
16	Petrification Poultice	1d6+2	Might	150 shins
17	Pheonix Fire	1d6+1	Might	75 shins
18	Really Strong Alcohol	1d8+2	Might	20 shins
19	Self-Inflicting Parasite	1d6+3	Might	115 shins
20	Truth Be Told	1d4+4	Intellect	90 shins

Agility Siphon

Level: 1d6+2 | Intellect Defense

Delivery: Inhaled or Telepathic

Effect: This poison requires the brain to put more effort into each of its movements and reactions. Under the effects of the poison the victim suffers a 1 point speed edge reduction (for NPCs treat this as a two level decrease for all speed related tasks), in addition, each task involving a speed check costs 1 intellect point to properly react.

Batraeo Toxin

Level: 1d10 | Might Defense

Delivery: Ingestion or Injury

Effect: Synthesized from the venom of a poisonous fish found in the invisible lake, this venom attacks the nerves of its' victim opening the sodium channels and causing paralysis. The victim's entire body shuts down, losing it's ability to communicate with itself, stunning the victim for one round. The toxin lasts only two rounds, though this is usually enough for an efficient assassin to get the job done.

Brodifacoum Titrate

Level: 1d8 | Might Defense

Delivery: Ingestion or Injury

Effect: Made from a unique moss found deep in the forests. When ground and mixed with the application of heat this herb mix becomes a ruthless toxin. In effect this poison is known to slow or even stop the coagulation of blood. When ingested, the poison, it will remain the victim for 28 hours. During that time if he suffers and cuts, he will bleed 2 damage every round (for each cut) unless he is subject to a successful healing check (DL 4). If applied to a suitable weapon, the poison inhibits the body's natural healing process, letting the victim lose more blood than normal. Each strike deals an additional 1 point of damage (1 Might defense roll per strike), in addition the poison remains potent on the blade for 10 strikes (regardless of target).

Burdened Load

Level: 1d8 | Might Defense

Delivery: Ingestion or Sound

Effect: This poison effects the victim's personal field of gravity. For the next two minutes, all movement is considered to be through difficult terrain (see Core Rulebook p100), and all actions are considered to be under the effects of Heavy Gravity (see Core Rulebook p98).

Cloud of Darkness

Level: 1d8 | Intellect Defense

Delivery: Inhalation or Vision

Effect: This toxin interrupts the nerves in the victim's ocular nerve centers. The victims' field of vision is limited to an immediate distance, as everything else is masked in a dark cloud. Everything outside of that field is considered darkness (see Core Rulebook p96).

Cosmetic Alternator

Level: 1d4 | Might Defense

Delivery: Ingestion or Injection

Effect: This small blue vial contains minor tissue altering nanites. Once afflicted, the victim begins to form two new Cosmetic Mutations (see Core Rulebook p128). This is commonly used as a warning for non-paying clients or even blackmail targets and even rumored to be used by the most cunning of disguise masters.

Crimson Crystal Verneuil

Level: level 1d4+2 | Intellect Defense

Delivery: Injury or Ingestion

Effect: Once in the bloodstream, the powder interrupts reflex receptors, hindering the victim's speed and reflexes. The poison deals 1 point of speed damage and if they receive a subsequent dose, the DL and Speed damage both increase by 1 for each failed defense roll.

Delayed Life

Level: level 1d6+1 | Might Defense

Delivery: Ingestion or Telepathic

Effect: Each day the victim must make a might save, upon each failure the victim will fall one step down the Damage Track (see Core Rulebook p93-94). Once the victim has 'died' they wake up, as if they had recovered from their ailment. It is not until the next day that the victim truly dies. This toxin is preferred for use against political and government officials; when news is released of their victims 'improved health' the assassin takes his cue and leaves town

Electromagnetic Disruptor

Level: 1d8 | Might Defense

Delivery: Contact or Sound

Effect: A thick mucky concoction that drains the energy out of everything it touches. Once inside an organic creature any electrical components or integrated cybernetics cease to function for 10 minutes. If put into contact with a mechanical creature, the concoction drains the power from the automaton, paralyzing them for two rounds and causing dazed condition for the rest of the day (see Core Rulebook p95).

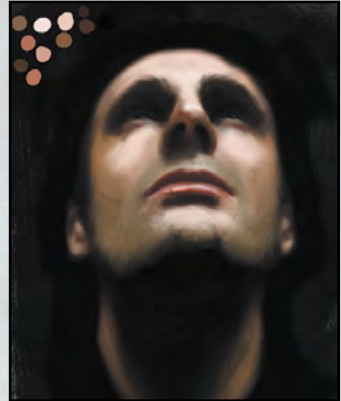
Emotional Quintessence

Level: 1d8 | Intellect Defense

Delivery: Ingested or Sound

Effect: Once affected, chemicals and neuro-chemical triggers are activated in the brain, drastically altering the emotional state that the victim is in. Its effects may vary, although some are specially made for a particular reaction.

- 1 Anger (Disgust)
- 2 Anger (Envy)
- 3 Anger (Rage)
- 4 Fear (Hysteria)
- 5 Love (Lust)
- 6 Sadness (Anguish)
- 7 Sadness (Remorse)
- 8 Surprise (Astonishment)



Golden Silence

Level: 1d6+2 | Might Defense

Delivery: Inhalation or Injection

Effect: This unique muscle relaxant immobilizes the victim's jaw making it impossible for them to speak. Once afflicted this poison lasts for 5 minutes. Assassins have found this poison quite useful to silence guards or even their primary targets. The less noise they make, the better.

Halide Mutagen

Level: 1d4+3 | Might Defense

Delivery: Contact or Ingestion

Effect: This poison is wrought from a tissue bioreactor, this mixture begins to transform the victim contorting them in a painful manner. During for two rounds the victim takes a 1 step penalty to physical all checks. These two rounds the victim can attempt a might defense roll against the poison. After the third round a random harmful mutation emerges on the victim (see Harmful Mutations, core rulebook p124). This effect is relatively permanent, though any new formed tissue can be treated and healed. To remove a mutation, the victim must undergo surgery, requiring a medicine check with a difficulty level equal to the poisons level + 2. It has been noted that some mutagens may be created to exhibit a specific mutation, although this is rare.

Hero's Demise

Level: 1d6+2 | Intellect Defense

Delivery: Inhalation or Vision

Effect: This sinister toxin will cause doubt and hopelessness in even the most valiant of heroes. Each round, the victim must make an intellect defense roll; upon each failure the victim suffers 3 intellect damage in addition to cowering in panic and fear.

Luminous Toxin

Level: 1d10 | Might Defense

Delivery: Ingestion or Contact

Effect: The victim of this poison must make a Might defense roll once per day until an anti-toxin is administered. Upon each failed might roll the victim reduces their total Speed and Might pools by 1 (for an NPC this would be reducing 2 hp per day). This effect continues until the PC or NPC dies. A common way to tell if someone is poisoned with Luminous Toxin is a simple blood test - in a darkened room draw some of the victim's blood, it will glow with an eerie luminescence if they are truly afflicted.

Nano's Bane

Level: 1d4+4 | Might Defense

Delivery: Inhalation or Telepathic

Effect: Commonly found in the deep underground. Once inside the victim's body, this toxin interrupts cerebral brain activity making all intellect-related skills, actions and abilities two steps harder. The victim makes a intellect save each round to shake the poisons' effects.

GM Intrusion

The enemy knocks you prone, upon hitting the ground you feel a sharp pain in your back, you realize that a small sharp piece of synth pierced one of your poison pouches. Make a defense roll against that poison.



Petrification Poultice

Level: 1d6+2 | Might Defense

Delivery: Contact or Injury

Effect: A poison commonly used by The Stone Assassins who have discovered how to transport the dangerous water from The Petrified Lake. Victims of this poison slowly harden and once dead, petrify. Starting from the wounded area, that area of the body becomes rigid and hard, each round the victim fails its Might Defense, the victim takes 2 might damage and a random body part turns to stone. If a character was saved they will recover at a rate of 1 day per affected body part. Some assassins are known to pour this upon their dying or dead victim to turn them into stone. Listed below are examples of potential effects once a body-part has turned to stone.

- Head | Victim becomes Blind (darkness Core Rulebook p96)
- Arms | Difficulty or inability to use arms
- Legs | Difficulty or inability moving and dodging
- Torso | Lungs solidifying (inability/stun)

Phoenix Fire

Level: 1d6+1 | Might Defense

Delivery: Injection or Contact

Effect: An insidious and incendiary concoction. The victim can make a might save every 4 hours to fight off the effects of the toxin. Once afflicted, the victim will develop an aversion to sunlight; feel sore and perhaps other flu-like symptoms. If exposed to sunlight the victim is considered impaired and will suffer 2 damage per round.

Really Strong Alcohol

Level: 1d8+2 | Might Defense

Delivery: Ingestion

Effect: A true and 100% distillation this alcohol can commonly be found in taverns across the steadfast, in addition to being commonly used in drinking games as a test of fortitude between contestants. Only half-an-ounce of this clear fluid is necessary to induce the effects of drunkenness upon your victim. Once afflicted, the victim is “loosened up”, suffering a two-step penalty to all intellect and speed related tasks. This drunkenness will last about three hours.

Self-Inflicting Parasite

Level: 1d6+3 | Might Defense

Delivery: Ingestion or Injection

Effect: This poison contains a small parasitic seed. If the victim fails their might save, the seed takes hold and begins to grow at a rapid pace. A third arm emerges from the victims' body, dealing 5 points of Might damage in the process. It then begins to attack the PC, with a level equal to the poisons', dealing 2 damage each round. To remove the parasite, it must be killed. Unfortunately, it has fused with the victim, so every attack against it deals the same damage to the victim as well.

Truth Be Told

Level: 1d4+4 | Intellect Defense

Delivery: Ingestion or Sound

Effect: A unique distillation, this tincture inhibits the reasoning and awareness response of the brain's nerve centers, making the victim a little more lucid and friendly. Once the poison takes effect, the victim will truthfully answer two questions feeling as though a close friend had asked them the question. The victim will answer the question to the best of their knowledge. The toxin lasts 10 minutes. If threatened by the asking character, the effects of the poison immediately end and the rush of adrenaline immediately push out the nerve disruptors.



Creating New Poisons

Level: On average how powerful is this poison

Defense: What defense does this target the body's fortitude (Might) or the victim's mind (Intellect).

Delivery: How the poison delivered (see pg 40 for Delivery Mechanisms)

Effect: This is the fun part, a poison's effect can be whatever you want it to be, it is important to remember that these effects could have a substantial impact to how a battle plays out, so use them with care. Below is a basic list of ideas to consider when building a poison. Although they sure can get weirder (pg 55)

Stun/Daze/Impair	Mutagens	Loss of Nano Powers
max pool points/round	Increase Pool Costs	Loss of Foci Abilities
Edge Reduction	Vision	Damage over time
Effort Reduction	Damage Track	Lasting Effects

Cypher Poisons

This section expands the poison options that both a player and GM can access. You can choose to roll solely on this table using a d20. Otherwise, you can incorporate by using the Cypher Table in the Core Rulebook on p281. Simply replace numbers 61-64 and refer to the table below. These listings, which were also poisons, have been included into the table below.

Roll	Cyphic Poison	Potency	Notes
01	Brain Bug	1d6+1	
02	Coma-Inducing Neurotoxin	1d8	
03	Corrosive Poison	1d6+2	
04	Dimensional Dishevelment	1d10	
05	Dose of Amnesia	1d8+1	
06	Drowning Air	1d8	
07	Ergovore Distillation	1d4+3	
08	Friend and Foe	1d6+1	
09	Gravity Neutralizer	1d8	
10	Hormonal-Flux Poison	1d6+2	
11	Insanity Toxin	1d4+1	
12	Lasting Confabulation	1d4+2	
13	Motor-Disruption Poison	1d6	
14	Pascal's Poison	1d8+1	
15	Poison (emotion)	1d6+2	Corebook p291
16	Poison (explosive)	1d6+1	Corebook p292
17	Poison (mind-controlling)	1d6+2	Corebook p292
18	Poison (mind-disrupting)	1d6+2	Corebook p292
19	Poison of the Silent Madness	1d8+1	
20	Shadow Nightmares	1d6+2	

Brain Bug

Level: 1d6+1

Delivery: Injection or Ingestion

Effect: A two part concoction, consisting of 'the Watcher' and 'the Observer.' The Observer portion is meant for the victim. When the poisoner or someone else consumes the Watcher portion, he will see everything that the victim of the Observer portion lasting up to a day. The victim is unaware that someone can see through their eyes. This cypher only works on creatures that have eyes.

Coma-Inducing Neurotoxin

Occultic Cypher

Level: 1d8

Delivery: Injury or Ingestion

Effect: The victim is knocked out for a number of hours equal to the cypher level. Normal activities will not wake the victim, not even the sounds of combat or being carried. The victim will only wake if done so forcefully or the victim sustains any kind of damage.

Corrosive Poison

Level: 1d6+2

Delivery: Contact or Injury

Effect: This poison weakens dense chemical structures such as chitin, synth and steel. When applied to a weapon, each strike reduces the target's armor by 1, lasting for 1 hour. This concoction could also be spent all in one application, perhaps burning through an automaton's armor or a synth wall. When coated onto its target (short ranged throw, or a careful application) it burns the underlying atomic structures making it weak and brittle, reducing the armor of its single target by 5.

Dimensional Dishevelment

Level: 1d10

Delivery: Contact or Inhalation

Effect: Once afflicted, the victim begins to fade away from this world, slipping into a dimensional pocket. It takes two rounds to fully shift, and once you have fully shifted, you cannot be subject to any outside effects, in all respects you have completely vanished. You can still see the area around you, but you cannot move. You reappear, 5 rounds later in the same place you had disappeared from.

Dose of Amnesia

Level: 1d8+1

Delivery: Injection or Inhalation

Effect: The victim is struck by a moment of amnesia and does not recall any events that had happened in the last 4 hours.

Drowning Air

Level: 1d8

Delivery: Inhalation

Effect: When afflicted, the victim will believe that they are drowning in water. The victim will continue to suffocate for three rounds until they collapse, unconscious.

Ergovore Distillation

Level: 1d4+3

Delivery: Contact

Effect: Taking the preserved tongues of the Ergovore Hound (see Bestiary p47) and applying a unique treatment process, this concoction deactivates any numeneric device or automaton, up to the cypher's level, disabling it. A Craft Numenera check can be made to repair the device to normal functionality.

Friend and Foe

Level: 1d6+1

Delivery: Injury or Inhalation

Effect: Complex chemical chains enter the victim's brain and polarize the parietal cortex, which is responsible for differentiating friend from foe. This can affect an NPC up to the cypher's level. While under its influence, all enemy and ally roles are swapped. This cypher lasts a number of minutes equal to the cyphers' level.



Gravity Neutralizer

Level: 1d8

Delivery: Contact or Sound

Effect: Special nanites course through the victim, temporarily altering his/her mass. Slowly the victim begins to rise up into the air, weightless and subject to the poison's effect. He will float upward one immediate increment per round until 5 rounds pass.

Hormonal-Flux Poison

Level: 1d6+2

Delivery: Injury or Telepathic

Effect: The poison is comprised of a strong hormone released into the body. The victim acts out in an extremely irrational manner, making themselves a danger to those around them. The Poison's effects last for 10 minutes and vary from individual to individual.

1-4 | Frenzy: The victim attacks the closest targets regardless of affiliation or loyalty.

5-8 | Passive: The victim refuses to fight, in fear of hurting anything.

Insanity Toxin

Level: 1d4+1

Delivery: Ingestion or Sound

Effect: Causes the victim to become 'insane' for one day. During this time the afflicted victim will exhibit one of the following characteristics. Each individual may act differently based on their own neurochemistry.

Possible characteristics include:

- | | |
|-------------------------|---------------------------------|
| 1 Anti-Social | 5 Paranoid |
| 2 Criminality | 6 Nymphomania |
| 3 Depression | 7 Obsessive Compulsive |
| 4 Narcissistic | 8 Violence |

Poison Durations

Poisons are not limited to only a few rounds. They can pose interesting hurdles for players if used as lasting damage (see Core Rulebook p114), limiting the pool points a player can use per round, or causing some sort of bodily damage.

Lasting Confabulation

Level: 1d4+2

Delivery: Vision or Telepathic

Effect: This collection of electrochemical nanites travel straight to the victim's brain and releases a variety of visions or memories into the victim. The process takes an entire round, and during this time the victim is considered stunned. The GM can detail out to the victim what they had seen and experienced. Effects could include new memories, visions and minor alterations or additions to existing ones.

Motor-Disruption Poison

Level: 1d6

Delivery: Injury or Inhalation

Effect: Upon affliction, this poison targets the muscle synapses of the victim, reversing their signals. All actions that the victim attempts to perform are reversed and inverted, making all tasks that involve some kind of movement 4 steps more difficult to perform. The victim can attempt to control their limbs with a DL 5 Intellect check, although this only reduces the DL to a 2 step impediment due to the awkwardness. Otherwise, the poison remains in effect for a number of hours equal to the poison's level.

Pascal's Poison

Level: 1d8+1

Delivery: Ingestion or Sound

Effect: This concoction of nanites increases the victim's internal hydrostatic pressures, causing the victim to sweat profusely leaving the victim vulnerable to dehydration. If used on a machine, the nanites will generate water inside the machine until, two rounds later, internal hydrostatic pressures build to the point they burst. This deals the cyphers' level of damage to the automaton while ignoring armor. The burst also creates/reveals weak-points in the automaton's design, a called-shot in those locations will ignore the automaton's armor.

Poison of the Silent Madness

Level: 1d8+1

Delivery: Sound or Telepathic

Effect: If the victim fails their Intellect Defense, they take 2 points of Intellect damage while hearing a constant ghostly screeching or screaming inside their heads. At the end of each turn, the victim rolls a Might Defense against the poison, if they fail again the poison's effects are re-applied (2 Intellect damage and distracted).

Shadow Nightmares

Level: 1d6+2

Delivery: Vision or Telepathic

Effect: The victim hallucinates, however these hallucinations are very real. Two Level 3 shades appear that attack the victim which only the victim can see and damage. The shades are considered to have an armor of 2 and deal intellect damage. Once both shades are defeated, the poison's effect ends.



| Random Poison Effects |

Here is a list of potential poison effects the GM can choose to use as potential plot points or even as GM Intrusions. This list does not provide specific mechanics letting the GM dictate the effects as he/she sees fit.

The list was developed with contributions from:

Andrew Marlowe | Jim Ryan | Reece Ambrose | Ross Bundy

- 01-03** Victim's body uncontrollably attracts wooden objects, like magnetism.
- 04-06** Victim's body emits a pheromone that attracts hordes of angry ants.
- 07-09** Random parts of the victim's body uncontrollably phase in and out.
- 10-12** Victim gains an enormous, unnatural appetite.
- 13-15** The victim is incapable of drinking water.
- 16-18** Victim's body emits a null field, lesser artifacts & cyphers don't work.
- 19-21** Victim's legs uncontrollably burst into some sort of dance-movement.
- 22-24** Victim's bones temporarily gain severe elasticity, acting like rubber.
- 25-27** Victim develops an irrational fear of shadows.
- 28-30** Victim develops gills and begins to suffocate.
- 31-33** Victim's eyes begin to calcify.
- 34-36** Victim becomes fatally bored and has no desire to move, eat, talk etc.
- 37-39** Victim's sweat catches fire when exposed to air
- 40-42** The victim relives his life backwards as if on rewind.
- 43-45** Victim begins to slowly shrink until they disappear.
- 46-48** Victim is imprinted with a new personality, assume a new descriptor.
- 49-51** Victim believes they are someone one else, name, history and all.
- 52-54** The next cypher the victim uses explodes in their hands.
- 55-57** The victim excretes slimy mucus making grip and balance difficult.
- 58-60** Victim's memories are replaced by someone else's.
- 61-63** Victim forgets how to speak all languages.
- 64-66** Victim can no longer see creatures, people or organisms.
- 67-69** Each round, the victim slowly becomes a Hexon (Bestiary p64).
- 70-72** Victim's mind is temporarily taken over by something else.
- 73-75** Victim speaks everything that he is thinking.
- 76-78** When the victim spends intellect points, it comes out his might pool.
- 79-81** Upon each impact, the victim suffers an additional 1 point of intellect.
- 82-84** The victim grows limbs that begin to function on their own.
- 85-87** The victim develops a negative reaction to common healing agents.
- 88-90** There is a significant delay of when the victim receives sensory inputs.
- 91-93** The victim's ability to wield the numenera goes haywire.
- 94-96** The victim only speaks in rhymes, limericks and poetics.
- 97-00** Victim coughs out a gem and their body falls limp, was that their soul?

| Traps |

A fun and favorite tool of those who don't like to get up close and personal with their targets. A well-placed trap allows an assassin, or just a skilled trap-setter, to take out a target without even needing to be present, eliminating the need for a getaway.

Setting a Trap

Mundane traps can take from a round to several minutes to properly prepare. This includes preparing, setting and concealing the trap. If a player wants to take more time than listed to prepare a given trap, the GM may reduce the trap's DL or grant the trap-setter an asset.

Numenera & Traps

You may have various bits of numenera as oddities, cyphers and artifacts at your disposal which may make your trapmaking experience more efficient with deadlier outcomes. When you choose to incorporate a piece of the numenera into your trap, your GM may ask for a Numenera skill roll (or related skill) to properly utilize and incorporate the device into your trap. Below are three categories of numenera that can be integrated into traps.

- **Effect:** These devices are the focus and final result of a well-executed trap. Numenera used for these purposes can usually stand well on their own, and a devious mind has found an even more sinister method to utilize its ability.
- **Trigger:** A device that can react to outside stimuli, be it telepathy, holographic aid or advanced sensor. These triggers can be precise or even follow complex commands and an assassin may use a numeneric device if he wants to ensure his trap hits the right target and is successful.
- **Augment:** Numenera that are applicable in this fashion are commonly used during the construction of the trap, enhancing a poison, making a deeper hole or making the the floor a slippery glass. These could be used as an asset toward a trap's construction, reduction in a trap's set-up time or merely enhancement of a traps final effects.

Rewarding Creativity

There can be many clever uses to setting up a trap, its up to the GM whether to grant an asset to the players or to reduce the duration. If the players are under pressure to set a trap in a shorter duration than is normal. Feel free to increase the DL to properly represent the hurried work.

Falling for a Trap

When you set a trap, you take into account your ability to hide the trap from your intended victim. A GM may opt to increase the trap's DL due to the strength or perceptive abilities of the intended target.

When Your Trap Fails

If a player fails to meet the target DL for their trap-setting roll a few possible scenarios could play out.

- **Out of Time:** You needed more time than expected to complete the trap. Although it may be properly hidden, the activation mechanism is not set and will not activate.
- **Reduced Effect:** The trap isn't fully prepared, the effects of the trap are greatly reduced.
- **It's a Trap!:** Your intended target, or someone else, spots your trap and reacts accordingly.

In-Combat Trapping

Setting a trap in combat is a tricky business. For being able to maintain precision and concentration while battle rages on can be quite stressful. A GM may elect the trap-setter to make a precision (Speed) or concentration (Intellect) check to maintain the integrity and concentration to complete the trap. Conversely, a GM may choose to just raise the DL to set the trap, taking into account the combat or environmental hazards.



Mundane Traps

Roll	Mundane Trap	DL	Set-Up Time
01	Battery Bomb	DL 4	5 minutes
02	Caltrops	DL 3	1 round
03	Concealed Pit Trap	DL 4	45 minutes
04	Cypher Explosion	Special	15 minutes
05	Ensnaring Net Trap	DL 4	30 minutes
06	Falling Object Trap	DL 5	20 minutes
07	Flash Trap	DL 4	5 minutes
08	Powered Trap	DL 5	25 minutes
09	Steel Razor-wire Trap	DL 6	30 minutes
10	Triggered Projectile Trap	DL 5	20 minutes

Battery Bomb

Difficulty: DL 4

Assembly: 5 minutes

Effect: Some batteries and power-cells are just not cross compatible, by wrapping bits of synth connector chords and metal uplinks with a few batteries, an explosion can be incited. When detonated the batteries explode in a bright flash, dazing those in the immediate area of the trap for 2 rounds and dealing 4 points of damage.

Assets: Those who are trained in electronics or manipulating electricity are considered to have an asset in preparing this trap.

Note: A specialized or overcharged battery could be used to tweak the effects of the trap.

Caltrops Trap

Difficulty: DL 3

Preparation: 1 round

Effect: You cleverly spread out a pouch of assorted sharp metals and shards; these are sharp and will easily cut through your boots if you're not careful. Spreading this trap covers about 5 square feet, enough to cover an entryway. Those who pass through the trap without noticing will take 1 points of speed damage and all further movement is considered through difficult terrain, until the shards have been properly removed (taking three rounds).

Note: This trap can be improved by using trap enhancements (see pg 36).

Concealed Pit Trap

Difficulty: DL 4

Preparation: 45 minutes

Effect: You create and conceal a pit that is approximately 10 feet deep. If in a direct path, this trap can affect up to three human-sized creatures. Off the path, this could be used as a battle-field trap to push your enemies into.

Note: If you have piece of numenera that allows you to dig a hole quickly, feel free to grant the trap-setter with an asset and/or a reduce preparation time.

Cypher Explosion

Difficulty: Special

Preparation: 15 minutes

Effect: Some cyphers are quite volatile and unstable when used incorrectly. This trap requires two incompatible cyphers to be used. When triggered, this trap erupts in a giant explosion consuming both cyphers. Preparing the cypher is a DL5 Numenera check while setting the trap is a DL 4 check. When triggered, those in an immediate area of the trap, will take damage equal to the highest level cypher. And those who are a short range from the trap take half damage of the lowest cypher level (min 1).

Note: specific cyphers may have additional unique effects. Adding a third cypher to the trap will increase the damage dealt accordingly.

Ensnaring Net Trap

Difficulty: DL 4

Preparation: 30 minutes

Effect: This trap is composed of a net and various pulley mechanisms. Once activated, all those in an immediate area of the trap are beset by a weighted net. Those who are caught within the net suffer a three step impediment to speed skills and tasks, although some exceptions may apply.

Note: More sinister trap-setters may douse a strong net with a combustible liquid. When the trap is triggered, the trap-setter will set the trap on fire, burning the victims alive.

Thoughts on Strategy

Traps can be insidious things, especially once they include a poison and are followed with ambushes. As a GM be careful not to be repetitive in your tactics. Look at engaging your PCs with different styles of combat, formation and range.

Falling Object Trap

Difficulty: DL 5

Preparation: 20 minutes

Effect: You prepare a large heavy object to fall upon the victim who triggers the trap. A victim of the trap takes 6 points of damage and is impaired.

Note: A much heavier or larger object may deal more damage, potentially even trapping the victim under the large object.

Flash Trap

Difficulty: DL 3

Preparation: 20 minutes

Effect: You prepare a concoction of electronics and numenera that, when triggered, causes a bright blinding flash. Those who are in an immediate distance from the trap are blinded for 3 rounds and dazed for the following 2 rounds. Those who are a short distance away from the flash, are only dazed for 3 rounds. This trap is commonly used by bandits, where they will leave a number of goods for their victims to find, and once someone triggers the flash trap, the ambush begins.

Powered Trap

Difficulty: DL 5

Preparation: 25 minutes

Effect: You have created a trap that utilizes the power of various numeneric devices to pull or push with great speed and power. When triggered, the victim is knocked prone and takes 8 points of damage, in addition, the target is dazed for 3 rounds.

Note: The trap-setter can attempt to make the trap automatically reset, to do so increase the DL by 2. This makes the trap like an artifact with a depletion dice of 1 in 1d6.

Steel Razor-wire Trap

Difficulty: DL 6

Preparation: 30 minutes

Effect: This wire is both difficult to see and razor sharp, when set-up properly, a series of wires are staggered at ankle and chest height in addition to being strung across the floor. When the victim walks into the trap he takes 4 damage from the razor sharp blades and then falls prone upon the razor-sharp wires which are spread out beneath him (an additional 6 damage).

Note: For those who go through the painstaking effort of acquisition, an assassin could acquire and release a Steel Spider (DL 3; Core Rulebook p260) in the bedroom of her target, while they are sleeping. Then, its only a matter of time for the spider to begin spinning and the mornings events to come.

Triggered Projectile Trap

Difficulty: DL 5

Preparation: 20 minutes

Effect: You set up a buzzer, or other trigger-based ranged weapon, to a trap trigger. Upon the triggers activation, the weapon fires dealing 4 damage to the victim. It is common for a trap-setter to set up multiple traps all connected to the same trap trigger.

Note: More insidious trap-setters will coat the projectile with a poison or even a variety of poisons.



Cypher Traps

Nearly every cypher can have some sort of use in a trap. This primarily depends on the experience of the assassin and the time allowed to prepare an intricate trap. The following cyphers have been recorded to have been used by assassins to aid them in their efforts, primarily for the purposes of execution and escape.

If you wish to grant a player a cypher trap, roll a d100 on the below table:

Roll	Cyphic Trap	Level
01-07	Aquatic Death	1d6+2
08-13	Atmospheric Vacuum	1d4+2
14-19	Cloud of Silent Darkness	1d8
20-25	CloudCrystal Skydust	1d6+3
26-31	Connected Portals	1d6
32-38	Cryogenic Prison	1d6+2
39-44	Entangling Ivy	1d8
45-50	Enveloping Spheres	1d6+1
51-56	Gravitational Suspension	1d10
57-62	Holo-Wrestlers	1d6+3
63-68	Melting Floor	1d8
69-75	Numenera Null Field	1d4+1
76-81	Sinkhole Adjuciator	1d6
82-87	Sudden Spring	1d10
88-93	Ultra-Dimensional Pit	1d8
94-100	Wall of Corridors	1d8+1

Enhancing a Trap

If a player wants to enhance a trap, be it a mundane or cypher trap, be accommodating. This means, set DLs for trap enhancement that would seem reasonable to enhance the trap. This could manifest in a separate DL check or even a time increase to properly prepare the trap.

Aquatic Death

Occultic Cypher

Level: 1d6+2

Usable: A small rubbery sack that appears to be holding water.

Effect: Once activated, the device creates a sphere of water in a 30ft radius of the device. The water and its victims are held within the hemisphere for a number of minutes equal to the cypher level, likely causing the victim to drown. After the forcefield is released, the water flows away normally.

Atmospheric Vacuum

Level: 1d4+2

Usable: A small metal box that appears to be made of a number of small tubes and pipes.

Effect: When placed onto the floor and activated, the box quickly unfolds, creating a 20ft square. The edge of the square, as delineated by tiny tubes, projects a forcefield which prevents air from passing through. When a victim steps near the center of the square the trap triggers, forcibly removing all of the air from inside the box. Victims inside will need to make a might check with a DL equal to the cypher's level. Upon failure, the victim begins to suffocate.

Cloud of Silent Darkness

Level: 1d8

Usable: A long metal cylinder with a series of slits on one end.

Effect: When this device hits the ground, it shatters releasing a heavy soot-like cloud. The cloud covers a 50ft radius and spans 10ft high. Any noise that is made in the cloud, stays in the cloud and does not escape. In addition, the victims are blinded. The cloud will last for a number of rounds equal to the cypher's level.

CloudCrystal Skydust

Level: 1d6+3

Usable: A simple pouch of glittering red crystal dust.

Effect: When the contents of this pouch are released, it creates a 10ft cloud of red-glitter. When someone passes into the cloud, the crystals viciously gravitate toward the victim, passing through any kind of armor and embedding themselves into the victim's skin. For each round the victim is in contact with the cloud, he suffers 2 might damage and a 1 step difficulty increase for movement actions (including dodging).



Connected Portals

Level: 1d6

Usable: A pair of large stretchy and foldable hoops, one is orange the other blue.

Effect: When pressed up against a surface the hoop sticks. Once both hoops are placed, they activate creating a temporary two-way portal. The two portals only last a number of minutes equal to the cypher's level. If someone removes a portal from the surface while the trap is active, the portals will close until the linked-side is reestablished. This could be a handy tool to remove enemies or escape.

Cryogenic Prison

Level: 1d6+2

Usable: A dodecahedral orb with synth tubes carrying a blue fluid, the device is slightly warm to the touch.

Effect: A great item to handle large groups, this device is typically thrown, although it has been known to be used in triggered traps. When the device collides with a target, it creates a cube of ice around that individual, dealing cold 4 damage to the victim. Also, a thin sheet of slippery ice extends 20ft in all directions from the center-point.

Entangling Ivy

Level: 1d8

Usable: A small synth dish of multi-colored seeds.

Effect: Once triggered, these seeds spring to life growing and spreading at an incredible rate. Those caught in the area during this overgrowth are unable to move and all speed tasks are considered two steps more difficult. The plants begin to wither after a number of minutes equal to the cypher's level.

Enveloping Spheres

Level: 1d6+1

Usable: A synth bag containing a series of gooey black orbs.

Effect: The synth bag holds a number of orbs equal to the it's level. When the player picks up the orb, it starts to get sticky and slowly begins to expand. If thrown at an enemy, the orb will stick to that location and continue to expand. After 2 rounds, orb will completely envelop the target. A larger target may take multiple orbs prior to being enveloped. Once enveloped the victim can take no physical actions for the next 4 rounds.

Gravitational Suspension

Level: 1d10

Usable: A pair metal discs connected by a series of metals bars.

Effect: When this device is activated, it alters the gravity around it. Those who come within a 10ft radius of the object begin to float slowly into the air, hanging helplessly . Unless the victim has some sort of propulsion, they are trapped and suspended in midair until the cypher's duration ends, lasting a number of minutes equal to the cypher's level.

Holo-Wrestlers

Level: 1d6+3

Usable: Three palm-sized synth and crystal pyramids.

Effect: All three of these pyramids need to be used for the effect to work. Upon activation three large holographic creatures emerge, made from solid light. Affecting up to three targets, these holograms begin to grapple them, using the cypher's level as their grapple level. If they fail, they will continue relentlessly until they are slain (DL 3, 9 hp). If there are less than three enemies they will group up on the number of targets present, using aid actions to compliment each other. Once the targets are pinned the holograms will maintain the pin until the cypher's power runs out. Once activated the holograms will last for 1 minute.

Melting Floor

Level: 1d8

Usable: A synth container of tiny metal beads.

Effect: To utilize these metal beads, they can be poured out over a 10ft square area, once the beads come to rest, they immediately melt and disappear into the floor. When a creature steps into the affected area, they sink into the floor as if it were quicksand or a thick mud. A creature can only move if they make a Might check with a DL equal to the cypher's level. If successful the victim can move an immediate distance. The cypher's effect lasts up to 10 minutes, after which the floor solidifies and those who are caught within may have more serious problems to escape.

Numenera Null Field

Level: 1d4+1

Usable: A long flexible rod and curls at it's halfway point, usually affixed with a flag of some sort.

Effect: To be activated this rod must be placed into the ground like a standard. When activated this device pulses with energy, preventing the activation of numeneric items and inhibiting most esoterics. This field extends 20 ft from rod and lasts 5 minutes. Those who attempt to use an esotery must spend 1 Intellect point to make a concentration check with a DL equal to the cyphers level. Creatures, whose level is lower level than the cypher, will be unable to use their esotery or esotery-like abilities within the field.

Sinkhole Adjudicator

Level: 1d6

Usable: A metal monocle with a trigger mechanism on one side.

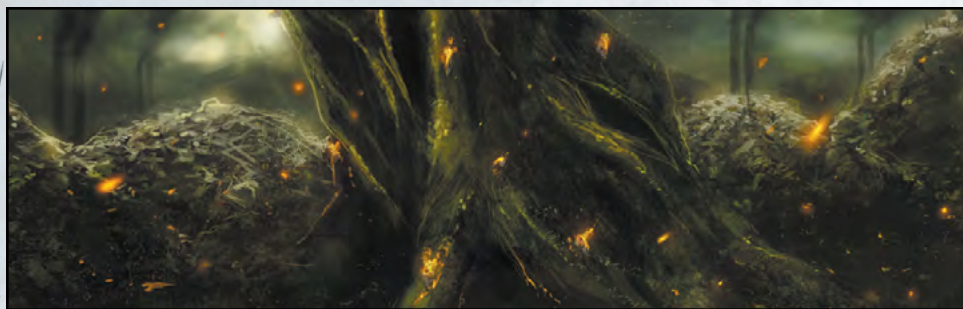
Effect: This device needs to be worn to be activated. The wearer will look at a surface with the monocle and activate the trigger mechanism. The front side of the monocle bursts forth with a cloud of energy, as a 10ft radius circle is impressed 20ft deep. Normally this could be used to create a large gap between an escaping assassin and his pursuers, although it could have other interesting applications when used on a wall.

Sudden Spring

Level: 1d10

Usable: A blanket or cloak that has an unusual elastic quality when laid on the ground.

Effect: When laid down flat upon a surface, this cypher melts into the surface, slightly tainting its color. When someone steps upon the affected area, the victim gets launched into the air at a height equal to the cypher's level x 10ft. The cypher's effect lasts for 5 minutes.



Ultra-Dimensional Pit

Occultic Cypher

Level: 1d8

Usable: A roll of glowing gold string

Effect: With the string you can make an approximately 10ft circle. Once laid down, the string melts into the floor and the space encircled by the string ripples softly, seemingly a liquid hologram. If someone steps within the circle, they will lose their balance and fall 100ft down. This extra-dimensional shaft will last for a number of hours equal to the cypher's level. Once the dimensional gate is opened, the gate will only close after the cypher's duration transpires. Anyone left inside will appear in the circle where the trap was originally inscribed.

Wall of Corridors

Level: 1d8+1

Usable: A pocket mirror that unfolds to cover an entire doorway.

Effect: When unfolded into a passageway, the mirror becomes translucent and seems to fade away. Those who pass through the mirror must make an Intellect Defense roll with a DL equal to the cypher's level. If they succeed they pass through the entryway normally. If they fail, the victim disappears inside the mirror and they enter an endless corridor, of similar appearances to the surrounding environment. No matter which direction they run, they will never get closer to the end of the corridor. The victims are trapped in the corridor for a number of minutes equal to the cypher's level.



| Numenera |



*"The numeneras iss good,
its can kills!"
- Dej'meir Assassin*

An assassin who does not use the numenera in at least some manner is practically unheard of. In addition to cypher poisons and traps, there are a variety of numenera which can still be useful to assassins. Although the artifact is a preferred tool over the cypher, due to its recurring uses. An assassin must be careful not to rely upon the artifact, for he will be in grave danger when it stops working when he needs it most.

| Artifacts |

Roll	Artifact
01	Activation Complex
02	Darkness Pouch
03	Crimson Glaive
04	Active Deflector
05	Sonic Dampener
06	Cloud Disassembly
07	Shadow Shroud
08	Thermal Projector
09	Fluid Replicator
10	Wall-Thrower



Activation Complex

Level: 1d6+2

Form: A synth and metal holding fixture with a variety of buttons and hookups.

Effect: This fixture is an amazing tool for trap-makers, the hookups and buttons easily connect to various trap elements while providing a quick and reliable cypher activation cell. When making a trap with a cypher using this device, reduce the DL of the trap by 2.

Depletion: 1 in 1d4

Darkness Pouch

Level: 1d6+2

Form: A small black pouch with a suede-like consistency, with weaving gold circuitry on the surface of the pouch.

Effect: When opened, this pouch spews out shadows and darkness filling an immediate area with a smokescreen. You cannot see through the cloud and while in it you are considered blind. The darkness cloud only lingers for 3 rounds, however, and if direct sunlight is on the cloud, it dissipates after a single round.

Depletion: 1 in 1d8

Crimson Glaive

Level: 1d4+2

Form: A glaive made of a solid piece of Red Skycrystal.

Effect: This medium polearm (4 damage) is always poisoned, each time you deal damage the victim is also attacked by Crimson Crystal Verneuil (see pg 44). The artifact's level represents the poison's level. After every successful application of poison, roll the depletion dice.

Depletion: 1 in 1d20

Active Deflector

Level: 1d4+1

Form: A small synth dodecahedral orb.

Effect: Once activated this device hovers around the user, intercepting ranged attacks. Providing the wearer with an ranged armor value equal to the artifact's level. After absorbing a ranged attack, make a depletion roll.

Depletion: 1 in 1d6

Sonic Dampener

Level: 1d6+2

Form: A pair of small synth hexagon discs, that are magnetic.

Effect: These devices should be affixed to the wearers feet, once activated the device emits a counter harmonic; making your steps completely silent. Stealth checks are one step easier, while any movement check to remain silent is two steps easier.

Depletion: 1 in 1d8

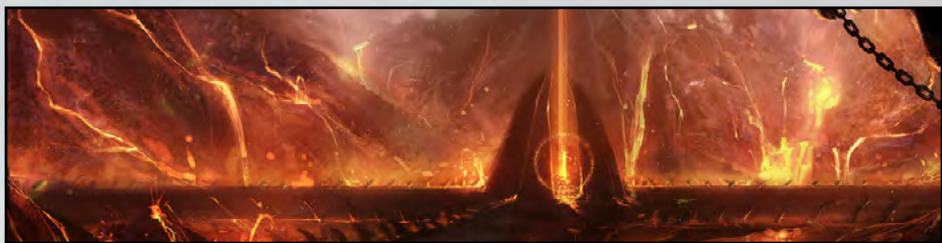
Cloud Disassembly

Level: 1d6+2

Form: A clear synth pyramid, a little larger than your hand, with a moving cloud inside of it.

Effect: The swirling cloud is a special type of disassembly nanite, when activated the cloud releases and begins swirl around your body, slowly deconstructing you. Deconstruction takes three rounds, and when completed, you are a cloud of particles that can move in any direction at will, though be cautious of strong winds and vacuums. You will remain in this form for 1 minute, although you can will yourself to be reconstructed sooner if you so choose.

Depletion: 1 in 1d4



Shadow Shroud

Level: 1d6+2

Form: A black synth-fiber cloak that is unusually warm to the touch.

Effect: When in shadows this sheet of smooth silk-like material becomes invisible. This object only functions in the shadows, if any light is shined upon it the effect immediately ends.

Depletion: 1 in 1d20

Thermal Projector

Level: 1d6+2

Form: An opaque synth tablet with a noticeable indent on one edge.

Effect: When the edge is firmly pressed, the tablet fizzles to life displaying an apparent outline of a screen, when pointed and activated, the screen shows a thermal view of what is in front of the tablet. The image remains until another image is taken.

Depletion: 1 in 1d20

Fluid Replicator

Level: 1d6+2

Form: A long crystal tube that has a small rotating reflective disc on the bottom.

Effect: When a liquid is poured into this receptacle, it doubles in volume. This does not work on cypher fluids. If a mundane poison is poured into this vessel, the dosage is doubled.

Depletion: 1 in 1d4

Wall-Thrower

Level: 1d4+4

Form: A smoothly curved synth rod with a ball-like apparatus at the end of it which seems somewhat loose.

Effect: The wielder uses the rod to throw the attached ball. When the ball hits the ground, it bursts creating a web-like wall made out of tough synth. The strength of the wall is equal to the artifact's level.

Depletion: 1 in 1d10

| Oddities |

- 01-03 A small red orb that is always rolling.
- 04-06 A dice, when rolled, lands in the same numerical sequence.
- 07-09 A cloak that casts an equal shadow in every direction.
- 10-12 An ovaloid piece of synth which occasionally plays melodies.
- 13-15 A flask which refuses to let in liquids no matter what you do.
- 16-18 A mask whose eyes and mouth move on its own accord.
- 19-21 A goggle that transposes an image of a simple house.
- 22-24 A cloth that changes colors when soaked in different liquids.
- 25-27 An orb that has a rotating galaxy within it, *is it your galaxy?*
- 28-30 A canister that releases a wave of aromatic smells.
- 31-33 Boots that when taken off, levitate three inches.
- 34-36 Two steel orbs that revolve around each other.
- 37-39 A hourglass that never runs out of time.
- 40-42 A synth tablet with alien text that occasionally shifts locations.
- 43-45 A glass prism turns luminescent when exposed to sunlight.
- 46-48 An iron orb that becomes frigid cold when people look at it.
- 49-51 A superlight folded crane that never floats.
- 52-54 A bottle of wine that no one can seem to open or break.
- 55-57 A clear cup that changes color for each new drink poured.
- 58-60 An unusually heavy stone (pebble-sized) that floats.
- 61-63 A hat that changes the type and style of hair you have
- 64-66 A small glass when stroked, projects a human dancing.
- 67-69 A lens, when worn, they temporarily change your eye color.
- 70-72 A disc attached to a wristband that shows shifting symbols.
- 73-75 A feather that, when released, slowly falls upwards
- 76-78 A lantern, when lit, only the breath of the lighter can douse it.
- 79-81 A bottle that when opened tells you what you want to hear.
- 82-84 A small image of a landscape that changes with the seasons.
- 85-87 A cube that shows a image of you, but the opposite gender.
- 88-90 A silk glove, plays the same tune when holding an instrument
- 91-93 A knife with a gem that shows images of those it has slain.
- 94-96 A cloak that casts no shadows.
- 97-99 A rope that will refuse to knot.
- 100 A blanket that functions like a trampoline.

Use of Oddities

Although oddities are fun objects that could have useful or odd effects, they can still hold an important role in a storyline. Perhaps a certain oddity is a coveted heirloom, or more dramatically, is the key to stopping a catastrophic disaster.



| XP Options |



*“Don’t go searching the darkness for answers,
it may just find you”
- Quintus*

Experience Points (xp) play a vital role in Numenera, functioning both as currency for advancement and granting players a tool of which they use to influence the story in their own unique way.

This chapter provides additional options to the “Alternative XP Use” section of the Core Rulebook (see Core Rulebook p108). The options provided in this chapter allow players to select additional options to improve their characters without having them count toward normal tier advancement. The costs and effects of these options are only recommendations and a GM can modify these to suit his or her campaign.

Guild Options

Join Guild

Cost: 4 xp

Effect: You have accepted an invitation to a guild, order, or organization. You now hold an entry-level title in addition to the respect and responsibilities of that post. You also gain the ability to access guild services, this functions as a normal Intellect Pool skill check in which you can be trained or specialized. See the Organizations & Guilds chapter for more detail. Check with your GM prior to taking this advancement.

Guild Advancement (requires Join Guild)

Cost: 3 xp

Effect: You have advanced to a higher title, position or level of respect within the guild, order or organization you are member of. All guild service DLs are reduced by one step. You can take this advancement several times, although the GM may require you to undertake an assignment from the guild or even require more active guild involvement prior to advancement. Your GM may set limits on how many times you may take this advancement.

Home-Base Enhancements

Base Mobility

Cost: +3 xp

Effect: Your base of operations has a unique method of moving around; this could be a transformation into an ocean vessel, a sky-ship, an underwater vessel, an earth-tunneler or even have legs! This movement does not grant the base combat-capabilities. Although, combat can still occur around it (it was not intended that this would transform your home into a warship). Work with your GM on what kind of transportation mode would work with your home base.

Covert Location

Cost: +2 xp

Effect: Your player home or base of operations is difficult to locate. It is up to the player(s) how covert and 'unknown' their residence is, and it is up to the GM to have the NPCs and story react accordingly.

Crafters' Workshop

Cost: +2 xp

Effect: Within your home you have the proper tools and materials for a specific crafting skill. When using the appropriate skill in your workshop, you are considered to have an asset for that task. You can take this advancement multiple times, choosing a different skill each time.

Crafters' Workshop, Advanced

Cost: +3 xp

Effect: An upgrade to the Crafters' Workshop. You access to advanced tools and superior equipment for the assigned skill, and these tools didn't come cheap either. When using the right craft skill in the workshop, craft time takes 1/2 the normal time. You can take this advancement multiple times, choosing a different workshop skill each time.

Defensive Capabilities

Cost: +3 xp

Effect: Your player home or base-of-operations is outfitted with defensive mechanisms, this could be the presence of large weapons, murder-holes or even a guardian who can watch over the base while you are gone. Work the details out with your GM.

Secret Entrance/Exit

Cost: +2 xp

Effect: You have added a secret entrance or exit, depending on how you want to use it, to your home. This could be an inconspicuous entrance or perhaps you may need to move a boulder aside to get in. Regardless, you know of an easy way in and out.

In-Game Applications

Convenient Pocket

Cost: 1 xp

Effect: You reach into your pack and conveniently pull out a small item you need at that moment. Perhaps you picked it up and had forgotten about it, or perhaps you knew this would happen and came prepared, either way you have it now. You now have possession of a small non-unique item, worth less than 30 shins.

Informant (Contact Variant)

Cost: 2 xp

Effect: You happen to have a contact or friend who can provide you with help or assistance in a way that is beneficial to a specific location. Perhaps they give you a spare key to the house, a password to the safe, or work for a target and know his daily schedule. It is up to the GM to decide how this ability manifests and how the informant benefits the player or party.

Poison Augmentation

Cost: +1 xp

Effect: This poison is more potent than you had thought, or perhaps your opponent is more susceptible to this kind of poison. For each xp spent on the poison, you raise the poison's level by two.

Poison Resistance

Cost: 4 xp

Effect: Whether born with a natural gift, physical hardening or through augmentations of various numenera, you have become more resistant to a poison's particular delivery method (see pg 40), reducing the level of these poisons by 2. You can take this multiple times, each time choosing a different delivery mechanism.



Safehouse

Cost: 2 xp

Effect: You know the location of a nearby safehouse or perhaps have a contact who can give you safe refuge until whatever has happened subsides. You can rest here for up to 56 hours (2 days) and during your stay have access to basic accommodations and potentially even basic supplies and equipment.

Player Intrusion

Cost: 3 xp (*can be split amongst the party*)

Effect: You invoke a Player Intrusion, which prompts the GM to introduce an unexpected event or action that is beneficial for the players. Players are allowed to request effects, but it is ultimately up to the GM to decide what happens. A GM can reject a Player Intrusion. If he does, so there may be good reason, behind it (ie a plot-point or important story arch). Below are two examples of how to use a Player Intrusion.

Example 1: A group of five players are captured, tied up and are being watched by agents of the Jagged Dream. Looking to escape, and seeing no other options, two players agree to split the xp costs to invoke a player intrusion. The players petition the GM for a distraction of some sort, so that they can try to escape. The GM describes that one of the players; while being led into the dungeon, stealthily hid a numenera device, with a a timer set to explode after a short duration. Sure enough, the detonation follows, causing most of the guards to leave their post and investigate the explosion. During the chaos, the players are able to escape from their bindings and launch an attack upon their captors.

Example 2: A player fails their speed defense roll and is blasted by an enemy's numeneric artifact, which the GM declares deals 10 points of energy damage. The player, thinking that a re-roll may not be enough, declares a Player Intrusion and spends the appropriate xp. The player expresses that he wants the artifact's blast to miss. The GM decides the blast won't miss, but he'll do some sort of mitigation. The GM explains that when the artifact was charged up, it overdrew more power than it should have, altering the enemy's aim. The player was still caught in the blast, taking half damage, but the overload of the artifact caused it to be disabled for 2 rounds.



| Organizations & Guilds |



*"Revelation is...?"
"Distortions of the Truth"
- Amber Zealot Greeting*

Every city and region have some sort of organization or guild. These rules were aimed to create a mechanically robust personality and presence for organizations that players experience within their games, in addition to providing a parallel path for character advancement for those who choose to walk that path. GMs can use this system to flesh out any existing Organizations in the Steadfast and the Beyond.

Joining A Guild

A player could be approached by a representative of a guild, or perhaps the player actively seeks a guild out. Prior to acceptance into the guild, the player(s) may have to undergo a mission or test, to prove their worthiness and skill. Once a player passes the test, a GM offers to the player(s) the Join Guild advancement (see pg 75). This could be done voluntarily by the PC or rather a reward bestowed upon them by the GM. Now that the PC(s) are members of the guild, they can participate in the guilds activities, receive missions, request guild services (see below) and advance through the guild's hierarchy.

Advancement

Similar to joining a guild, a player can choose to spend the appropriate XP to gain the Guild Advancement XP option or, the GM could award these to PCs instead of directly giving XP to players. Each application of the Guild Advancement could be represented by a new guild title, rank or perhaps just represent the improved trust you have developed amongst your guild-mates. As a player advances up the ranks of a guild or organization, guild services are easier to obtain. Thus, every Guild Advancement that the player receives, reduces the DL of Guild Services by 1. At times, a GM may require the PC(s) to perform a service or special mission for the guild prior to advancement. There are also times when, in order to advance, you must remove the one ranked above you...

Guild Services

All organizations have some form of general benefits they provide to all of their members. This could be represented by things such as equipment, information or exclusive guild knowledge. All members have access to these resources; however, lower-ranking members will likely have a tougher time using their influence throughout the guild, which is represented through the Guild DL.

To access a Guild Service, a character makes a Guild skill roll against the listed service DL, this is usually an Intellect-based task unless otherwise noted, so Effort can be applied. Each time the player receives the Guild Advancement XP option, they reduce the difficulty of all guild services by 1. Also, a player can choose to train and even specialize in the guild-skill, to signify their character's ability to navigate the bureaucracy of their organization.

Guild Services Above DL 10

Some of guild services A GM may deem a difficulty level greater than 10. These services are inaccessible for a new recruit to a guild. Once the recruit advances, by obtaining the Guild Advancement XP option, the DL is reduced by 1 for each advancement. Eventually, once difficult to access services are within the realm of possibility (especially when effort is applied).

Example Guild Services:

Merchant Services (DL 3-9): You are able to purchase and/or sell gear for a better price than local shops. This could also include access to a shops 'special' or reserved items.

Transportation Services (DL 3-12): Some guilds will have access to vessels, float-carriages, skyships, steeds or even a numeric teleporter or gating devices. These options may be granted to the players in any shape or form that is reasonable with the guilds operation.

Specialized Gear (DL 4-8): The guild may have tools specialized to their trade, this equipment may be gifted to the players or be purchased by from the guild. These specialized tools grant an asset to particular skills and tasks.

Crafting Expertise (DL 5-9): The guild's craftsmen can assist you with making an item. Some guilds may only have facilities for a particular trade, (arms/armor, alchemy, metalworking, numenera, etc.) If you gain access to the facilities you gain an asset to your craft check. If you can enlist the aid of the craftsmen, you gain 2 assets to your craft check.

Black Market Contact (DL 5-11): With secured connections to the underground markets, the guild can obtain your legally questionable goods, or provide a contact who may be able to acquire your product.

Safehouse: (DL 6-12): Most likely spread out throughout the steadfast and perhaps scattered in the Beyond, a safehouse is where a player can enter and find safe refuge and rest for a short time. There are most likely basic accommodations present in addition to food resources.

Storehouse/Armory (DL 6-11): Much like the safehouse, these are locations where the guild may stockpile goods, arms & armor, and various numenera for the guild's uses. If you learn the location of these facilities, you may be able to check-out, or restock for your next/current mission.

Contact/Informant (DL 6-12): The guild has developed key allies in both in the high and low of society. If you ask around, or listen around the guild you may catch the right name of an individual who could be of help to you.

Fence (DL 6-9): A market connection who won't ask questions on the origins of goods, especially expensive pieces of notable craft or ownership.

Legal Remedy (DL 6-12): The guild may have members, connections or contacts in local governments that could help you out of a sticky legal situation, although you may have to front the bribe.

Procure Cypher (DL 7-11): Over time the guild may have amassed a number of cyphers, or perhaps even have the capability to manufacture a specific cypher. The GM may provide you with a choice of cyphers (perhaps 1d4 rolled randomly) or maybe due to the guild's specialization, you are provided with a particular cypher.

Procure Artifact (DL 7-12): The guild may have acquired a number of artifacts over the years. Through the right channels you can 'borrow' one of these artifacts (be it a specific artifact or a choice from a small list) to aid your efforts on your current mission.

Ranked Assistance (DL 9-12): You utilize your higher rank to gain the assistance of a lesser ranked guildmember. They will only help you for a short duration. During this time you are responsible for this underling.

Rally (DL 9-16): You are able to call out and rally members of the your organization to your mission or cause. The number of members who respond to your call can vary dependent on how your GM wants the scenario to play out.

Guildmasters Favor (DL 10-17): You have gained the ear and minor favor of the Guildmaster, this could provide you with some insightful wisdom or knowledge or perhaps a unique artifact, contact or assistant that will help you on your missions, whether it be personal or guild-related.

| Sample Guilds |

Autonomous

Most commonly known as an anti-AI extremist organization, although beneath the folds more sinister plots unfold. Only based in major cities, Autonomous is responsible for the destruction and sabotage of practically every type of sentient machine or automaton. The organization is broken up into nodes, where local leaders can hold its members together. Occasionally, leaders will meet together using a numeneric communicator of sorts. It is unknown if there is a central leader to the organization, but in any case, the number of incidents from this organization are on the rise. The strongest node resides in Uxphon where no legal authority will pursue them.

It's membership is comprised of a good diversity of Nanos, Glaives and Jacks, each with their own mistrust of AI's and other sentient machines.

Goals: Eliminate self-conscious machines and AI's

Organization: Cell-based

Primary Location: Uxphon (see Core Rulebook p176)

Allies: None known, although agents of the aeon priests or the Angulan Knights have approached them with 'special requests.'

Enemies: Those who support AIs in any form.

Notable Members: Machine-Murderer Maelen (DL 4 Glaive)

Benefit Notes: Most gear acquired through the guild will be geared toward the interruption or destruction of automatons or AI.



Blades of Whydah

High above roams the skyship Whydah (see Naval Encounters), this notorious pirate ship has a crew that is notably all female, but not all human. No one truly understands their motivations, and the women of the Whydah do not offer any explanation of their motives. It is known that the pirate ship frequently runs raids on its enemies, taking all items of value, and usually killing all men above 15 years old, while taking all girls above just a few years of age and then disappearing back into the clouds, usually dropping supplies to the abused Thaemor communities. It has been speculated that these young girls who are being 'abducted' are being trained and incorporated into the pirate's crew, to sustain their numbers. For those who are in the know, certain members of the Whydah also conduct assassinations, most likely for the extra coin. To request these services, the request must be carried by a raster to the ship, or the ship's representative must be approached. Kariena is the undercover contact for the Whydah, supplying them with movements and shipments.

Unaffiliated Rewards

When a party performs a service to a guild which the party has no official affiliation with, the guild could offer the players a token of their gratitude. This token would allow the players limited access to a guild service. An even greater gift would be an 'artifact' which would allow multiple requests of guild services.

Goals: Unknown

Organization: Unknown

Primary Location: Aboard the Whydah, near the Black Riage

Allies: Outer Thaemor Communities

Enemies: Angulan Knights, kingdoms of Navarene and Malevich.

Notable Members: Kariena of the Mists (Lv 5 Nano)

Benefit Notes: The guild's assets and services are more easily accessed on board the Whydah. While the PCs are away from the vessel these boons are more difficult to use, especially when traveling through Navarene or Malevich.

Availability of Guild Services

Not every organization will have all of its services accessible and available at the time the player needs it. Some guilds may never even have access to some listed guild services due to lack of resources or connections.

When PCs access guild services, be sure that it would be logical to expect such a thing. If a peculiar city is an avid enemy of the guild, don't be afraid to raise the DL of accessing guild services in that city or state that the chance is impossible (requiring no roll at all).

The Evergrowth

One of the few factions of the Seraphinianus (see Core Rulebook pg 226) that have remained intact over the past few years. Unlike their brother Sarracenians, the Evergrowth believed that the Ba-Adenu forest was their Mecca and birthplace. Although they are very different philosophically, the Evergrowth and the Sarracenians band together in urban environments due to their love and devotion to plants. Working as master apothecaries, members of the Evergrowth are specialized in plant-produced poisons, and hence are commonly sought out for their brews. When it comes to the destruction of plant life, the Evergrowth takes an extremist stance, performing acts of sabotage and murder to prevent such events from occurring.

Goals: The protection and nurture of plant life.

Organization: Autocracy (*Unknown Leader*)

Primary Location: Ba-Adenu Forest (see Core Rulebook pg 189)

Allies: Sarracenians

Enemies: Those who destroy plant-life.

Notable Members: Aleth Evergreen (Lv 5 Jack)

Benefit Notes: The guild has access to practically everything that is plant-based. Illegal and illicit services are a rare occurrence and should be rarely utilized by its guild members. In addition, any crafting or knowledge that relates to plant-life is an in-house expertise.



House of the Petrified Knife

Commonly known as “The Stone Assassins,” this organization originated as a small group of nanos and jacks who began researching the Petrified Lake’s (see TheNinthWorld.com) unusual property, which would quickly petrify any creature that lingered at its shores for too long. Both cities Jargolamis and Luigolamis rejected their research, stripping the researchers of their rank. Having nowhere to go, the researchers fled into the Umbil. Using their knowledge, they were able to fix segments of the Umbil gaining a following quickly afterward.

Today, this group handles all crime that leaves the Umbil. In addition, assassins that work between the two cities have sought out the House to purchase their famed Petrification Poultice.

Goals: Maintain control of the Umbil, and gain political influence.

Organization: Diarchy (two-leaders)

Primary Location: The Umbil (Core Rulebook pg 162)

Allies: Residents of the Umbil

Enemies: Jargolamis and Luigolamis

Notable Members: Jourmud Rullsten (Lv 3 Glaive)

Benefit Notes: The House specializes in the synthesization of the Petrification Poultice (pg 47). In addition, have extensive underground connections and networks, especially when operating within Jargolamis, Luigolamis or in the Umbil.

The Jagged Spear

A branch of the Jagged Dream (see Core Rulebook p224) that specializes in assassination against sensitive political figures, leaving incriminating evidence against a natural enemy of the target. This branch operates under the leadership of Kaneen Jour, who resides in Qi. However her subordinates, no matter what city they are in, only answer to her commands. Members are spread out throughout various cities, usually in groups of 3 to 5, although in Qi there are at least 20 members under her direct command.

Goals: Cause the collapse of cities through inciting war.

Organization: Cell-based

Primary location(s): Qi

Allies: At times the Convergence, but that occurrence is rare.

Notable Members: Kaneen Jour (Lv 5 Jack)

Benefit Notes: The guild is essentially part of the Jagged Dream and has access to all of their resources and supplies, in addition to Kaneen’s own stash of special goods.

Marish Clan

Led by Dietha Marish, the Marish clan is perceived as the dominate thieves guild and smuggling ring in Qi (see Core Rulebook p150). The truth is that the Clan works in all things illegal, even assassination. The Clan has friends and contacts in underground networks across major cities in The Steadfast. Although, in recent days, rumor has also emerged that there have been a number of internal 'family issues' going on with the Marish family, potentially involving Samsomy Marish, her older mutant brother.

Recently, the guild has also taken a particular interest in the Amber Papacy, robbing Aeon Priests at knife-point.

Goals: Control the Qi underground

Organization: Autocracy (Dietha Marish DL 4)

Primary Location: City of Qi

Allies: None, the organization is large enough to support itself

Enemies: The City of Qi

Notable Members: Samsomy Marish (DL 2)

Benefit Notes: All illegal services are the speciality of this guild, although the Marish Clan will take a cut of your profits.

Shadowlings

Born to protect the merchants and traders of Shallamas, Argust Provani created the Shadowlings (see Core Rulebook p139). A team of specialists, infiltrators, assassins and con-artists loyal to Argust with the sole mission to undermine and eliminate any crime that target the merchants (or wealthy citizens) of Shallamas. This organization is headed by Argust's brother in-law, Christoforo Alessi, who is a little more loose around the rules than Argust.

Goals: To undermine and eliminate criminal organizations

Organization: Autocracy (Argust Provani DL 5)

Primary Location: Shallamas

Allies: Merchants and traders of Shallamas

Enemies: The underground of Shallamas

Notable Members: Christoforo Alessi (Lv 4)

Benefit Notes: While in the city of Shallamas, as long as you are acting in the authority of Argust, you can operate free of any legal action. In addition, the aquisition of illegal goods is far easier, though fencing is strictly forbidden.



| Characters & Creatures |



*"If a man cannot control his own fate,
he becomes a fool for those who can."*

- Arkanus

There are many things that dwell hidden throughout the Steadfast and the Beyond. This chapter presents a few creatures and characters that could be found within the intrigue of the ninth world. Presented here are antagonists ranging from creatures that can change their faces to characters who would happily hire an assassin to kill you if you cross them.

| Creatures |

The Dej'meir

3(9)

The urban hunter of a thousand faces. It has been speculated that the Dej'meir's creation involved meddling with a gene-altering numenera, distorting and granting them the ability to contort and reshape themselves at will. Although the Dej'meir are masters of disguise they are not the brightest, relying upon their power of perfect disguise to aid them in their efforts. Typically a Dej'meir will enter a town and seek out the wealthiest accessible member of society and plot to replace her. If he is close to being discovered, the Dej'meir will flee with their newly acquired wealth.

Dej'meir are subconsciously aware of each other's presence and can communicate telepathically with each other, as long as they are within sight. Although they are predominantly solitary, it is common for the Dej'meir to find their way into organizations, working as agents or assassins. There is even rumor that a band of Dej'meir, roam the steadfast posing as a group of traveling merchants.

Motive: Wealth, power & prestige

Environment: Dense urban areas

Health: 11

Damage: 3

Armor: 0

Movement: Short

Modifications: Disguise as a level 5, stealth as level 4.

Combat: The Dej'meir will try to avoid direct combat, using the influence of their disguise to protect them. Otherwise, it's an assassination or an ambush.

Interaction: Players may never know they are interacting with a Dej'meir, at least not until it's too late.

Use: A villain of disguise and intrigue. Upon recently speaking with a sponsoring noble, the PCs discover the body of their noble.

Loot: A light weapon, 2d20 shins of jewelry, a random Cypher Poisons

GM Intrusion

In the heat of a large battle, out of the corner of your eye, you notice one of your allies fires a crossbow-bolt at you, then reloads to fire again, not listening to your calls. Is the player under some sort of mind-control, or is it a Dej'meir.



Perhaps the result of a Dej'meir punishment or torture. These feral beasts bare little resemblance to their faceless counterparts. These cunning beasts are not completely mindless, for they travel and hunt in packs. There is always an alpha of a pack and they always have first pick on which faces and flesh to consume.

Despite their facelessness, fleshers are sensitive to bright light and high frequency noises.

Motive: Consume faces and flesh

Environment: Dungeon-like areas

Health: 10

Damage: 2

Armor: 1

Movement: Short

Modifications: Immune to mental attacks, grapple as level 4.

Combat: These creatures are rarely caught on their own, and will attack in packs utilizing flanking and other clever combat tactics to gain the upper hand.

Bleeding strike: The fleshers claws are coated with a naturally secreted poison. If the flesher lands a successful attack against his opponent, the victim bleeds 1 point of might for two rounds.

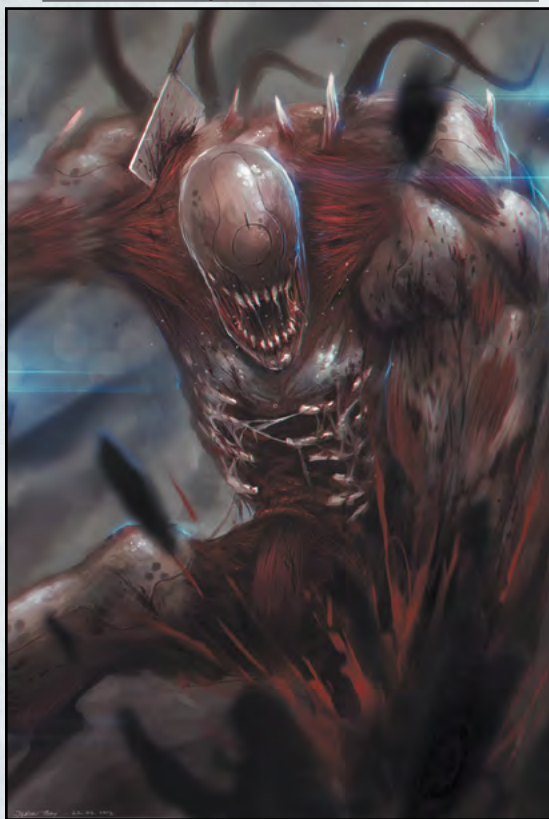
Interaction: Communication with fleshers would be as difficult as trying to communicate with wolves. That said it is still possible to establish some form of limited communication, although it may be limited and most likely short-lived.

Use: While searching the basement of a nobleman's manor, a PC slips on what looks like a pile of rotting limbs and flesh. In the darkness clatters and howls erupt.

Loot: 1-2 oddities, 10 shins

GM Intrusion

While fighting off a Flesher, you are pounced by another from behind, knocked prone and are now grappled by two Fleshers.



| Notable NPCs |

Ar'tos Quintos

3(9)

One of the last remnants of the Quintos family, which at one time was a powerful and influential merchant family, but no more. The family's sudden disappearance and fall was a shock to many merchants of Ledon. Now, serving as the Lieutenant of the guard in Ledon. Recently, it has appeared that his personal wealth has grown substantially. Rumor suggests that he is leading a Black Market ring, selling confiscated goods back onto the black market. If this is true he will go to any length necessary to protect them.



Motive: Wealth & prestige

Environment: Urban, Merchant city of Ledon (Core Rulebook p147)

Health: 25

Damage: 5

Armor: 2

Movement: Short

Modifications: Social skills as level 4, all combat skills as a level 4.

Combat: It is unlikely that Ar'tos will jump into combat, though he could be intimidated into such with the proper motivation. Otherwise, he will command soldiers/guardsmen to fight on his behalf.

Interaction: He has little time for underlings and will excuse himself from any unnecessary conversation.

Use: A corrupt Noble with an agenda of his own, perhaps an agent, supplying illegal goods and wealth for a more sinister plot.

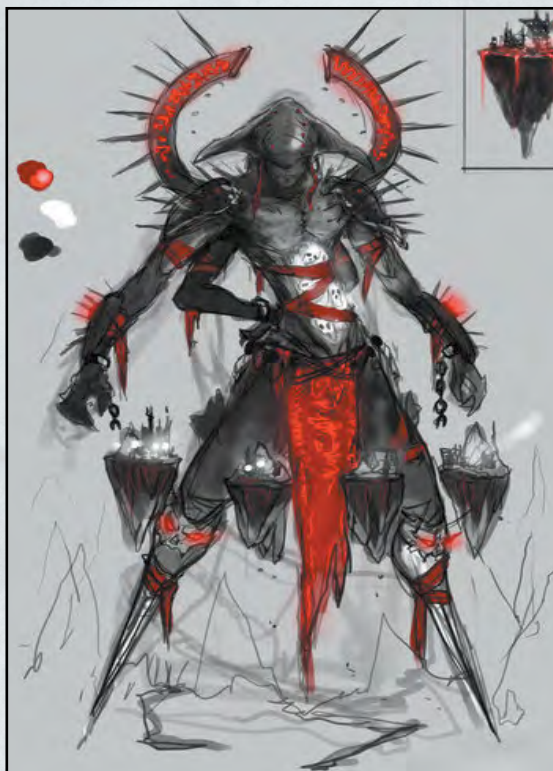
Loot: Banded armor, 50 shins, longsword, 1-2 oddities, 2 cyphers

GM Intrusion

Once the opportunity comes for Artos to become suspicious, he will order for the immediate arrest of the players. This way he can keep his assets safe and hopefully have the PCs endure a few months of slavery to serve their jail time.

Arkanus 7(21)

Rumor says Arkanus was once a legendary assassin of the Gaianian Empire who had disappeared more than twenty cycles ago. Either warped by the Skyfields or from a numeneric discovery, he has changed both in mind and body. Arkanus is now a powerful, delusional and unstable individual that needs to be handled carefully. Ruling under the belief that he is the chosen vessel of some deity, he will act with whim and without mercy. His rumored divinity and the power to move skyshards, has attracted numerous abhumans and



mutants to aid in his ascension. This cult, which was once small, has now spanned as far as Navarene, seemingly seeking various artifacts and bits of numeneric lore. Arkanus' activities have also gained the attention of the Angulan Knights and the Amber Papacy, who view his rule as a potential threat.

Motive: Fulfillment of his prophecy, power...godhood.

Environment: The Clouddcrystal Skyfields

Health: 35

Damage: 7

Armor: 2 (2 against Intellect damage)

Movement: Immediate; short flight

Modifications: Social interactions as level 6, Stealth as level 8.

Combat: Arkanus is always accompanied by 8-16 skycrystals which orbit around him, allowing him to use his abilities even if drawn out from his base. He will always first have the players stand down and surrender to his divine might, offering to spare them if they serve his requests.

Crimson Shard: Arkanus thrusts a small skyshard up to a long range dealing 7 damage. Action.

Skycrystal Telekinesis: If in the Skyfields, Arkanus can move any skycrystal up to long range. If he used as an attack, the skycrystal

deals 4 damage and dazes the target. If using a larger skycrystal, it will deal an additional 2-4 damage depending on the size. In addition, Arkanus can also use this ability to create cover, an obstacle or even a wall. Action.

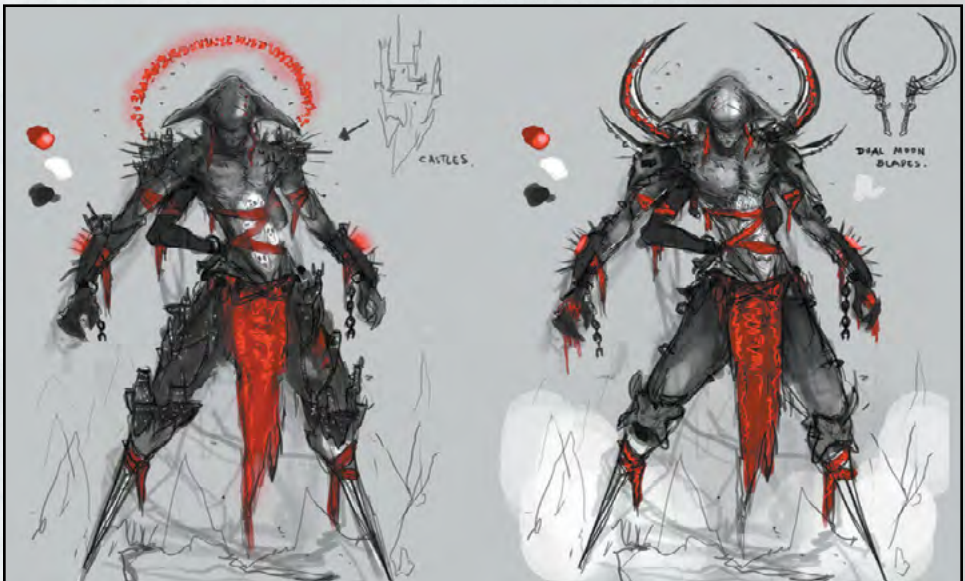
Crystal Detonation: Arkanus can detonate a skycrystal, dealing 4 damage to anyone within an immediate area of the crystal. In addition, all effected targets must make an intellect defense roll against Crimson Crystal Verneuil. Action.

Crimson Glaive: Wrought of red skycrystal this weapon is always considered to be poisoned with Crimson Crystal Verneuil. Action.

Interaction: Arkanus considers himself to be above all other beings. He views mortals as tools, but can be reasonable if approached in the proper way.

Use: Is he a servant of a more powerful entity residing in the sky-fields, or just a power hungry delusional madman? No one has survived long enough to find out. Maybe it is even the work of the Convergence.

Loot: The Crimson Glaive (pg 70), 1d6+1 cyphers, 1d4 oddities, 2d10+50 shins, and 1 artifact.



GM Intrusion: Crystal Prison

Crystals form around the character, quickly growing and encasing them inside a tomb of red crystal. While trapped, the victim is immobilized and can only take mental actions. Each round, the character is drained 1 point of Might, which recovers 2 points of Arkanus' health. To escape, the character's allies must attack the prison. The prison is considered a Level 5 object (15 hit points) with 1 armor. Once destroyed, the player can act normally.

A local legends tells the tale of a young female, Tarahnix who ventured into the heights of the Black Riage (Core Rulebook p177) to investigate abnormal weather patterns that had emerged above. Upon some sort of discovery, she disappeared and released the Lightning Horror, a ruthless killer. And if the rumors are true, when there is a lightning storm, someone dies by the hand of the Lightning Horror.

In actuality, Tarahnix is trapped inside of the Horror, using her body as a fuel source to operate, limiting her movements. When a thunderstorm strikes, the suit takes over leaving her helpless inside to watch the murders that the suit commits. Her and the suit currently reside in a small facility in the Black Riage where she cannot leave, until the suit takes over again.

Motive: Escape from her suit of a prison.

Environment: Black Riage or nearby urban environments

Health: 30

Damage: 5 energy damage

Armor: 1

Movement: short, see Lightning Step

Modifications: Immune to electricity damage.

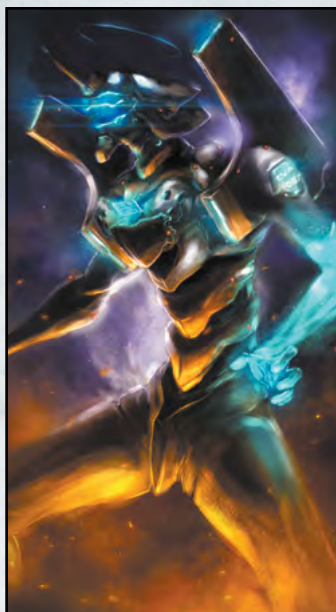
Combat: Tarahnix will not normally engage in combat due to her depressed state. When her life is threatened, the suit will take over to protect her and the suit.

Lightning Step: the suit allows Tarahnix to travel by lightning bolt as if she had the Bolt Rider ability (Core Rulebook pg 72).

Interaction: Tarahnix is fearful of those who approach her, for she fears the the suit will see them as a threat and activate with the intention to kill her guests.

Use: An unexpected assassin who asks the players for help. Or, a trapped soul who secretly begs to be slain.

Loot: Monowhip (Artifacts & Oddities pg 4), 1d4 cyphers, 2d20 shins.



A Choice...

If the PCs encounter Tarahnix, the players will have to decide how to 'save' her. Will they kill her to put her out of her misery, or will the PCs attempt to defeat the suit so that they can free Tarahnix from her prison.



| Adventure Seeds |



There are many ways to make an assassin fit into your stories, whether your PCs become the assassins, or become target of assassins. Below is a list of ideas that a GM can use to throw into their respective campaigns.

Blackmailed & Blacklisted

Players who were once members of a guild received word from one of their guild colleagues that they have been exiled from their order for the assassination of the guild-master. Outraged, the guild is out hunting for you, lucky that you were warned.

Death's Clock

A PC or close ally is afflicted with a timed poison and is given a series of demands or tasks that need to be completed in order to get the antidote. Fail to deliver on time and the afflicted victim will burst into flames. Is this the workings of a madman, or of a deeper, more sinister plot?

Bodrovian Plague

In the city of Bodrov (see Core Rulebook p139) citizens are rapidly dying of what can only be diagnosed as natural causes, leaving the local doctors puzzled and confused. The phenomenon is clearly un-natural but what could be the cause, or the intent? Has the convergence contaminated the water supply? What would they want with the city?

Faceless Assault

The PCs hear rumor that a number of attempted assassinations and assaults have recently been on the rise. Upon intercepting an assassination the PCs learn it is the work of the Dej'meir (see pg 91) Are the numbers of Dej'meir growing or is a plot afoot to seize control of all the merchants?

Guilty Elsewhere

Upon re-entering a city that the players frequent the PCs are immediately intercepted by the local guard with a warrant for the arrest of two the PCs under the charge of murder. What do the players do? Have there been other victims of this fraud? Is there a connection between the alleged murders?

Love Square

In Ledon, the PCs are approached by a man carrying a mutant baby. He asks the PCs if they can take the child and do something with her. Upon further inquiry, the PCs learn that the man is married to a Grand Knight, and that the child was not born from that relationship. To make matters seemingly worse, the mother is mutant whom the man truly loves. He wants the Grand Knight to know nothing of the incident, but begs the PCs for help.

Parasites Abound

A local town is quickly dying due to what is speculated as a spreading pathogen, which is causing limbs to grow out of their hosts and attack them. It is unknown how this is spreading but neighboring leaders fear the worst. Is there a solution, or is extermination the only way?

Power Play

A PC (or close friend) is afflicted with a unique numeneric toxin. Without the antidote, the victim will die in a number of hours.

The victim was left with a set of instructions signed by "Daeloth." Should the PCs comply with the demands to acquire the antidote? Can they make their own antidote in time? What are the goals of this skilled poisoner?

Synthian Statues

Outside a major city lies the manor of Kaelik, famous for it's life-like statues of synth. The PCs found their way here after learning that someone was looking for a bounty-hunter. Turns out that one of his statues has 'escaped' and he wants the PCs to recapture it and apply a special synth-encasing poison upon the living body.

Visions of Truth

A random member of the public has begun to see incidents, assassinations and other immoral behavior before it even occurs. The local Aeon Priests have kidnapped her to glean who is a direct threat to the Amber Papacy and launching assassinations against those individuals. One of these predicted future-threats is one of the PCs.

Subconscious Desires

Over a vast region, covering several villages, the deepest inner desires of the locals are projected into a special layer of the datasphere. A group, called "Emotium" have found an artifact which reads all of the unconscious desires of those in the region. The organization takes it upon themselves to locate those who want people dead, and dispatch the targets.

Merkadian Veil

A team of three Merkadian Soldiers (see Bestiary p84) have begun assassinating local political leaders across the region. What has united these soldiers? Are there more of these soldiers hidden? What has caused it's behavior to target these individuals?

A Captain of Industry

In the city of merchants, Ledon, the PCs have been called to aid a prestigious merchant. Coming to his summons he asks the players to kill the son of a competing merchant, directing the PCs to place evidence pointing to another merchant family. In exchange, he offers good pay, powerful artifacts or even answers. What do the PCs do?

Insanity's Imprisonment

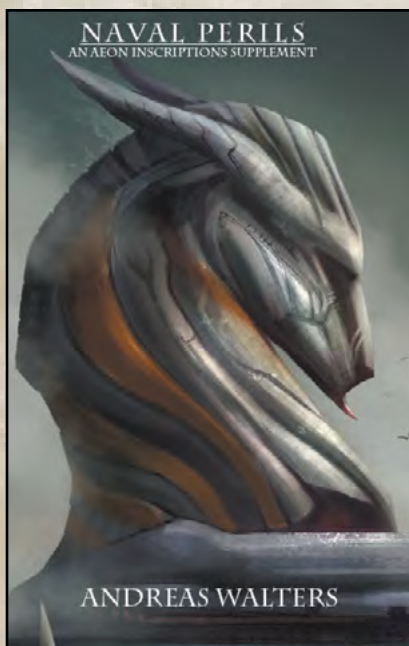
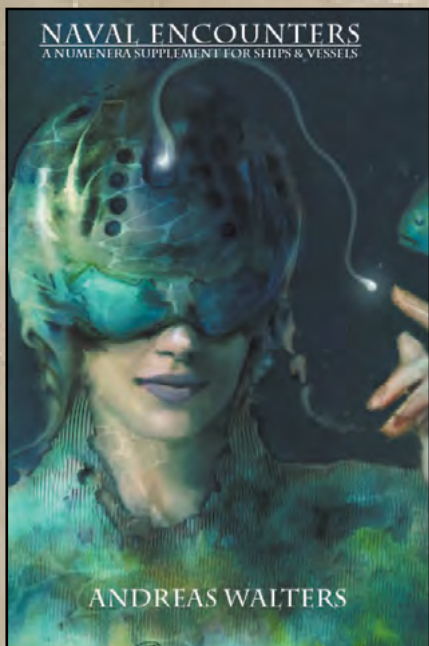
An assassin has killed the family head and stole the family heirloom, a powerful piece of numenera. The family has asked the PC's to retrieve the heirloom at whatever cost necessary. Unfortunately, as the PCs will discover on their journey, is that the assassin is now trapped inside a Latos (See Bestiary p74).



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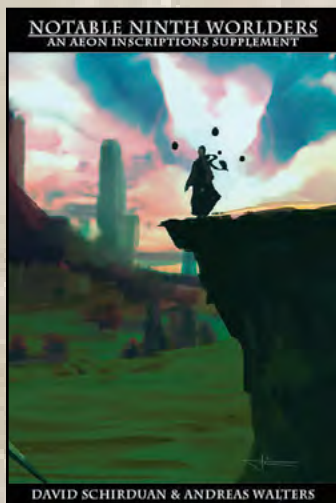


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To be revealed,

Notable Ninth Worlders



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