

NUMENÉRA

THE NINTH WORLD BESTIARY



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CREATURES

SIZE COMPARISON



GM Intrusion: *The accelerator activates a device that it has acquired, gaining a force shield that grants it 3 extra points of Armor for one minute.*

ACCELERATOR

6 (18)

Accelerators are artificial intelligences encased in metal shells with numerous limbs, sensory devices, and other accoutrements that allow them to interact with and understand the world around them. Accelerators fear “death” (perhaps “dissolution” is a better term) and concoct elaborate plans to develop better protections for themselves. Ironically, sometimes this puts them in danger as they try to take control of a defensible fortress or obtain a device that will grant them a powerful force field.

Accelerators stand 15 feet (4.6 m) high. They often move along the ground, but they can briefly fly and hover.

Motive: Proactive self-defense

Environment: Anywhere

Health: 30

Damage Inflicted: 7 points

Armor: 4

Movement: Long

Modifications: Perceives as level 8; Speed defense as level 5 due to size.

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

If seriously threatened, an accelerator always chooses flight over fight.

Interaction: Accelerators are extraordinarily paranoid and fearful. It is extremely difficult (level 9) to gain one’s trust. They speak a wide variety of languages and are smart enough to pick up new ones within minutes.

Use: Accelerators aren’t evil, but their self-centered paranoia means they might act as if they were true villains in the eyes of others.

Loot: A destroyed accelerator yields 1d100 + 20 shins, 1d6 + 1 cyphers, and an oddity.



SIZE COMPARISON



BELLOWHEART

6 (18)

Known (and named) for its terrible howl, the bellowheart is more notable for the attacks it makes with the whiplike tendrils that cover its prodigious body. The bellowheart is a huge, lumbering beast, but it's also far more intelligent than it appears. It spends most of its day rampaging about, eating everything it comes upon. Still, there are deep mysteries regarding this creature. Some people speculate that it is the advanced, adult form of a very different creature—perhaps one that can pass for a human or humanoid so it can interact with and learn from them. Or perhaps the bellowheart is a secondary life stage of a visitant race that dwells amid humans in remote areas, either secretly or overtly. The bellowheart can see in total darkness as if it were day. No one knows how.

Motive: Hungers for flesh

Environment: Anywhere

Health: 30

Damage Inflicted: 6 points

Armor: 3

Movement: Short

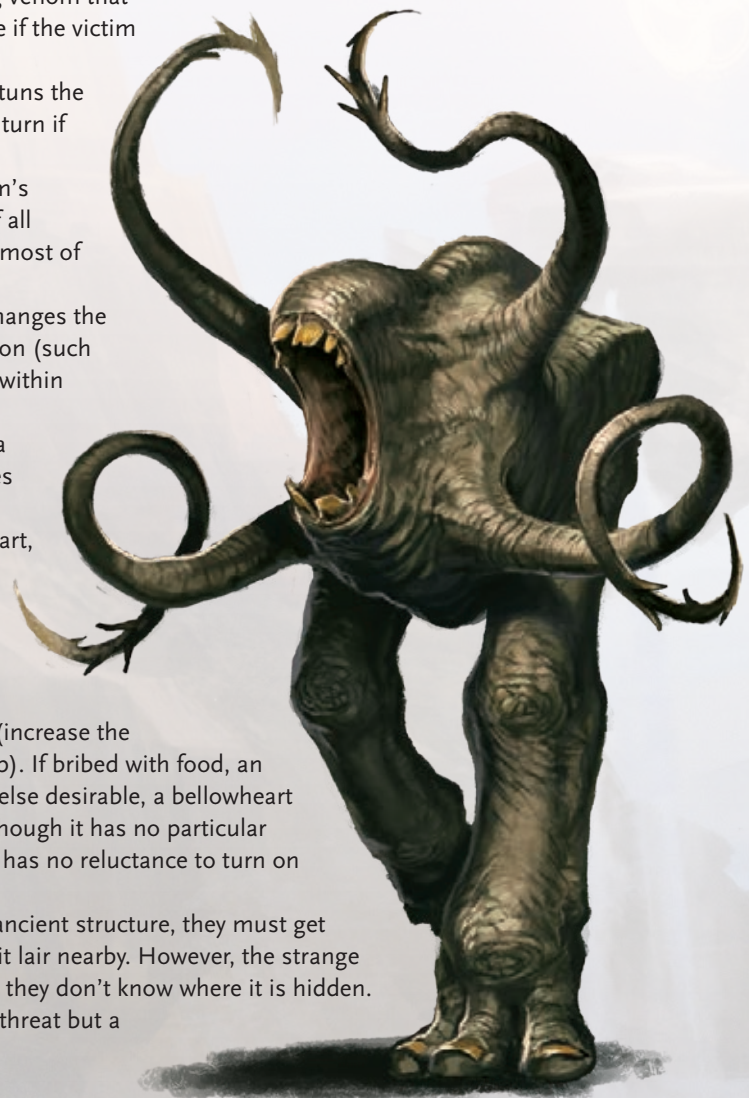
Modifications: Speed defense as level 5 due to size

Combat: A bellowheart can attack up to six different foes with its whiplike tendrils, and it chooses the special effect of each one by quickly adjusting the venom injected by the barb from among various sacs. On each attack, it chooses one of the following effects (and can choose the same effect more than once):

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

Interaction: Bellowhearts can speak a variety of languages, which makes no sense—how did they learn them? To reason with a bellowheart, a character must approach the creature when it is not hungry (a smart negotiator brings a lot of fresh meat) and show complete deference. Even then, reasoning is quite difficult (increase the difficulty of the action by one step). If bribed with food, an interesting oddity, or something else desirable, a bellowheart can become a temporary ally. Although it has no particular predilection toward deception, it has no reluctance to turn on its allies, either.

Use: The PCs learn that to reach an ancient structure, they must get past the bellowheart that makes it lair nearby. However, the strange place has only one entrance, and they don't know where it is hidden. Perhaps the bellowheart is not a threat but a resource.



GM Intrusion: *The character winds up underneath the bellowheart's bulk, between its tree-trunk-like legs. The creature's tendrils can't reach her there, but she must immediately avoid two crushing attacks from its massive feet, each of which inflicts 10 points of damage. If she remains under the bellowheart, the difficulty of her attack is reduced by one step. However, each round she stays there, the bellowheart can use its feet to attack her.*



ENCEPHALON

6 (18)

SIZE COMPARISON



When stalking prey, an encephalon resembles a gnarled tree whose upper branches are covered with fluttering butterfly wings. When the encephalon flings its arms wide, it's revealed as a wrinkled, pale green monstrosity. Its oversized cranial bulge is home to two milky white eyes and a circular, sucking maw. Its lower body consists of half a dozen twining, earth-burrowing tendrils.

Motive: Hungers for brain matter

Environment: Single encephalons can be found anywhere.

Health: 36

Damage Inflicted: 7 points

Armor: 2

Movement: Short when walking on the surface or burrowing

Modifications: Disguise as level 3

Combat: An encephalon makes physical attacks with its massive arms, but it does so only when desperate. Its preferred method of attack is loosing a flock of hundreds of tiny cranial slugs at a group of creatures within half a mile that are within short range of each other. Each attacked creature must succeed on a Speed defense roll. On a failed roll, one or more of the flying purple slugs lands on the character, punches a proboscis through temple, ear, or other soft route to the brain, and inflicts 3 points of damage.

Once the flock is loosed, it continues to attack each round until it has digested a total of 30 points of Intellect damage (which might happen after just a few rounds if enough targets are attacked). At that point, the slugs sweep back to the parent encephalon and are ingested into the creature's toothless maw (no action required by the encephalon), granting the encephalon 30 points of health.

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

An encephalon that fears for its life burrows into the earth to escape, leaving behind a tunnel that collapses one day later.

Interaction: An encephalon can communicate telepathically with any intelligent creature within long range. Unless a creature can shield its mental presence, an encephalon automatically knows the creature's location.

Use: The tifo orchids are ready to be harvested.

Tifo trees produce a bitter podfruit extolled for its ability to calm nerves. The PCs are asked to guard the pickers, as there has been a rash of disappearances lately. Raiders are suspected, but it's actually the work of a hunting encephalon standing in the grove as if it were just another tree.



Encephalons dig up from beneath the mantle looking for cranial sustenance. They could just be hungry, but they might be scouts (or criminal outcasts) of a post-human civilization near the world's core, looking for information on the surface.

GM Intrusion: *Instead of attacking all the PCs present, a flock of six or more cranial slugs attacks one character as a swarm, treated as a single level 8 creature that inflicts 10 points of damage (and 5 points on a miss).*

Swarm rules, page 13

SIZE COMPARISON



Elchin are captured and experimented on by a group of chiurgeons in Qi called the Eleven Haelans, who claim they can chemically alter the creature's sounds to heal broken bones and broken minds. Those who have been "healed" by the noise wear necklaces or other jewelry made from the elchin teeth and fronds.

GM Intrusion: *An elchin gathers its strength, jumps up, and comes down atop a character, dealing an additional 2 points of damage and pinning the PC.*

FLYING ELCHIN

5 (15)

Standing waist-high to most humans, these fearless scavengers like their meat freshly killed, but they don't want to do the work. Able to smell fresh blood from miles away, elchin often roam great distances for a single meal.

Flying elchin don't actually fly, but they can leap far and wide, thanks to their strong back legs and the adjustable, aerodynamic scaled fronds on their heads. With a single bound, they can rise nearly 10 feet (3 m) in the air and cover up to 50 feet (15 m) in distance.

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

Motive: Fresh meat

Environment: Rocky outcrops, ancient ruins, and broken forests

Health: 20

Damage Inflicted: 5 points

Armor: 2

Movement: Long when jumping; short when walking

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

Interaction: Although elchin have a complex communication system among themselves, they don't seem interested in interacting with other species. However, they can sometimes be tricked with fresh meat or things that smell like blood.

Use: While elchin aren't likely to hunt humans directly, they often hunt the kills of a human, showing up just as the fight ends, when the creatures are dead and the characters are at their most vulnerable.

Loot: Occasionally, a cypher or an oddity shows up in an elchin's stomach from a previous meal.





LORUB

5 (15)

SIZE COMPARISON



A lorub is a 12-foot (3.7 m) long water-dwelling beast that lives near coastal areas, hunting for fish, mammals, and the occasional drowned fisher. A lorub breathes air but can hold its breath for several hours. It can be caught and tamed for use as a mount, though even trained lorubs dunk their riders from time to time.

In dim light or darkness, lorub skins give off a luminescent gleam. When lorub pods swim in formation beneath the water at night, their glowing forms make it easy to mark their passage, though sometimes the creatures are mistaken for a single, much larger beast, causing something of a scare.

Motive: Hungers for flesh

Environment: Usually near coastlines, in pods of three to five

Health: 15

Damage Inflicted: 5 points

Armor: 1

Movement: Long while swimming; short while on the ground

Modifications: Speed defense as level 4 due to size

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

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

Interaction: Thanks to their strong front flippers and their muscular torsos, lorubs can move on land as well as in the sea, and are sometimes caught and trained as mounts by fisher people. More often, they are encountered in the wild, swimming along the coast or following boats out to sea.

Use: A group of pirates uses lorub mounts when hunting water craft. Recently, the Pirates of the Breathing Isle hit a trade ship carrying much-needed supplies. The pirates' base is heavily patrolled by lorub-riding guards.

GM Intrusion: A lorub attacks a PC with a bite instead of a muzzle bash or spray of venom. If the character fails a Speed defense roll, the lorub dives for the bottom of the nearest body of water. The PC trapped in the powerful jaws must succeed on a difficulty 6 Might defense roll to escape.





QUOTIEN

7 (21)

SIZE COMPARISON



People sometimes seek a quotien to learn answers to arcane questions or petition it for the secret of eternal life.

GM Intrusion: *One PC affected by the quotien's psychic strike fares particularly poorly. Her mental processes are scrambled for about an hour, although she can attempt an Intellect defense roll each round to act normally. While her mind is scrambled, she does not recognize anyone she knows.*

Dusty with immobility, lost in ancient dreams, and mad with senile age, quotiens (pronounced KWO – shen) are said to live almost forever. Each one is a storehouse of knowledge and ancient secrets that can be learned by those willing to risk a quotien's erratic grasp on sanity.

Stories suggest that quotiens were once humans who discovered a way to extend their lives. Over the centuries, the process they used to cheat death was revealed to have serious consequences. Their bodies and minds gradually transformed into horrific parodies of humanoid anatomy and normal psychology.

The longer a quotien lives, the more introverted it becomes, until it spends almost all its days sleeping in a secret lair or hidden stronghold, lost in an endless nightmare of existence.

Motive: Unpredictable

Environment: A quotien's secret stronghold could be discovered almost anywhere.

Health: 21

Damage Inflicted: 7 points

Armor: 3

Movement: Long when flying; immediate when on the ground

Modifications: Knowledge of history as level 9

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

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

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

Interaction: Quotiens generally don't associate with each other, but they may employ any number of guard creatures and automatons in their hideaways. A quotien may be dozing when encountered, trying to sleep away eternity. An awakened quotien is angry at being disturbed, but it may negotiate telepathically with intruders rather than kill them outright if they offer something novel to its world-weary experience.

Use: The heart of a numenera-rich location could be the lair of a forgotten quotien.

Loot: The inner sanctum of a defeated quotien might contain 1d100 shins, 1d6 + 3 cyphers, an oddity, and at least one artifact.





VAPE

2 (6)

SIZE COMPARISON



GM Intrusion: *The character's weapon (or armor) is sliced into two separate pieces, rendering it useless.*

Monoblade, page 291

"Vapes are nothing more than art with delusions of life—well, that and very sharp."

~Gadarsen the One-Armed

A vape has no width. When it hunts its prey head on, it appears as nothing more than a thread-thin black line stretching up from the ground to shoulder height. Only when it turns, or if it's seen from the side, is the vape revealed as a massive, furred canid, long muzzled and sharp toothed, with piercing eyes. The claws and fangs appear formidable, but the vape's entire body is a molecule-thin blade. A vape is also referred to as a "bladehound."

Motive: Hungers for blood

Environment: Almost anywhere, hunting alone or in packs of up to six

Health: 10

Damage Inflicted: 3 points

Movement: Short

Modifications: Perception as level 4; stealth as level 6.

Combat: A vape's body, sharper than a scalpel by a few orders of magnitude, ignores Armor.

A vape can cut through water, snow, mud, and other terrain features that would slow or hinder normal creatures without any penalties to its movement.

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

Interaction: Vapes have the intelligence of cunning animal predators. They communicate with each other using howls that cut the night air. When heard from afar, these howls are usually the only interaction that PCs have with vapes that isn't violent.

Use: Vape packs prefer to hunt in environments that naturally slow or even trap other animals and travelers, such as swamplands or mudflats. They instinctively understand that even powerful prey is targeted more easily in such terrain. Alternatively, a lone vape may serve an NPC as a trained courser able to sniff out prey while remaining hidden.

Loot: A defeated vape can be salvaged for a [monoblade](#).





POISONER

6 (18)

A poisoner is an extremely skilled assassin who kills his victims with a variety of toxins, venoms, powders, and (more rarely) diseases. The poisoner is likely the most feared person in the world of courtly intrigues.

Motive: Murder (usually for hire)

Environment: Anywhere

Health: 18

Damage Inflicted: 6 points

Armor: 1

Movement: Short

Modifications: Conducts all stealth and deception actions as level 8; resists poisons of all kinds as level 9.

Combat: A poisoner usually wears a leather jerkin and carries a dagger, and he probably also has a blowgun or dart thrower. He always has a level 6 poison to coat his weapons. This is a straightforward toxin that forces anyone cut by the blade to make a Might defense roll or move one step down the damage track.

In addition, a poisoner always has a secret, unexpected backup weapon, such as a ring or glove with a hidden needle, a fake tooth filled with poison gas to blow in a victim's face, or a glass vial containing an insect with a venomous sting. This poison is level 7 and is usually incapacitating rather than deadly. Roll for the effect:

d100	Effect
01–30	Victim coughs, chokes, wheezes, and struggles for breath for one round. She cannot act, and the difficulty of any defense rolls she makes is increased by two steps.
31–60	Victim is stunned and disoriented, unable to act other than attempting a new Might defense roll each round. Success indicates recovery.
61–80	Victim falls asleep for ten minutes.
81–95	Victim is struck blind for one hour.
96–00	Victim's mind is greatly harmed. She suffers 10 points of Intellect damage.

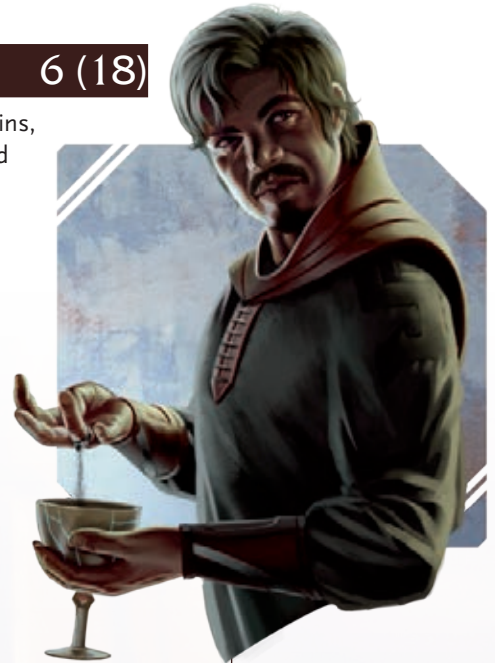
Last, a poisoner carries one level 8 idiosyncratic poison. This is often a dram of liquid, a pinch of powder, or a secret capsule to slip into someone's food. In other words, it's usually not something to use in combat. Roll for the effect:

d100	Effect
01–30	Victim is sickened for one month. The difficulty of all tasks is increased by two steps.
31–50	Victim begins to disincorporate, suffering 1 point of damage per round. This stops when she succeeds at a Might defense roll, attempted each round. A slain character (but not his possessions) disappears.
51–60	Victim begins to see all friends, family, and allies as foes, and all foes as close allies. The effect is gradual (over a few days) and lasts for about a week after it takes hold.
61–75	Victim becomes extremely susceptible to suggestions from anyone (difficulty to resist is increased by five steps).
76–90	Victim moves two steps down the damage track if he does not imbibe a dose of a special serum at least once each day. The serum will restore his damage track if he gets hit again.
91–00	Henceforth, victim feels gravity as a push rather than a pull. Without precautions, he will end up dead in the void of space.

Interaction: Poisoners are motivated primarily by money, so they can be bribed and bought. However, many have a sort of integrity about their work and can't be dissuaded from completing it. They are also cowards and can be intimidated by a show of brute force in a direct confrontation.

Use: Usually the villain of courtly intrigues, a poisoner is greatly feared by anyone with powerful, wealthy enemies.

Loot: Aside from their poisons, most poisoners carry 1d100 + 20 shins, one or two cyphers, and an oddity.



The poisoner usually carries antidotes for his poisons or has hidden them nearby.

GM Intrusion: *The character loses her next turn, stunned, as she recognizes the poisoner to be the same murderer who killed someone important to her in her past.*