

NUMENÉRA

THE STRANGE™



WHEN WORLDS COLLIDE

CONVERTING NUMENERA AND THE STRANGE

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INTRODUCTION: COMBINING WORLDS

The system—the “game engine,” if you will—behind both *The Strange* and *Numenera* is called the Cypher System. Although the games are different, their core concepts are the same. Both involve difficulties rated from 1 to 10, and both have characters who use Effort, skills, and assets to reduce that difficulty and roll a d20 to see if they succeed. Both games have characters described by a single sentence: I’m a *blank* *blank* who *blanks*. Even many elements of the games are similar in a general sense. So although the types, creatures, cyphers, and most of the descriptors and foci are different from game to game, the form in which they are presented, and the way they fit into the game as a whole, is the same.

For the most part, then, the settings and context of each game are what’s truly different. But what if you want to use the games together? It’s easy enough, but you’ll want to ask yourself some big questions first.

Do you just want to loot *Numenera* for more material for your campaign using *The Strange*? Do you want to lift a few new foci and descriptors from *The Strange* and use them in *Numenera*? Or do you want to mash both games together in their entirety, both rules and setting? The first two are fairly simple. The third is quite a bit more ambitious.



CONNECTION BETWEEN NUMENERA AND THE STRANGE?

How are the worlds of *The Strange* and *Numenera*’s Ninth World connected? There is no official answer. Or rather, the official answer is: each is its own distinct game and setting. But that shouldn’t stop you from doing whatever you want in your own game at home. Consider the options presented below.

NO CONNECTION

Numenera and *The Strange* do not “coexist” in a larger cosmology. Instead, they’re separate games that use the same underlying rules, which means one game’s imaginative or mechanical elements can supplement play in the other. You can rifle through *The Strange* for cyphers and creatures for your *Numenera* game without fear of creating some kind of time paradox (no, that’s not a new character type).

For instance, if you want to grab the *Lucky* descriptor for your *Numenera* game, go ahead; your *Lucky glaive* who *Murders* is sure to be a big hit. Likewise, if you want the *Crafts Illusions* focus from *Numenera* for when the PCs enter a recursion that operates under the law of Psionics, well, congratulations, your *Intelligent paradox* who *Crafts Illusions* is sure to turn heads.

Glaive, page 26

Murders, page 70

Crafts Illusions,
page 57

Lucky, page 48

Intelligent, page 47

Paradox, page 30

Throughout this book, you’ll see page references to various items accompanied by one of these two symbols.



Numenera
corebook



The Strange
corebook

These are page references to the *Numenera* and *The Strange* corebooks, where you can find additional details about the item, place, creature, or concept. It isn’t necessary to look up the referenced items in the corebooks, but doing so will provide useful information for character creation and gameplay.

Some people theorize that what we think to be our own reality is actually a computer simulation. You, everyone you know, and everything you see might not be real. Whether or not this theory is true isn't important. (You might disagree.)



The Beyond, page 174

A *latos* is a guardian leviathan whose head contains a closed universe within a transparent enclosure. See *The Ninth World Bestiary*, page 74, for full details.



The Estate, page 148

Quiet Cabal, page 153

Recursors, page 22

SIMULATION RUNNING IN A NUMENERA ARTIFACT

In this option, everything we know about The Strange, including Earth and all its recursions, isn't real. It's a simulation that exists within a powerful numenera device in the Ninth World.

The artifact housing The Strange simulation could be anything you choose: a tiny cube of circuitized neutronium buried in a secure facility, a crackling diamond orb that people in a village in *the Beyond* use to light their streets at night, or a wondrous device housed in the domelike head of a wandering *latos*. The important thing is that there's a way for PCs in the Ninth World to download avatars of themselves into The Strange simulation and, just possibly, for PCs of The Strange simulation to "print" back up into the real world of Numenera. Whoa!

NINTH WORLD RECURSION

Recursors are always stumbling across new recursions, and some of them are weirder than others. The ultimate in weird would be a large recursion housing the better part of Numenera's Ninth World (maybe a recursion the *Estate* already

has in its records, labeled merely as No42: Weird). To a resident of a Ninth World recursion, the revelation of the existence of the Chaosphere would probably be considered just one more element of the already-difficult-to-comprehend numenera that saturates her world.

TIME TRAVEL

The Earth of The Strange is one of the prior worlds of Numenera's distant past. Characters in the Ninth World find an artifact of untold power that can transport them a billion years into their past. Or a device crafted in a Mad Science recursion and brought to Earth through an inapposite gate allows *recursors* to travel a billion years into their own future.

If the Ninth World is the distant future of the Earth as depicted in The Strange, it suggests that there are still recursions hidden in Earth's shadow, and that the Strange itself is also there to be explored. As weird as the Strange and its recursions are in the modern day, how much more bizarre might they be in a billion years? What sorts of worlds would the fictional leakage of multiple long-lasting civilizations have spawned? The mind reels.

NINTH WORLD ATTRIBUTES

Level: 5

Laws: Mad Science

Playable Races: Human, varjellen, lattimor, diruk, golthiar, mlox, nalurus

Foci: As presented in the *Numenera* corebook, *Numenera Character Options*, and other *Numenera* products

Skills: As presented in the *Numenera* corebook, *Numenera Character Options*, and other *Numenera* products

Connection to Strange: A few gates, mostly hidden. Typically creatures in the Strange can neither see the Ninth World nor enter it.

Connection to Earth: A single gate housed in a secret place known only to *Quiet Cabal* agent Shanna Germain

Size: Estimates vary widely

Spark: Nearly 100%

Trait: Weird. Sometimes—at the GM's discretion—weird things relating to the numenera or its effects call out to those with the spark. They can sense the weird things from afar, and if they get within long range of such a thing, they can sense whether it is overtly dangerous or not.



ULTRADIMENSIONAL COEXISTENCE

The Ninth World is its own setting—its own universe—and the Earth of The Strange is likewise its own. But thanks to fantastic leaps of technology, it's possible for people in one universe to travel to the other. In the Ninth World, this is often called transdimensional technology, and the setting of The Strange would be considered an ultraterrestrial world. Although technically a parallel universe, the Earth as depicted in The Strange (or, for that matter, our own real world) would be as alien and weird as any locale a Ninth World explorer had ever seen, filled with artifacts and oddities in great numbers.

The Ninth World would be like Earth—a prime world—and not a recursion. A recursor from Earth might be forgiven for believing the Ninth World to be just another recursion at first, but it's likely that the differences would eventually make themselves known. First and foremost, the inability to simply translate home would be a big clue.

MOVING ABILITIES BETWEEN THE STRANGE AND NUMENERA

Numenera foci, descriptors, cyphers, and other game elements often refer to or grant abilities that PCs of The Strange probably don't have access to, and vice versa. This means that when converting certain game elements from one setting to another, you'll have to make some decisions. There are a few ways you could deal with this, as noted below. Choosing one approach for a particular ability or situation doesn't lock your game into that method; you might adopt all of these suggestions at different points, depending on the required conversion.

SIMPLE SUBSTITUTION

Many abilities in Numenera have a fairly close approximation to those of The Strange, and vice versa. For example, if a focus talks about the esoterics [Onslaught](#) and [Flash](#), you might substitute the revisions [Exception](#) and [Plasma Arc](#), respectively, or when a focus talks about [Mind Control](#) or [Mind Reading](#), you might substitute similar abilities from The Strange. Likewise, if a Strange focus discusses [moves](#), [revisions](#), or [twists](#), substitute a Numenera character type's special ability that is akin to that power, if any.

PORT THE SPECIAL ABILITIES

Sometimes a player wants to take a converted focus or ability from one game to another, but the substitution would be problematic (or just too much trouble). In that case, feel free to let her access the indicated abilities as written. They simply carry over from Numenera to The Strange, or vice versa.

(DO NOT) PORT THE TYPE

In general, we don't recommend porting character types from one game to the other. Glaives, nanos, and jacks work best in Numenera, and paradoxes, spinners, and vectors work best in The Strange. The only times to consider porting a type between games are if you have a recursion based on Numenera, if the PCs journey to the Ninth World via ultradimensional travel, or if you use another suggestion in the "Connection Between Numenera and the Strange?" section (page 3).

[Onslaught, page 35](#)

[Flash, page 37](#)

[Mind Control, page 38](#)

[Mind Reading, page 37](#)

[Exception, page 32](#)

[Plasma Arc, page 34](#)

[Move, page 26](#)

[Revision, page 32](#)

[Twist, page 39](#)



CONVERTING NUMENERA TO THE STRANGE

The Numenera game line offers a wealth of material that can be used in your game of The Strange, though some of it requires special consideration. That consideration is exactly what this book provides.

COMMON TERM SUBSTITUTIONS

As previously stated, it's fairly easy to grab an element from Numenera and use it in The Strange without worrying about the setting. However, the descriptions of many Numenera foci, descriptors, cyphers, and other game elements use Ninth World-specific language that doesn't exist in The Strange. This means that when you port Numenera elements to The Strange, you might have to convert the terms so they are appropriate for the new context. Luckily, that's fairly straightforward. Below we suggest apt substitutions, plus a bit of additional guidance where necessary.

Aeon Priest: Agent or recursor.

Artifact: Artifacts from Numenera function

normally if they're encountered in The Strange. Usually, artifacts in The Strange don't translate between recursions. However, as suggested later in this book (see "Numenera Artifacts in the Strange," page 12), Numenera artifacts converted to The Strange could be treated as if they were native to the Chaosphere, in which case they could operate in any recursion or on the prime world of Earth.

Cypher: Cyphers from Numenera function normally, with one additional feature: Numenera cyphers that translate take on new forms, just as cyphers described in The Strange do. It's up to you to decide what the new form looks like for any given recursion, though we've provided many examples in this book (see "Numenera Cyphers in the Strange," page 11) for inspiration.

Equipment: Equipment from Numenera functions normally if encountered in The Strange, though some of it (specifically, most items under Further Notes in the *Numenera* corebook) is



Aeon Priest, p. 269

Artifact, p. 298

Cypher, p. 278



probably found only in Mad Science recursions.

Esoteria, Fighting Move, and Trick of the Trade: These are special abilities of nanos, glaives, and jacks, respectively, which means the terms have no exact substitutes in The Strange.

On the other hand, it's useful to think of these under the catch-all term of "special abilities." Note that "twist" (the spinner special ability), "move" (the vector special ability), and "revision" (the paradox special ability) are the names for the character types' special abilities in The Strange.

Glaive: Vector.

Glaives and vectors aren't perfectly synonymous, but a vector can emulate a glaive fairly well.

Jack: Spinner or vector.

Jacks share many qualities with spinners, but not all; the two types are roughly 60 percent congruent. Jacks share fewer qualities with vectors, but a vector could be built to resemble a jack, though it probably would be only about 40 percent congruent.

Nano: Paradox.

Of all the character types that exist in Numenera and The Strange, nano and paradox are the most synonymous.

Oddity: Curio or novelty item.

The concept of a Numenera oddity doesn't exactly translate to The Strange as a game term, but characters find weird stuff all the time when exploring recursions.

Shin: Monetary unit (dollar, bit, crown, or *crow coin*).

Here are rough conversions between these units:

10 shins = 100 dollars = 10 bits = 10 crowns = 1 crow coin

Synth: This could be anything from a simple plastic to some kind of next-generation composite material, such as a fiber-reinforced polymer (Standard Physics), Plutonian iron (Magic), or synth (Mad Science).

The Numenera: Odd phenomena related to recursions and the dark energy network, sometimes including cyphers and artifacts.

NUMENERA FOCI IN THE STRANGE

All the foci in Numenera products can be used when playing The Strange. That said, there are special considerations when converting some of them.

First, many Numenera foci operate only under certain laws. For instance, Bears a Halo of Fire is active only in recursions that operate under the law of Magic in The Strange, while Fuses Flesh and Steel is active only in recursions operating under the law of Mad Science. The Foci Table provides concrete suggestions for associating Numenera

foci with certain laws.

All that said, you can decide that a given focus functions under a law different than the one we've suggested. For instance, the Commands Mental Powers focus could just as easily be modified to work with Mad Science rather than Psionics. Other foci are less open to movement and would require a lot more tweaking in order to work. In the end, of course, it's the GM's choice.

Finally, some foci in Numenera already appear in The Strange, such as Entertains, Carries a Quiver, Leads, and Works Miracles. Whenever a focus appears in both games, use the version written for The Strange. The Foci Table indicates the corebook in which each focus originates.

Esoteria, page 35

Fighting move, page 29

Trick of the trade, page 42

Glaive, page 26

Jack, page 40

Nano, page 32

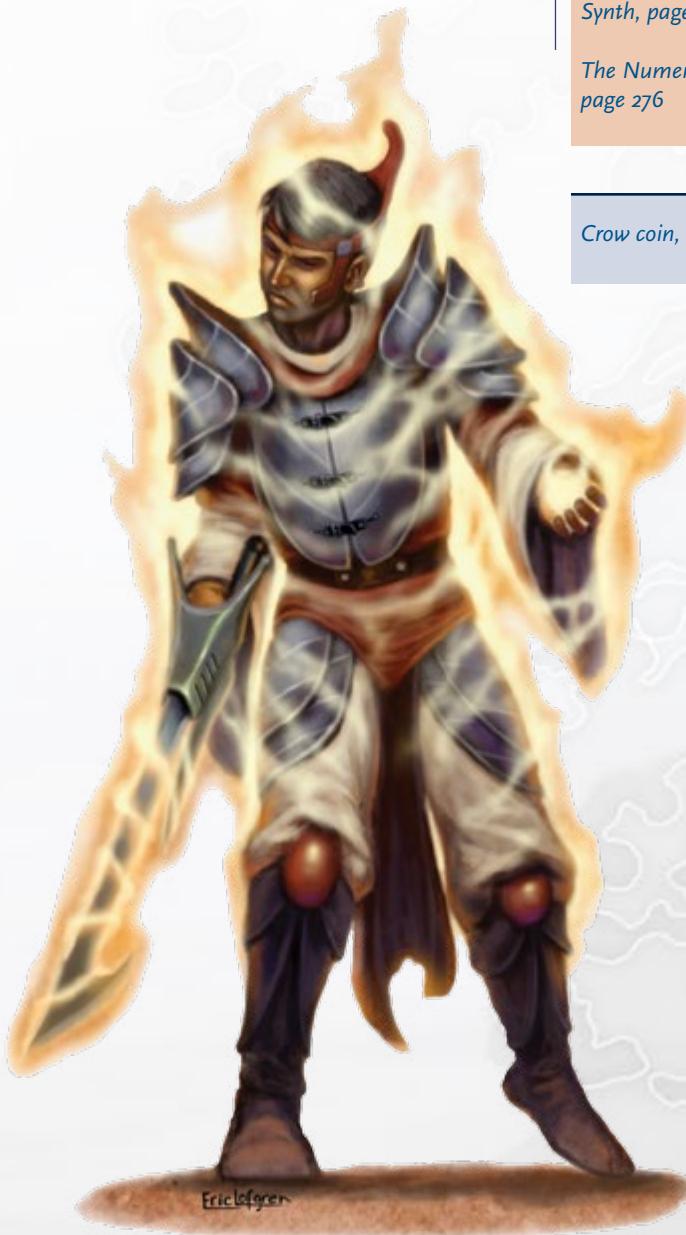
Oddity, page 314

Shin, page 77

Synth, page 78

The Numenera, page 276

Crow coin, page 243



FOCI TABLE

**Magic (Ardeyn)**

Abides in Stone β
 Bears a Halo of Fire φ
 Carries a Quiver $\varphi\beta$
 Channels Sinfire β
 Controls Beasts φ
 Embraces Qephilim Ancestry β
 Explores Dark Places φ (D)
 Fights With Panache φ (D)
 Howls at the Moon φ
 Lives in the Wilderness $\varphi\beta$
 Murders φ (D)
 Practices Soul Sorcery β
 Rages φ
 Shepherds the Dead β
 Slays Dragons β
 Wears a Sheen of Ice φ
 Wields Two Weapons at Once $\varphi\beta$ (D)
 Works Miracles $\varphi\beta$
 Works the Back Alleys φ (D)

**Standard Physics (Earth)**

Conducts Weird Science β
 Crafts Unique Objects φ (D)
 Entertains $\varphi\beta$ (D)
 Hunts With Great Skill φ (D)
 Is Licensed to Carry β
 Leads $\varphi\beta$ (D)
 Looks for Trouble β (D)
 Masters Defense φ (D)
 Masters Weaponry φ (D)
 Operates Undercover β (D)
 Solves Mysteries β (D)
 Works the System β

**Mad Science (Ruk)**

Adapts to Any Environment β (D)
 Controls Gravity φ
 Employs Magnetism φ
 Exists Partially Out of Phase φ
 Fuses Flesh and Steel φ
 Infiltrates β
 Integrates Weaponry β
 Metamorphosizes β
 Processes Information β
 Regenerates Tissue β
 Rides the Lightning φ
 Spawns β
 Talks to Machines φ
 Wields Power With Precision φ

Psionics

Commands Mental Powers φ
 Crafts Illusions φ
 Focuses Mind Over Matter φ

Special

Translates* β (D)

* Available only after PCs have translated at least one time.

 *Draggable foci,
page 52*

*The Strange character
focus, page 51*

 *Numenera
character focus,
page 52*

φ denotes a focus from the *Numenera* corebook

β denotes a focus from *The Strange* corebook

(D) denotes a *draggable focus*



FOCI AND DESCRIPTORS FROM NUMENERA CHARACTER OPTIONS

Foci and descriptors from *Numenera Character Options* could also be converted for use in The Strange. Some of them require special consideration before they are used.

NUMENERA CHARACTER OPTIONS FOCI



Magic (Ardeyn)
 Consorts With the Dead
 Explores Deep Waters
 Metes Out Justice (D)
 Performs Feats of Strength
 Stands Like a Bastion



Standard Physics (Earth)
 Defends the Weak (D)
 Fights Dirty (D)
 Moves Like a Cat (D)
 Needs No Weapon (D)
 Throws With Deadly Accuracy (D)



Mad Science (Ruk)
 Battles Automatons
 Constantly Evolves
 Fuses Mind and Machine
 Hunts Mutants
 Never Says Die

Psionics
 Exists in Two Places at Once
 Masters Insects
 Possesses a Shard of the Sun
 Sees Beyond
 Separates Mind From Body
 Siphons Power

Special
 Focuses Two Personalities
 Hunts Abhumans
 Reforges Completely
 Travels Through Time



FOCUSES TWO PERSONALITIES

This focus is reserved for a special race of creatures in Numenera called *lattimors*. Unless you include lattimors in your game of The Strange, there's no need to make this focus available. However, if you have a PC who wants to play a lattimor, this focus is available in whichever recursion you've chosen to be the native land of lattimors (probably a Mad Science recursion, though perhaps Psionics). If you've created a Numenera-themed recursion, or if the Ninth World is the prime world for your game of The Strange (see "Connection Between Numenera and the Strange?" on page 3), this focus is a natural fit.

HUNTS ABHUMANS

This focus is specialized and might exist only in Numenera-themed recursions where *abhumans* live, or those in which the Ninth World is the prime world. However, it could be adjusted slightly so it applies to different recursions across all laws. To do that, just replace the term "abhuman" with one that refers to an alternative category of humanoids in a given recursion.

For example, in recursions that operate under the law of Magic, this focus might be called Hunts Demihumans and give a character an advantage against elves, dwarves, halflings, qephilim, orcs, and so on. In recursions that operate under the law of Mad Science, this focus might be called Hunts Replicants and give a character an advantage against clones, humanoid robots, and other synthetic organisms. You could even change this focus to Hunts Humans and drop it into a recursion seeded by stories like "The Most Dangerous Game" by Richard Connell.

REFORGES COMPLETELY

This focus is reserved for a special race of creatures in Numenera called *varjellen*. There's probably no reason to offer it in your game unless you want PCs to have the option of playing varjellen. In that case, this focus is available in whichever recursion you've chosen to be the native land of varjellen. (See "Connection Between Numenera and the Strange?" on page 3 for other ways the two game settings might coexist.)

Lattimor, page 122

Abhuman, page 13

Varjellen, page 121





TRAVELS THROUGH TIME

The universe of normal matter and the recursions hosted around Earth are chronologically synchronized. There are no time differentials between locations. (The time slip attendant on Ardeyn's creation was a special circumstance, one of many connected events that almost saw the Earth eaten by [planetovores](#).) This means that going back in time in one location winds back the clock in all the other recursions, too.

On the other hand, you can decide that the characters jump to a different timeline when they move forward or backward through time, in which case anything they do while displaced affects events only on that line. (Each line is a separate instance of Earth, the Strange, and all its many recursions.) The point the PCs left becomes a nexus of many timelines. Characters returning to that point might find themselves in their original time, in which case nothing they altered in the past affects their present or future, or they might be in a different timeline, where their past actions have had a great effect on the current world. This handily avoids the issue of paradoxes (the phenomena, not the character type).

You can also use other methods for managing time travel, including allowing the characters to change past events to create a new future—damn the consequences. Or you might have the PCs merely observe, unable to interact with anything outside of the point you decide is the present.

NUMENERA CHARACTER OPTIONS DESCRIPTORS

Clumsy	Foolish	Naive	Special
Craven	Guarded	Perceptive	Exiled
Cruel	Hardy	Resilient	Hideous
Dishonorable	Honorable	Tongue-Tied	Noble
Doomed	Impulsive	Vengeful	Wealthy
Driven	Inquisitive		Weird
Empathic	Mad		

EXILED

If you choose this descriptor for your character in The Strange, it would be interesting if you were exiled from another recursion of some importance, such as Ardeyn, Ruk, Crow Hollow, Atom Nocturne, or one of the GM's creation.

HIDEOUS

Generally speaking, when you translate between recursions, you can choose to look different when you take on the context of a new recursion. This means that this descriptor doesn't really work for The Strange, unless you are willing to appear hideous in every recursion you translate to.

NOBLE

Because social positions don't generally reach between recursions, this descriptor applies only in your native recursion. When you translate to other recursions, you don't gain the benefit of extra equipment, a retainer or mount, or a contact. However, if you interact with the people of a new recursion long enough to establish your legitimacy, you could gain their respect (or the contempt of non-nobles).

WEALTHY

Because accumulated wealth in one world or recursion doesn't follow you between recursions, this descriptor applies only in your native recursion. When you translate to other recursions, you don't gain the benefit of extra equipment or connections, though you never lose your skill in dealing with monetary matters.

WEIRD

If you're a character in a game of The Strange, you might prefer to take the Strange descriptor. However, you can certainly be Weird if your heart's set on it. If you choose this descriptor, you have a distinctive physical quirk appropriate to the context of whichever recursion or world you translate to.

NUMENERA DESCRIPTORS IN THE STRANGE

All the descriptors in Numenera products can be used when playing The Strange. In fact, some Numenera descriptors already appear in The Strange, such as Clever and Strong. Whenever a descriptor appears in both games, use the version written for The Strange. The Descriptor Table indicates the corebook in which each descriptor originates.

descriptor table

Appealing β	Skeptical β
Brash β	Stealthy $\varphi\beta$
Charming φ	Strange β
Clever $\varphi\beta$	Strong $\varphi\beta$
Fast β	Strong-Willed φ
Graceful $\varphi\beta$	Swift φ
Intelligent $\varphi\beta$	Tough $\varphi\beta$
Learned φ	
Lucky β	
Rugged φ	
Sharp-Eyed β	

φ denotes a descriptor from the *Numenera* corebook
 β denotes a descriptor from *The Strange* corebook



MYSTICAL/MECHANICAL

When you choose this descriptor for your character in The Strange, you have an affinity for artifacts that operate under the law of whichever recursion you find yourself visiting.

NUMENERA CYPHERS IN THE STRANGE

All the cyphers in Numenera products can be used when playing The Strange. Since every cypher functions under any and all laws, it's not useful to reprint all the cyphers from various products here. That said, there is the question of how a cypher looks in any given recursion. When a Numenera cypher is used in The Strange, the GM is free to choose the form it takes as it translates between recursions. But here are some suggestions, grouped by law, to make that task easier.

Two different instances of the same cypher could, and probably do, have different forms. For instance, a particular cypher on Earth might look like a crown. If the PCs find the same type of cypher on Earth again later, that one might look like a bishop's hat.

CYPHER FORM BY LAW

Standard Physics	Psionics
Taserlike contraption	Crystal headpiece
Syringe filled with red fluid	Bright-eyed rat
Green pill	Translucent cape
Badge	Crystal glove
One-use smartphone app	Levitating periapt
Black leather glove	Jade bracelet
Magic	Substandard Physics
Elixir in glass vial	Green rock
Rod	Reddish-blue rock
Jar of unguent	Length of hemp
Lavender periapt	Fish scale
Oil lamp	Smoldering coal
Candle	Antelope thighbone
Mad Science	Exotic
Flechette gun	Point of scarlet light
Spine	Smell of lilacs
Injector	Sound of chimes
Machine graft	Taste of bitter apples
Spider that purrs	Dull pain
Palm graft	Frog with human face



NUMENERA ARTIFACTS IN THE STRANGE

Artifacts in Numenera products can be used when playing *The Strange*. You could make a case for Numenera artifacts being native only to recursions of Mad Science. However, we suggest that you treat the law under which they operate as if the artifacts originate from the dark energy network of the Strange instead. That way, Numenera artifacts could show up in any recursion or on Earth.

As a handy reference, we've provided a list of artifacts from both corebooks. They are separated by operant law rather than by recursion (as was done in *The Strange* corebook) to provide new insight into how the artifacts might be distributed in your game. In addition, artifacts of the Strange are noted as a special category; these items have the ability to translate as if they were cyphers.



Numenera corebook
artifacts, page 298



The Strange corebook
artifacts, page 94

ARTIFACTS TABLE

Standard Physics

Inapposite harness β
Perpetual motion engine β
World key β

Magic

Animal mask β
Dragon's eye β
Dragontongue weapon β
Dr. Nikidik's celebrated
wishing pills β
Glass from Leng β
Luck stone β
Marvelous powder of life β
Mask of Oceanus β
Monitor's monocle β
Necronomicon β
Ring of dragon's flight β
Rune staff (Ashur) β
Rune weapon of blood β
Rune weapon of striking β
Shadow cloak β
Shamshir twinblade β
Soul sheath β
Soul weapon β
Spellbook (amber mage) β
Spellbook (Dreadimos Felthane) β
Spiritslaying weapon β
Spirit ward β
Strangelance β
Vorpal sword β
Wings of the sun β

Mad Science

Battle armor β
Biosplice companion β
Communion platter β
Enigmalith β
Gravity maul β
Metabolism bud β
Pheromone banner β
Prism of the eighth ray β
Recursion pod β
Skill bud β
Tendril graft β
Venom trooper command helm β

Weapon graft β
Windrider β

Psionics

Omni arm β
Weapon of splendor β

The Strange

Amber casement φ
Amulet of safety φ
Analyzing shield φ
Armored flesh φ
Automated cook φ
Battle armor φ
Battlesuit φ
Bounding boots φ
Brain bud φ
Carryall φ
Cellular disruptor φ
Chameleon cloak φ
Chaos skiff β
Chiurgeon sphere φ
Cohesion stabilizer φ
Cypher bag φ
Dimensional armor φ
Disruption blade φ
Drill spear φ
Ecstasy paralyzer φ
Equilibrium infuser β
Exploding arrow φ
Fearmaker φ
Fiery hellmaker φ
Filtration straw φ
Food scanner φ
Food tube φ
Force dome φ
Fractal wing β
Fundament tunneler β
Gate ring β
Healing sword φ
Hoop staff φ
Hover belt φ
Hover square φ
Imager φ
Instant bridge φ
Interface disc β
Interface gauntlets β
Kinetic shield φ
Launcher φ
Light spike φ
Liquid armor φ
Liquid sword φ
Living armor sheath φ
Mephitic staff φ
Metabolism bud φ
Mind imager φ
Minor network terminal β
Molecular bonder φ
Multidimensional blade φ
Murder globe φ
Nano-needler φ
Needler φ
Nightvision goggles φ
Phasing piton φ
Planetovore skin β
Plant jar φ
Poison brain implant φ
Psychic helmet φ
Psychic whistle φ
Recorder headband φ
Redlight clip φ
Remote clamp φ
Repair sphere φ
Safe corridor φ
Second skin φ
Shatter wand φ
Shock manacles φ
Skill bud φ
Skull blaster φ
Slugsplitter φ
Snipewand φ
Stunner φ
Suspensor belt φ
Telltale glass φ
Tendril graft φ
Thunder cannon φ
Transdimensional ray projector φ
Trigger trap φ
Vuechi φ
Weapon graft φ
Windrider φ
Windslice blade φ

φ denotes an artifact from the Numenera corebook

β denotes an artifact from *The Strange* corebook

Both corebooks include an artifact called a windrider, and it's very similar in both settings except for the materials used to make the item.

NUMENERA CREATURES IN THE STRANGE

Creatures in Numenera products can be used when playing The Strange. At first glance, it seems like the vast majority of Numenera creatures would work best in a recursion operating under the law of Mad Science. However, another option is to treat many Numenera creatures as natives of the Chaosphere, in which case they could show up in any recursion or on Earth.

Regardless, the following Numenera creatures are particularly appropriate for The Strange and directly portable, with altered backgrounds.

Abykos: Denizens of the Chaosphere that hunt along the [Luminous Circuit](#).

Broken Hound: These horrific hounds run in packs across the Glass Desert between [Kryzoreth](#) and [Megeddon](#) in Ardeyn.

Callerail: Experiments in Ruk sometimes yield particularly dangerous hybrid creatures; callerails in The Strange are called nanophage apes.

Dark Fathom: A creature of a Mad Science recursion seeded by black-and-white sci-fi flicks that has learned the trick of traveling the Strange.

Dread Destroyer: Historical hints in Ruk describe something like a dread destroyer emerging from the [Qinod Singularity](#) long ago, causing vast devastation.

Marg: These demihumans and creatures like them can be found in several recursions operating under the law of Substandard Physics.

Murden: Fictional “cousins” of the kro, murdens

sometimes sneak into [Crow Hollow](#) to create mischief and steal away kro children.

Nevajin: Sometimes encountered in [Catalyst](#).

Oorgolian Soldier: Machine life native to the Chaosphere that hunts biological creatures.

Philethis: Creatures of the Strange that defy understanding.

Sathosh: These mutants are breeding true in [Catalyst](#), and they seem to be getting smarter all the time.

Seskii: These creatures are common in Ardeyn as companions and pets, though wild seskii packs sometimes come into conflict with broken hounds in the south.

Stratharian War Moth: These creatures appear in some recursions that operate under the law of Magic—most notably, [Oz](#).

Travonis Ul: An entity right at home in recursions seeded by Lovecraftian fiction.

Xi-Drake: Sometimes traders in the Chaosphere use xi-drakes instead of chaos skiffs to move between points of interest.

Yellow Swarm: When travelers in the Strange move through a physical interface into a new recursion, sometimes they contaminate the recursion with a hitchhiking yellow swarm.

Zhev: Another variety of [myriand](#) in the city of [Harmonious](#) in the recursion of Ruk.

 [Luminous Circuit](#),
page 223

[Kryzoreth](#), page 180

[Megeddon](#), page 179

[Qinod Singularity](#),
page 208

[Crow Hollow](#),
page 242

[Catalyst](#), page 238

[Oz](#), page 253

[Myriand](#), page 281

[Harmonious](#),
page 196



CONVERTING THE STRANGE TO NUMENERA



*Range Increase,
page 27*

*Ignore the Pain,
page 28*

Plasma Arc, page 34

*Force at Distance,
page 34*

Fast Talk, page 39

Escape, page 40

*Grand Deception,
page 42*

Appealing, page 45

Some descriptors are similar. For example, do you need the Appealing descriptor from The Strange if you've already got Charming from Numenera? Probably not, but there's also little harm in allowing players to choose either one.

Charming, page 47

The Strange is rich with material that can be used in your Numenera game, though some of it requires a bit of finesse to accomplish.

TYPES FROM THE STRANGE

There probably isn't a good reason to integrate vectors, paradoxes, or spinners into a Numenera game. They are designed for The Strange and don't necessarily fit the setting of the Ninth World.

That said, it's certainly viable to steal from their various special abilities to add to those of Numenera character types. In general, vector moves make good glaive fighting moves, and some paradox revisions make good esoteries for nanos (or maybe jacks). Spinner twists can be esoteries or tricks of the trade.

For example, many glaives would enjoy the vector moves *Range Increase* or *Ignore the Pain*. The paradox revisions *Plasma Arc* and *Force at Distance* would do any nano proud. The spinner twists *Fast*

Talk and *Escape* might make excellent tricks of the trade, while *Grand Deception* is more of an esoteria.

Translation is a concept that really has no place in Numenera. References to it in material you borrow from The Strange should be ignored unless your game incorporates the setting for The Strange in some fashion.

DESCRIPTORS FROM THE STRANGE

All of the descriptors in The Strange can work in a Numenera game, perhaps with the exception of the Strange descriptor, which is keyed very closely to its native setting.

FOCI FROM THE STRANGE

Not all foci in The Strange are appropriate for Numenera, but some would be great additions. The following foci would fit well in the Ninth World, although you essentially have to ignore all the background material.



Adapts to Any Environment: Using technology or perhaps mutation, characters with this focus might be rare but capable explorers, particularly adept at plumbing the depths of weird, ancient complexes where anything can happen.

Conducts Weird Science: An appropriate focus for characters who are or were Aeon Priests (or possibly members of the [Convergence](#)) or those who simply devote themselves to delving deep into the numenera. Most characters with this focus would likely be nanos.

Infiltrates: Characters who use hidden devices or weird powers to gain the abilities of this focus would make fantastic Ninth World spies. It's likely to be favored among jacks. Replace all mentions of the [All Song](#) with the datasphere.

Integrates Weaponry: This focus, most frequently adopted by glaives ensconced in numenera, rivals Fuses Flesh and Steel in its representation of organic and inorganic working as one.

Is Licensed to Carry: Replace guns with crossbows or perhaps [buzzers](#), and this focus fits into any location in the Ninth World well.

Looks for Trouble: This straightforward, melee-oriented focus is perfect for glaives and some jacks.

Metamorphosizes: This rare focus is used by glaives (and sometimes others) to transform their bodies into living biotech weapons.

Operates Undercover: Ignore references to computers and demolitions, and this focus is interesting and appropriate for Ninth World spies, assassins, and agents. Player characters who are members of the [Jagged Dream](#) might choose this focus.

Processes Information: Replace mentions of the [All Song](#) with the datasphere, and this becomes an interesting focus often used by nanos to tap into the frayed and broken information network(s) that surround the Ninth World.

Regenerates Tissue: For characters fueled by drugs, nanotech modifications, or mutations, this focus certainly fits the Ninth World.

Solves Mysteries: Jacks in particular favor this focus, which works well for characters who specialize in dealing with people but also exploring.

Spawns: Using intensive biotech modifications and lore, a character with this focus can create a duplicate of herself. It's rare in the Ninth World, but not unheard of.

Works the System: This focus is tailor made for jacks who manipulate people and numenera to their own ends.



Adapts to Any Environment, page 54

Conducts Weird Science, page 57

Infiltrates, page 62

All Song, page 192

Integrates Weaponry, page 63

Is Licensed to Carry, page 64

Looks for Trouble, page 68

Metamorphosizes, page 69

Operates Undercover, page 70

Processes Information, page 74

Regenerates Tissue, page 74

Solves Mysteries, page 78

Spawns, page 79

Works the System, page 83

Convergence, page 223

Buzzer, page 79

Jagged Dream, page 224

In The Strange, unlike in Numenera, characters get equipment from their foci. Most of this can be ignored.



Dragon's eye,
page 186

Wings of the sun,
page 189

Angiophage, page 258

Catalyst roach,
page 261

Demon of Lotan,
page 265

Gnathostome,
page 269

Green one, page 271

CYPHERS FROM THE STRANGE

All cyphers from The Strange work as cyphers in Numenera. Use either the Ruk form or the Earth form to determine what a cypher looks like in the Ninth World.

ARTIFACTS FROM THE STRANGE

Artifacts from Ruk or other Mad Science recursions fit perfectly in Numenera. Even magic artifacts from Ardeyn, such as a [dragon's eye](#) or [wings of the sun](#), are fine additions to a Numenera game, as long as their magic nature is only veneer, and they are actually items of fantastically advanced tech from a prior world.

CREATURES FROM THE STRANGE

Most creatures in The Strange can work in Numenera, except perhaps for undead and obviously magic beings. Mythological beings like dragons and giants could be used, but a bit of tweaking would be required to keep them from feeling a bit mundane by Ninth World standards. The following creatures of The Strange are particularly appropriate and directly portable, with altered backgrounds.

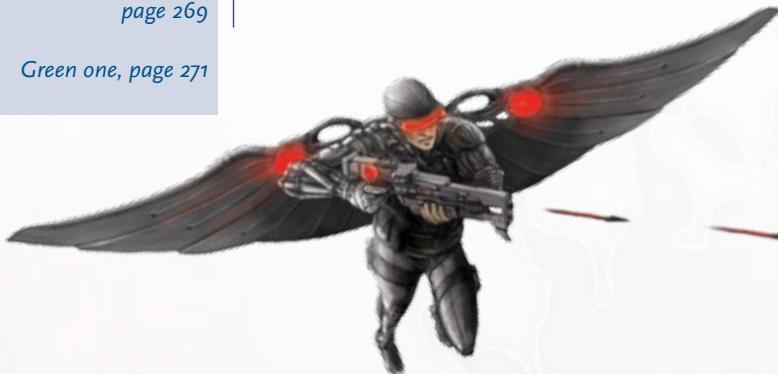
Angiophage: Bizarre horrors lurking in ancient laboratories.

Catalyst Roach: Weird mutant things that live on the fringes of civilization; called lirecan scuttlers in the Ninth World.

Demon of Lotan: Sinister ultraterrestrials; called ephemeral horrors in the Ninth World.

Gnathostome: Biomechanical automatons roaming the wilderness.

Green One: Warlike abhumans found in the northern reaches of the Beyond.



Hydra: Terrors in the wilderness, particularly the Black Riage.

Inkling: Ultraterrestrials from a dark dimension.

Kray: Enigmatic alien horrors.

Marroid: A product of biotech from a prior age.

Monitor: Terrible fusions of flesh and machine that lurk in the shadows, carrying out ancient agendas.

Myriand: Humans fused with weird technology by knowledgeable but uncaring masters.

Qinod Construct: Extraterrestrial? Ultraterrestrial? No one understands anything about these enigmatic beings.

Shoggoth: A remnant from a bygone age, hungry for flesh.

Spore Worm: Dangerous inhabitants of weird places like the Amorphous Fields.

Thonik: Ultraterrestrial predators.

Utricle: Weird entity wandering the Cloudcrystal Skyfields.

Variokaryon: Humans who delved too deeply into the numenera and are forever altered.

Vaxt: Alien plantlife that found its way to the Ninth World.

Venom Trooper: Biomechanical soldiers created by a mad Aeon Priest in Malevich.



Hydra, page 272

Inkling, page 273

Kray, page 276

Marroid, page 279

Monitor, page 280

Myriand, page 281

Qinod construct, page 286

Shoggoth, page 289

Spore worm, page 293

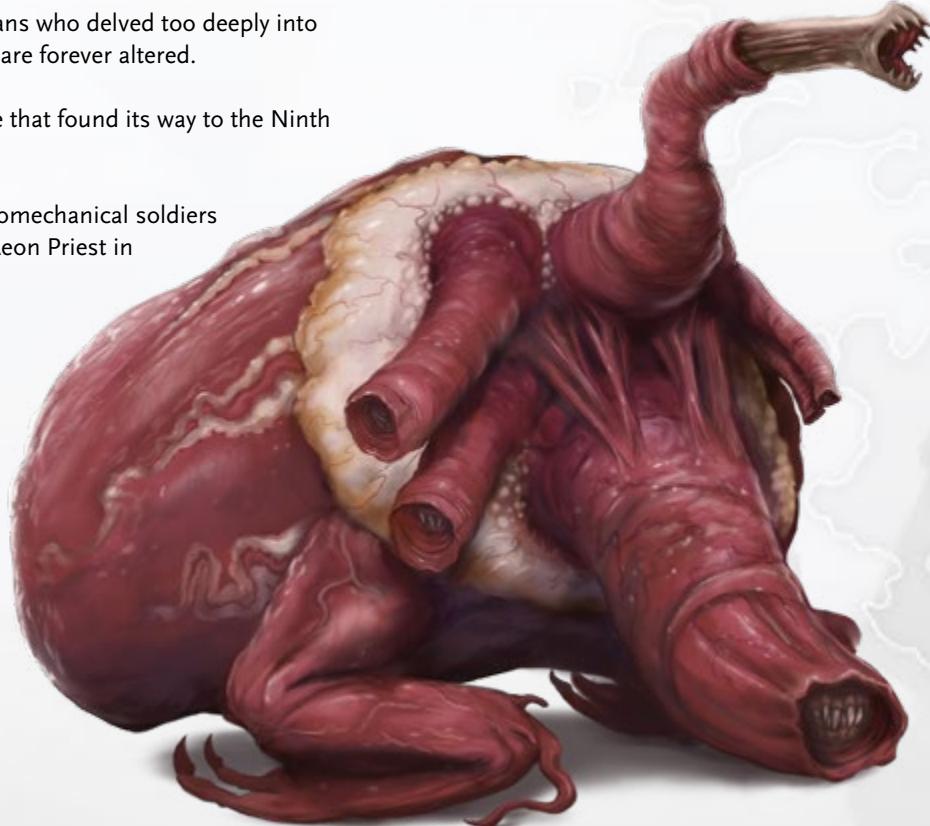
Thonik, page 294

Utricle, page 296

Variokaryon, page 297

Vaxt, page 298

Venom trooper, page 300



STRANGE RULES FOR THE NINTH WORLD

In a few cases, The Strange presents slight rule variations that could be used in Numenera as well.

Tier Abilities: At tiers 3, 4, 5, and 6, character types in The Strange can choose a new ability and replace a lower-tier ability with another. This is the same as in the Numenera corebook. However, the Numenera rules specify that if a character swaps out a lower-tier ability, it has to be replaced by another ability from the same lower tier. In other words, a tier 6 PC can't give up a tier 1 ability and replace it with a tier 4 ability—he has to replace it with another tier 1 ability. However, The Strange rules simply say that you can replace one of your lower-tier abilities with a different ability from a lower tier, allowing you to swap abilities from different tiers.

If you use this rule in Numenera, characters can replace their lower-tier abilities with other abilities from any lower tier.

No Need for Weapons: The Strange description of this ability clarifies that the character can choose whether her unarmed attacks count as light or medium weapons. This should be true in both games.

Creature Companions: Many Numenera characters get companions, like the followers of a character who Leads or the beast companion of one who Controls Beasts. Although it's fine to let these companions take their own actions, in many cases it's probably best to take the approach of The Strange and treat them as an asset to the player character's actions when appropriate.

*Angulan Knights,
page 224*

*Order of Truth,
page 222*

*Jagged Dream,
page 224*

ADAPTING THE SENSIBILITIES OF THE STRANGE INTO NUMENERA

One of the hallmarks of a campaign in The Strange is the idea that the PCs are part of a secretive, elite group because they are quickened, and probably also because they are members or agents of an organization like the Estate. These clandestine groups war against each other in the shadows and know things that most people in the world can't even imagine.

In a Numenera campaign, you could achieve a similar feel by using the organizations of the Ninth World, like the *Angulan Knights*, the *Order of Truth*, or the *Jagged Dream*. Playing up the rivalries and hidden knowledge of these organizations creates an atmosphere more like The Strange's "secret agent" vibe, which could be a lot of fun. Characters may want foci like Operates Undercover or Infiltrates to be part of a campaign based on espionage and secret societies.

Each organization could have its own secret knowledge of different kinds of numenera and compete to make discoveries before the others do. In this kind of campaign, the explorer PCs aren't just making their way through the ruins of an ancient complex—they're trying to get through it before a rival organization does, which can add a whole new level of excitement.

