



To print your Numenera Creature Deck 3, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

## Understanding the Creature Listings

**Level:** All creatures (and NPCs) have a level. The level determines the target number a PC must reach to attack or defend against the opponent. In each entry, the difficulty number for the creature or NPC is listed in parentheses after its level. The target number is three times the level.

**Health:** A creature's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated.

**Damage Inflicted:** Generally, when creatures hit in combat, they inflict their level in damage regardless of the form of attack. Some inflict more or less or have a special modifier to damage.

**Armor:** This is the creature's Armor value. This entry doesn't appear in the game stats if a creature has no Armor.

**Movement:** Movement determines how far the creature can move in a single turn.

**Modifications:** Use these default numbers when a creature's information says to use a different target number. For example, a level 4 creature might say "defends as level 5," which means PCs attacking it must reach a target number of 15 (for difficulty 5) instead of 12 (for difficulty 4).

**Combat:** This entry gives advice on using the creature in combat, such as "This monster uses ambushes and hit-and-run tactics."

**Page Number:** The number you see at the bottom of a creature listing tells you where to get additional information about that creature's motives, appearance, habitats, loot, and interactions. All creatures are from *Ninth World Bestiary 3*, *Numenera Destiny*, and *Priests of the Aeons*.

## Numenera™ Creature Deck 3

Build encounters quickly and easily, or create them randomly on the fly. Then give your players a look at their foes before plunging into combat.

This deck contains 100 creatures found in the Ninth World, drawn from *Ninth World Bestiary 3*, *Numenera Destiny*, and *Priests of the Aeons*. When you need to build an encounter (either when prepping your game or at the gaming table), simply draw a card from this deck. You've got basic stats (with a colored reference to the sourcebook, for full stats and information) on one side, and an image to share with your players on the reverse.

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## ANHEDON

4 (12)

**Health:** 12

**Damage Inflicted:** 4 points

**Armor:** 3

**Movement:** Short; very long when jumping

**Modifications:** Understanding numenera as level 7

**Combat:** Anhedons can manipulate gravity, both to make attacks and to evade enemies.

A favorite attack is to greatly increase their own gravity after leaping up under a lesser pull, allowing them to smash back down, inflicting 4 points of damage on all targets in an immediate area. Their control over gravity and mass renders them immune from taking falling damage themselves.

They can also target one individual within a short distance, netting them in a field of crushing gravity that pulls them to the ground, prevents them from taking physical actions, and inflicts 4 points of damage each round until the target can escape.

An anhedon can cancel gravity for a target within short range, which could cause the victim to float around like a feather on the wind until they can escape, or they can reverse gravity for one target long enough—less than a round—to send them falling 100 feet (30 m) into the air. The target will fall back to the ground (unless they can prevent it), taking 10 points of damage and descending one step on the damage track.

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## AORIX

7 (21)

**Health:** 27

**Damage Inflicted:** 12 points

**Armor:** 1

**Movement:** Short; short when instantly teleporting up to a short distance

**Combat:** In direct combat, an aorix can instantly fashion tusk-like protrusions from the probability vapor it constantly emits. Potentially even more effective is its ability to change reality within an area a short distance across with its probability vapor, manipulating the terrain as an action. It can create pits, lakes, walls, clouds, raging fires, and similar obstacles. Alternatively, it can create a seemingly real level 4 ally from nothingness, or several (one per round).

250

## ARGOZT

6 (18)

**Health:** 24

**Damage Inflicted:** 6 points

**Armor:** 1

**Movement:** Long

**Modifications:** Speed defense, Intellect defense, running, and jumping as level 7

**Combat:** Argozts attack with their bite and claws, attacking up to three creatures as one action, inflicting 6 points of damage with each attack.

An argozt calls the energy sphere and metal bands on its back its “light,” and they can use their light to teleport themselves and one human-sized rider up to about 100 miles (160 km) away. Teleporting is exhausting for an argozt, and they are careful not to go to a place where there is immediate danger or their weakness might endanger them. Every 20 miles (32 km) teleported (or fraction thereof) hinders all of their actions; an hour of complete rest reduces this penalty by one step.

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## ARRIC FROG

4 (12)

**Health:** 20

**Damage Inflicted:** 5 points

**Movement:** Long; short when swimming

**Modifications:** Jumping and swimming as level 5

**Combat:** The frog bites with its metal teeth. If it can jump a short distance before attacking, its attack inflicts 7 points of damage and the target must make a Might defense roll or be knocked prone. The frog might use its sticky tongue to grab a small creature or metallic object (such as a pet or cypher); if the target fails a Might defense roll, the frog yanks the seized creature or object and swallows it, inflicting 4 points of damage to it each round.

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## ATHAMAK SAILWING

3 (9)

**Health:** 9

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Short; short when flying

**Modifications:** Crafting and understanding numenera as level 4

**Combat:** Athamak sailwings shock opponents with their limb tendrils. A fully cognizant sailwing may use cyphers in combat.

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## BABIRASA

3 (9)

**Health:** 12

**Damage Inflicted:** 3 points

**Movement:** Short

**Modifications:** Stealth as level 5, perception as level 6

**Combat:** Babirasa are drawn to living creatures that have a bioelectric field. When they hunt, each babirasa in a pack is connected to the next in crisscrossing lines of leaping electricity. In any round in which the pack is free to move, they position themselves so that two or more of their number surround prey. Every round, all prey within immediate range of two or more babirasa automatically takes 3 points of damage from the connecting lines of electricity leaping between each babirasa that remains alive and that can still move. On a particular babirasa's turn, its tusked bite inflicts 3 points of damage, and on an additional failed Might defense roll, 3 points of damage from electricity.

If a babirasa would take damage from an electrical source, they instead regain health equal to that damage and their tasks are eased on their next turn.

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## BALITHAUR

7 (21)

**Health:** 33

**Damage Inflicted:** 8 points

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 6 due to size. Perception and stealth tasks as level 8.

**Combat:** A balithaur claws and bites simultaneously with all its limbs, and it can attack all creatures within immediate range simultaneously for 8 points of damage each. Alternatively, a balithaur can try to pounce on one target, which means the target must withstand two claws and two bites plus avoid being pinned. A pinned creature is automatically clawed and bitten each round until it can escape.

A victim who descends one or more steps on the damage track as a result of a balithaur's attacks later discovers blisters on their extremities that eventually grow into eyelike organs that blink and look about, but which don't provide the victim any additional points of view.

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## BAZVET EXPLORER

7 (21)

**Health:** 25

**Damage Inflicted:** 7 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 6 due to size and maneuverability. Attacks as level 8.

**Combat:** A bazvet explorer usually has at least two attack forms, one that affects all creatures within immediate range or short range and one that affects one or two targets within long range. For example, it might be able to release corrosive gas or an electrical burst out to short range and an energy beam or projectile weapon out to long range.

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**BEASTCOAT INFILTRATOR 4 (12)****Health:** 12**Damage Inflicted:** 4 points**Armor:** 2**Movement:** Short (or as appropriate for its current disguise)**Modifications:** Perception as level 6. One or two skills appropriate to its current disguise as level 5.**Combat:** A beastcoat infiltrator pretending to be an animal attacks with mechanical claws, teeth, or other weapons appropriate to its disguised form. If encountered without a disguise, or if it thinks it will be destroyed, it also can use a short-range electrical stunner that knocks a foe unconscious for one minute unless the foe makes a difficulty 4 Might defense roll.

Infiltrators fight only to aid their pack or keep up appearances. If the other animals with it flee or are killed, it stops attacking and retreats.

An infiltrator's optics have magnifiers that allow it to see ten times farther than a human.

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**BOWG 2 (6)****Health:** 6**Damage Inflicted:** 2 points**Movement:** Short; short when climbing**Modifications:** Understand numenera as level 3. Resist machine or psychic commands as level 1.**Combat:** Wild bowgs bite, claw, and punch at their foes. They use animalistic tactics and are likely to flee if outmatched.

Mindlinked bowgs use medium weapons such as clubs and bows, inflicting 4 points of damage, and may be equipped by their master with cyphers. Mindlinked bowgs have an asset on all attacks, defenses, and Intellect-based actions. They make use of whatever tactics their master directs them to.

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**CHIURGEATE SWARMER 2 (6)****Health:** 6**Damage Inflicted:** 2 points**Movement:** Short**Modifications:** Detecting and treating injuries, diseases, and poisons as level 4**Combat:** If attacked unexpectedly, chiurgeate swarms retaliate with a bite, stab, or slash, depending on their current head-tool. Normally they initiate a hostile encounter by gathering as a group of ten or more and choosing one target to attack as a level 4 creature. The target must make a Might defense roll or be paralyzed until the creatures finish their surgery (it can attempt another Might defense roll every minute). The swarms might decide to amputate a limb, remove or install a technological implant, graft a cypher, or even cut the creature in half and replicate both parts to create two complete beings, taking anywhere from one to ten minutes to perform this surgery.

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**COLCHIN 4 (12)****Health:** 12**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short**Modifications:** Knowledge of fungi as level 7**Combat:** Colchin prepared to fight wear fungal layers that provide 2 (or more) points of Armor and have one or more strange weapons at hand, including a spine thrower. A colchin with a spine thrower can make a short-range attack that inflicts 5 points of damage, and on a failed Might defense task, inflicts 1 additional point of Speed damage.

Some colchin also carry a spore bomb, which acts like a level 6 corrosive spawn detonation but does not count against a character's cypher limit.

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**COLMFERAN 3 (9)****Health:** 12**Damage Inflicted:** 5 points**Movement:** Short**Modifications:** Disguise, deception, and stealth as level 6**Combat:** A colmferan first attempts to lure prey into a trap as simple as a pit or as complex as a machine that pulls a victim into an otherspace (an artificial dimension). Ideally, the trap renders the victim helpless or severely limits its options. Colmferan limbs are covered in poisonous microstingers that inflict Speed damage (ignores Armor), and on a failed Might defense roll, cause the victim to hallucinate for about a minute, hindering all their tasks.

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**CONUNDARY 4 (12)****Health:** 24**Damage Inflicted:** 2 points**Movement:** Short; immediate when seeping through solid objects of its level or lower**Modifications:** Stealth tasks as level 6**Combat:** A conundary can erect a level 5 maze framework made of invisible planes of force with just a few rounds of effort. It must have an area a short distance across to work with, which could be in a clearing, between the boles of trees in a forest, in a cavern, or even up in the branches of a large tree. Once prepared, it seeks to lure a lone victim or two (never more) to that location by creating noises, strange flares of light, and alluring psychic whispers. A target is lured into the invisible entrance if it fails an Intellect defense task to notice the psychic impulse. Once caught in the maze, the target can attempt to find a way out; however, each time they fail in that task, they suffer 2 points of Intellect damage (ignores Armor) as the conundary feeds. Doing nothing slows the process, but still siphons 2 points of Intellect damage per minute.

Those not caught in the creature's maze can attempt to break past it to find the conundary, which looms over the maze like a massive spider on its web.

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**CRANCHUR 2 (6)****Health:** 6**Damage Inflicted:** 2 points**Movement:** Short; short when flying**Modifications:** Perception and stealth as level 3**Combat:** When threatened, cranchurs extend their tendrils and sting, inflicting 2 points of damage and hindering the target's Speed-based actions for an hour if they fail a Might defense roll. Any creature within immediate range of a living or dead cranchur is hindered in all tasks because of the smell of the cranchur bile. A dead cranchur leaks bile, creating a pool an immediate distance across that contaminates anything that touches it until washed off or until about a day passes. Creatures that are immune to poison are unaffected by the bile.

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**CUSTELIGOR 4 (12)****Health:** 15**Damage Inflicted:** 4 points**Movement:** Short when hovering (held aloft by a lighter-than-air gas from decay)**Combat:** The custeligor's viscera-like arms produce acid, allowing it to attack up to three creatures within immediate range with just a touch. A haze of sleep-inducing spores surrounds a custeligor to a range of 20 feet (6 m), requiring creatures in range to make a Might defense roll each minute to avoid succumbing. If a custeligor kills a victim and has the luxury of time, it may eject the current ensconced corpse and pick up a fresh one from the field of battle.

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**DENTOFIEND**

3 (9)

**Health:** 9**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short**Modifications:** Attacks and Intellect defense as level 4**Combat:** Dentofiends have no strategy; they just bite and scratch at any meat they sense in the area.

The jagged teeth all over a dentofiend's body automatically inflict 2 points of damage to anyone who tries to touch the fiend or strike it with a melee attack.

A dentofiend regenerates 3 points of health each round. If it falls to 0 health, it instead regenerates 1 point of health per hour until it fully recovers nine hours later. If its corpse is burned, scoured with acid, or otherwise has its cells disrupted, it is killed and doesn't regenerate.

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**DREAMSLAKE**

5 (15)

**Health:** 20**Damage Inflicted:** 7 points (see Combat)**Movement:** Short**Modifications:** Resists mental attacks and deception as level 7. Stealth as level 8.

**Combat:** A dreamslake prefers to sip on the dreams of creatures sleeping within short range, as long as it can stealthily slip a tendril through small cracks and under imperfectly sealed doorways to stroke a victim's brow. A victim may startle away and discover that they've lost 1 point of Intellect, which they can't heal until after their next ten-hour recovery roll. If forced into real combat, a dreamslake can lash its tentacles at a target within short range. If it hits, it inflicts 5 points of damage plus 2 additional points of Intellect damage (ignores Armor), for a total of 7 points of damage against an unarmored foe.

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**DRITCH**

4 (12)

**Health:** 15**Damage Inflicted:** 4 points**Movement:** Short; immediate when burrowing**Modifications:** Tracking and salvaging midnight stones as level 7

**Combat:** A dritch can bite foes, though its first attack is to spit a glob of greenish-black energy (void matter) about once every minute, attacking a foe within short range for 4 points of damage. The target must also succeed on an Intellect defense roll or be stunned and lose their next turn. A stunned target immediately develops a harmful mutation that lasts until their next ten-hour recovery roll.

If a dritch attacks a character in possession of a midnight stone (or who is otherwise infused with void matter through some other item or ability), the dritch's attacks inflict 2 additional points of damage (for a total of 6 points) and ignore Armor. Each such attack returns the dritch to full health, and in the case of a character carrying midnight stones, drains one of those stones.

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**DRITSWIMMER**

4 (12)

**Health:** 14**Damage Inflicted:** 4 points**Armor:** 1 or 2**Movement:** Short; short when swimming underground**Modifications:** Perception and stealth as level 5. Stealth as level 6 when buried.

**Combat:** Dritswimmers wait below the surface to ambush potential prey, reaching out of the ground with their claws to grab and pinch one or two targets. A struck creature must make a Might defense roll or be caught in the dritswimmer's grip. A grabbed creature automatically takes 4 points of damage every round until it escapes.

The ground around a dritswimmer to a distance of about 6 inches (15 cm) automatically softens, feeling much like muddy water. This softening extends around whatever creature its claws hold. The softened ground returns to its normal density and consistency a few seconds after it leaves. A buried dritswimmer has cover against attacks (attacks against it are hindered).

An outnumbered or wounded dritswimmer may retreat deeper under the surface, bringing its prey with it. If it lets go of its prey or is killed, the prey quickly becomes trapped as the ground returns to its normal solidity. To escape, the prey needs to hold its breath and dig or climb up to the surface, which requires making a Might roll each round for several rounds.

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**DURRESH**

5 (15)

**Health:** 15**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short; short when flying**Modifications:** Pretends to be human and resists trickery as level 4

**Combat:** Durresh try not to reveal their true nature, and initially attack by striking out with their humanoid corpse's arms; these attacks are made as a level 4 creature that inflicts 4 points of damage. They may activate hidden cyphers under their disguises to protect themselves or escape. If they think the disguise is no longer working, they openly manipulate cyphers or strike out with their sharp tentacles.

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**EGI**

4 (12)

**Health:** 18**Damage Inflicted:** 5 points**Movement:** Short; long when flying**Modifications:** Stealth tasks as level 6 when not moving

**Combat:** An egi's sting inflicts damage by itself, but their first attack is usually to spit a massive glob of greenish glue-like fluid at a target within short range, inflicting damage and, on a failed Might defense task, sticking the target to the ground or nearest landscape feature until the target can escape. If an egi attacks with surprise, all related defense tasks are hindered by two steps.

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**ESCULANT**

4 (12)

**Health:** 22**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short**Modifications:** Stealth tasks and tasks to see through tricks and avoid traps as level 1

**Combat:** An esculant attacks a living creature by attempting to topple onto it. If it succeeds, it inflicts damage and the target becomes stuck under the esculant until the target can pull itself free. Each round the esculant remains in contact with the victim, the victim takes an additional 5 points of damage from tiny, mouthlike intake channels that abrade the victim's body. (The creature uses this same method to devour inanimate objects of up to level 5.)

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**EXCOGITATE**

7 (21)

**Health:** 30**Damage Inflicted:** 9 points**Armor:** 3**Movement:** Short when flying**Modifications:** Speed defense as level 6 due to size. Understanding numenera and crafting numenera as level 8.

**Combat:** An excogitate can discharge tendrils of energy to blast up to three foes at the same time within short range, inflicting 9 points of damage each.

Alternatively, an excogitate can telekinetically grab a human-sized victim (inflicting 9 points of damage). If the target fails to escape on their turn, the excogitate can throw them 120 feet (36 m) into the air or against a nearby surface, inflicting an average of 12 points of ambient damage.

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## FELBIS

4 (12)

**Health:** 12  
**Damage Inflicted:** 4 points  
**Armor:** 1  
**Movement:** Short; short when climbing  
**Modifications:** Climbs as level 6  
**Combat:** Felbis attack twice per round as an action, once with a sharp foot and once with their saw.

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## FIRE DZIK

2 (6)

**Health:** 6  
**Damage Inflicted:** 2 points (see Combat)  
**Armor:** 3 (6 against damage from fire and heat)  
**Movement:** Short; immediate when burrowing  
**Modifications:** Speed defense as level 3 due to size  
**Combat:** Fire dziks try to work as a group of three (called a "wink") to knock down a foe as if they were a single level 5 creature. Once an opponent is knocked down, the wink swarms the victim and burns them with hot ember plates for 7 points of damage. (A single fire dzik might also try this tactic, but if it succeeds in knocking down prey, it inflicts only 2 points of fire damage.)

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## FLESH GHOST

4 (12)

**Health:** 15  
**Damage Inflicted:** 5 points  
**Movement:** Short  
**Modifications:** May possess memories, knowledge, and skills associated with a unique, but provably deceased, individual  
**Combat:** Flesh ghosts don't want to enter combat and prefer to get away if they can. But if they can't, they use whatever weapons are on hand to defend themselves. Only after a flesh ghost is harmed, and its wounds begin to leak a black, oily sludge that is definitely not blood, does one become especially dangerous. When a flesh ghost is at less than its maximum health, each melee attack it makes splatters some of its sludge on a foe, requiring a Might defense roll to withstand or else the victim takes 2 additional points of Speed damage (ignores Armor) from the acid-like substance.  
 If a flesh ghost is killed, it slumps into a pool of acidic black sludge that burns its way into whatever lies below it before evaporating after a few rounds.

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## FOSSICK

3 (9)

**Health:** 9  
**Damage Inflicted:** 4 points  
**Movement:** Short  
**Modifications:** Crafts and understands numenera as level 5  
**Combat:** Fossicks work well when fighting in formation. A formation of four can attack a single foe in melee, making one level 5 attack that inflicts 6 points of damage, or four fossicks next to each other can fire ranged weapons in a volley, gaining the same benefit.  
 When possible, fossicks use the terrain to their advantage by taking cover, attacking from higher ground, and so on. They're also more than bright enough to find and use cyphers in combat.

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## GALLOAN

3 (9)

**Health:** 13  
**Damage Inflicted:** 5 points  
**Armor:** 1  
**Movement:** Long  
**Modifications:** Perception and stealth as level 4  
**Combat:** Galloans strike with their beaks and strong wings. If the threat is great enough, they regurgitate a bezoar-like stone from a special internal organ, which strikes a random foe with a beam of blue energy that inflicts 5 points of damage or explodes in a blast of similar energy that inflicts 3 points of damage to all creatures in immediate range (galloans and their eggs are immune to this energy). Galloans eat cyphers and energy-rich iotum to create these bezoars, which takes several days.

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## GANTHANHAR

4 (12)

**Health:** 15  
**Damage Inflicted:** 6 points  
**Armor:** 2  
**Movement:** Short  
**Modifications:** Defends as level 5. Crafting, salvaging, and understanding numenera as level 6.  
**Combat:** Ganthanhars constantly emit dangerous radiation out to an immediate distance, inflicting 2 points of damage each round. They can strike with their suit-augmented arms or blast an opponent within short range using a focused beam of radiation, inflicting 6 points of damage.  
 Ganthanhars are immune to their own radiation and that of other ganthanhars. Their suits give them 2 points of Armor against heat, cold, electricity, and radiation damage. They may also use cyphers that don't rely on a living metabolism (for example, they can't use most pills and injections).  
 If a ganthanhar's health reaches 0, its suit ruptures and releases the dying creature's radiation in an explosion that deals 6 points of damage to all creatures in short range.  
 A desperate, injured ganthanhar can abandon its suit to exist as an independent energy being. In this form it inflicts +2 points of radiation damage in an immediate radius and can move a very long distance as its action, but it has no Armor. It can survive only a few hours without a suit before dissipating.

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## GIANK

2 (6)

**Health:** 9  
**Damage Inflicted:** 4 points  
**Movement:** Long; short when climbing (even completely vertical surfaces or along overhangs)  
**Modifications:** Speed defense tasks as level 6 due to amazing mobility. Stealth tasks as level 4.  
**Combat:** Gianks often attack with surprise (which eases the attack by two steps), racing up from a distant vantage within long range and stabbing their prey as part of the same action. In addition to inflicting 4 points of damage from a limb ending in a spear-like point, a victim of human size or smaller must succeed on a Might defense roll or be speared through and hauled up to a short distance away, usually up the nearest vertical surface. A speared victim takes 2 points of damage per round until they can escape, and another 1 point of damage each round until they can address the wound.

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## GLASS-FACED VINGG

2 (6)

**Health:** 6  
**Damage Inflicted:** 2 points  
**Armor:** 1  
**Movement:** Short  
**Modifications:** Defends against blinding and visual attacks as level 3. Hides and moves with stealth as level 4.  
**Combat:** A vingg attacks human-sized creatures with a bite that also injects a flesh-dissolving poison that inflicts 2 points of Speed damage immediately and again every minute until the victim makes a Might defense roll. Against smaller targets, it might grasp with both tails before biting.

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## GLAXTER

6 (18)

**Health:** 25**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Short; short when flying**Modifications:** Three knowledge skills and understanding numenera as level 7**Combat:** Glaxters can lash out with up to three pseudopods, but they are more likely to fire one or two telekinetic bolts out to long range, inflicting 6 points of damage.

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## GLESNIK

6 (18)

**Health:** 25**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Short**Modifications:** Attacks, stealth, and swimming as level 7**Combat:** Glesniks bite things they think are edible. They can strike with their tail as easily as biting, but they are very flexible and can quickly get their head in place to bite any attacker.

A glesnik's suspensor devices allow it to make a bite attack on a creature within short range, either striking and returning to its original position or pulling its entire body length along with it. If the long strike hits and the glesnik pulls its head back to its original position, it drags the prey with it unless the bitten creature makes a Might defense roll. Glesniks often lurk in shallow waters and make long strikes against creatures on land or flying overhead, dragging their prey into the water or retreating under the surface to try again.

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## GLISTENING SOLDIER

4 (12)

**Health:** 12**Damage Inflicted:** 6 points**Armor:** 2**Movement:** Short**Modifications:** One additional noncombat vocation as level 6**Combat:** Glistening soldiers, whatever their vocation, never forget how to fight, and in a pinch can project an energy ray at targets within long range.

Glistening soldiers sometimes sport additional onboard armaments, allowing them to attack up to three targets at once with a long-range energy attack. These models usually also have the ability to launch one missile at a target up to a half mile (800 m) distant, which detonates in immediate range for 10 points of damage.

It's hard to keep a glistening soldier down for long; each regains 1 point of health per minute while they retain at least 1 health. (If brought in proximity to another glistening soldier or other artifacts related to the Glistening Army, health is regained even after the soldier loses all health.)

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## GRITH

3 (9)

**Health:** 9**Damage Inflicted:** 3 points**Movement:** Short; immediate when burrowing**Modifications:** Perception and stealth as level 4**Combat:** Griths bite with their large teeth, tearing off pieces of their prey to swallow immediately or bring back to the queen. This attack inflicts 3 points of damage, and the target must succeed on a Might defense task or bleed for 1 point of damage per round until they use an action to tend to the wound.

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## HOWLING NAVARGA

6 (18)

**Health:** 20**Damage Inflicted:** 7 points**Armor:** 2**Movement:** Short**Modifications:** Breaks objects, climbs, and tracks as level 7**Combat:** A howling navarga attacks foes with its huge fists and can make two attacks as a single action.

It can bite and grab a victim instead of using its fists. If this attack hits, it inflicts damage that turn and automatically on the creature's turn every round thereafter. The grabbed victim cannot take physical actions unless it first breaks free with a Might or Speed defense roll. A navarga can see in darkness as if dim light and see in anything brighter than darkness as normal illumination. It can track using a combination of sound, scent, and infrared as level 7.

The mechanical or organic modules within a navarga's body provide an additional ability, such as one of the following options.

**Carnivorous hair:** The creature's hairs are hollow tentacles ending in tiny mouths that latch on to flesh and drain blood. A hit from the creature's fists, bite, or grab inflicts 1 additional point of damage. Hitting the navarga with an unarmed attack inflicts 1 point of damage on the attacker.

**Force punch:** As an action, the creature can emit a blast of force up to long range, inflicting 8 points of damage.

**Repair:** The creature's organic and mechanical components repair at high speed. It regains 2 points of health each round as long as it has at least 1 health.

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## IDOLUM

4 (12)

**Health:** 14**Damage Inflicted:** 4 points**Armor:** 1**Movement:** Short; short when leaping**Modifications:** Tasks related to deception and disguise as level 7**Combat:** An idolum prefers not to enter combat, but to take lone victims by surprise, hopefully with the aid of others of its kind. An idolum can batter a target, but it prefers to use its poison.

**Breathe Poison:** An idolum can breathe out a white plume of poison at a target within immediate range. If the target fails to defend, it takes 4 points of Intellect damage (ignores Armor) and loses its next turn. If the target takes damage from this poison a second time in the same combat, it must resist losing the memory of the previous few minutes of its life, including being attacked by the idolum.

**Skin-Shedding Poison:** This toxin is a secondary effect of repeated uses of the breathed poison. If a target descends one or more steps on the damage track because of Intellect damage, they begin to take 4 points of Speed damage each round (ignores Armor) until they improve at least one step on the damage track (through recovery, healing, or some other method). A creature that dies because of this toxin sheds a perfectly good skin that the idolum can use to disguise itself as that victim, or at least some other creature of the same kind.

265

## IKSAUM

2 (6)

**Health:** 6**Damage Inflicted:** 4 points**Armor:** 1**Movement:** Short**Modifications:** Animal husbandry, stealth, and understanding numenera as level 3**Combat:** Iksaum use spears and bows.

74

## ILMAASOLETH

3 (9)

**Health:** 9**Damage Inflicted:** 3 points**Movement:** Short**Modifications:** Stealth as level 5**Combat:** An unempowered ilmaasoleth can attack a single target with two claws, inflicting 3 points of damage with each. If both attacks hit a victim, the ilmaasoleth automatically inflicts an additional 3 points of damage with its bite.

However, anytime an ilmaasoleth hunts a victim that it knows to be dangerous or is not familiar with, it vigorously shakes itself, like a furred beast coming out of the water. This action causes the wasps infesting it to sting. The venom transforms a normal specimen into a venom-maddened ilmaasoleth for one minute. During this period, its flaccid skin fills out with muscle, its eyes light with fury, and the buzzing sound of its wasps is redoubled.

When the effects of the venom fade, the ilmaasoleth retains excess health (if any) but nothing else. The creature can normally benefit from a sting only once every few hours.

76



**INTEMPORAN**

7 (21)

**Health:** 18**Damage Inflicted:** 10 points**Movement:** Short; short when time-skipping (effectively teleporting)**Combat:** Intemporans rely on devices or acquired weapons that allow them to attack a target with long-range energy blasts. Knowing just where to aim, these weapons inflict 10 points of damage, but in the hands of other creatures, they inflict only 5 points.

Because of intemporans' privileged positions in the timeflow, it's incredibly difficult to surprise them or even hurt them. Their level is partly due to this effect, automatically making it difficult for attackers to hit them or defenders to avoid their attacks. (If an intemporan were to somehow lose its temporal abilities, treat it as a level 4 creature.) Because they can effectively see a round or two into the future, they can replay a previous round again if they don't like how it plays out, but only once for any given round.

They usually have several cyphers and an artifact or two on hand, too.

77

**INUBRAN HUNTER**

7 (21)

**Health:** 27**Damage Inflicted:** 10 points**Armor:** 3**Movement:** Short**Modifications:** Speed defense as level 5 due to size. Stealth tasks as level 2.**Combat:** Inubran hunters bite and rend their prey. They can also lunge up to a short distance in any direction, even straight up, and make a bite attack as part of the same action.

If prevented from directly biting their prey by an artificial effect, they can use an action to interact with devices and machines within immediate range in an attempt to suppress that effect for a few rounds. For instance, people sheltering behind a force wall created by a cypher become vulnerable if the hunter can cause the force wall to flicker off for a few rounds.

78

**INVERTER**

4 (12)

**Health:** 16**Damage Inflicted:** 4 points**Armor:** 2**Movement:** Short; short when climbing**Modifications:** Understanding and salvaging numenera as level 5**Combat:** Inverters can emit a bright flash of light that stuns one creature within short range for one minute, or a burst of electricity by touch that inflicts 4 points of damage. They carry a silicon-based artifact similar to a cellular disruptor, which they use to dissect their specimens (many of these devices have a quirk that is dangerous to carbon-based users).

79

**IRON MARGR**

5 (15)

**Health:** 23**Damage Inflicted:** 6 points**Armor:** 1 (or 4; see Combat)**Movement:** Short**Combat:** Iron margr usually have one or two options for inflicting damage and defending themselves, varying by individual. Any given iron margr can usually inflict damage with an enhanced bite, horns, or bladed hands, or even by spitting acid or blasting foes within long range with weird beams of energy. An iron margr may be able to teleport up to a very long distance every few rounds, phase through solid materials every few rounds, and make its skin hard as iron (4 Armor) for a few rounds at a time. Others have vastly more health or the ability to heal a few points each round. A few have even more radical abilities, including the ability to move victims around with their minds, which might be used to knock foes off a bridge, hurl them into the air, or restrict their breathing.

80

**KADRON**

5 (15)

**Health:** 15**Damage Inflicted:** 5 or 6 points; see Combat**Armor:** 1**Movement:** Short**Modifications:** Perception as level 6**Combat:** The kadron attacks with its tusks, inflicting 6 points of damage, or charges up to a short distance and inflicts 5 points of damage on anyone in its path. The symbiote gives it enough tactical acuity to focus on its weakest opponent and take advantage of favorable terrain.

82

**KARVIL**

4 (12)

**Health:** 12**Damage Inflicted:** 4 points**Armor:** 1**Movement:** Short**Modifications:** Perception as level 5. Stealth as level 7.**Combat:** Karvils attack from ambush, biting with their jaws and inflicting 4 points of damage. If the target fails a Might defense roll, the snake holds it in its jaws and shifts slightly out of phase to deal with its prey undisturbed. While out of phase, it loses the benefit of its Armor, but its Speed defense is eased by two steps and the held creature automatically takes 4 points of damage each round. The prey can escape with a Might defense roll, but any actions other than interacting with the snake are hindered by two steps. Karvils can remain out of phase for about a minute at a time, after which they must wait about ten minutes for this ability to recharge.

83

**KREIT ENTICER**

5 (15)

**Health:** 22**Damage Inflicted:** 5 points**Armor:** 1**Movement:** Long while flying; short while on the ground**Modifications:** Perception, stealth, and deception (for illusions) as level 6.**Combat:** Once an illusion brings a target to stand before a kreit enticer, the revelation of the creature's true form is a surprise, easing the kreit's initial attack by two steps and allowing it to inflict 10 points of damage with its beak. Thereafter, it attempts to pounce on prey with its talons, inflicting 5 points of damage, and on a failed Might defense roll, the prey is held helpless on the ground. Held prey automatically takes 5 points of damage each round from the kreit's beak until it can escape.

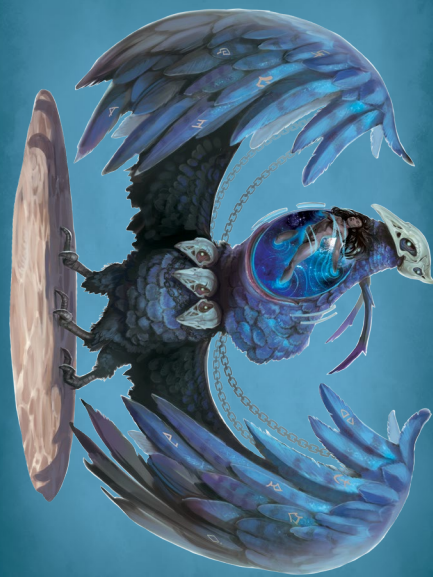
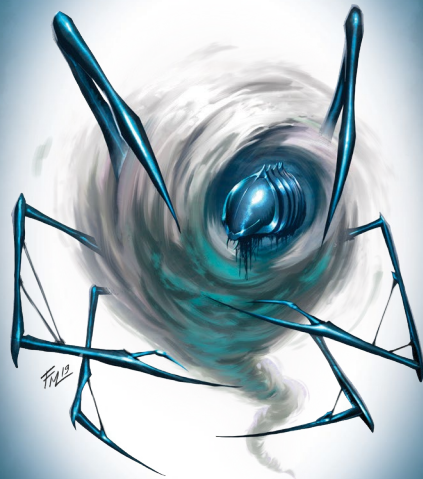
87

**LEGULIAN**

4 (12)

**Health:** 15**Damage Inflicted:** 5 points**Movement:** Short**Modifications:** Crafting and salvaging numenera as level 6**Combat:** A lone legulian runs from conflict, possibly using a cypher or a narrowly useful artifact to do so. When backed up by its whole pack, or when defending its lair from the approach of intruders, it becomes vicious. Legulian bites inflict 5 points of damage, but a pack of legulians is also likely to have several level 5 cyphers that provide abilities useful in a fight, such as increasing gravity under targets so they can't move for a turn, blinding targets for a few rounds, or dropping targets into dangerous areas beneath the lair by phasing the ground for a moment. A particularly well-defended lair may even have a device that teleports the entire lair somewhere else.

80



## LUNGE FISH

7 (21)

**Health:** 30**Damage Inflicted:** 7 points**Armor:** 3**Movement:** Short; long when swimming or lunging out of water onto land**Modifications:** Speed defense as level 6 due to size. Stealth tasks as level 8.

**Combat:** A lunge fish often makes a surprise attack because nothing expects its appearance. Normally, its massive jaws inflict 7 points of damage. However, if it attacks a target before the target has become aware of it, a successful attack inflicts 10 points of damage and the victim must succeed on a Might defense roll. A failed roll means the victim is now hanging in the lunge fish's massive jaws until they can escape or are eaten. Each round a victim remains in the jaws, they automatically suffer 7 points of damage as the lunge fish chews.

92

## LUREEN

4 (12)

**Health:** 20**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Short; immediate when climbing**Modifications:** Defends as level 6 due to illusions. Tasks related to creating mazes and similar difficult-to-escape puzzles as level 6.

**Combat:** The lureen's ability to alter reality quickly—as opposed to long-term changes—creates temporary images (like an illusion), but it's a passive ability that automatically cloaks its presence, so characters must succeed on an Intellect task every round just to see it clearly, or they are hindered by two steps when attacking it or avoiding its attacks. The lureen's attacks try to lead prey off short drops or other areas of the landscape it has altered with its psychic ability. A lureen can also attack with the red tendrils of its beard, inflicting 6 points of damage and, on a failed Might defense roll, the victim is paralyzed for a round or two from poison in the tendrils.

93

## LYVELLEN

4 (12)

**Health:** 12**Damage Inflicted:** 4 points**Armor:** 1**Movement:** Short or long; short when swimming**Modifications:** Hearing-based perception as level 3. Stealth and sight-based perception as level 5.

**Combat:** Lyvellen attack with their foreclaws and fish-like mouths, striking up to three targets as an action. Lyvellen can use their crucible to make themselves stronger, faster, or smarter, at the cost of the other two aspects. This takes about an hour. The above stats indicate a lyvellen in a balanced state. A stronger lyvellen has 18 health, attacks as level 5, and inflicts +1 point of damage with its attacks. A faster lyvellen has 10 health, and attacks and makes Speed defense tasks as level 5. A smarter lyvellen has 10 health, sight-based perception as level 6, and resists trickery as level 5. Upon first detecting a varjellen, the lyvellen makes itself smarter to better approach and study its prey, then makes itself stronger or faster based on its assessment of the target.

95

## MALSTREL

4 (12)

**Health:** 12**Damage Inflicted:** 5 points**Movement:** Long (see Combat)**Modifications:** Speed defense as level 5 due to biomechanical reflexes. Stealth as level 7 from camouflage field (when not moving). Perception as level 8.

**Combat:** Malstrels can enhance their movement with jets of blue flame about once every hour to reach speeds in excess of 100 mph (160 kph), allowing them cover about 1,000 feet (300 m) in under a round and still attack. In fact, this is the preferred method by which a sprint of malstrels attacks prey, often granting them surprise on their first attack, easing the attack by two steps, and conferring enough momentum that the attack inflicts +2 damage (for a total of 7 points of damage). Thereafter, they attack with their metallic talons for 5 points of damage, and on a failed Might defense roll, the target bleeds for an additional 1 point of damage each round until they use a turn tending to the wound.

96

## MECH SHAMBLER

6 (18)

**Health:** 30**Damage Inflicted:** 8 points**Armor:** 3**Movement:** Short**Modifications:** Speed defense as level 4 due to size. Tasks related to salvaging, repairing, and understanding numenera as level 8.

**Combat:** Most mech shamblers can emit multiple energy rays (usually three) at different targets they can see within long range. Depending on the shambler in question, other offensive and defensive devices may also be available, including devices that can alter local gravity, slow or speed time, take control of nearby devices or machines, or even allow the mech shambler to instantly transfer itself (or foes) to some other location.

If a mech shambler is within an immediate distance of other machines, it can regain health at a rate of 4 points per round even as it takes other actions.

266

## MIMETAN

2 (6)

**Health:** 6**Damage Inflicted:** 3 points**Movement:** Immediate (or short when several take on the guise of a larger creature)**Modifications:** Climbs as level 5. Disguise tasks as level 7. Speed defense as level 4 due to size.

**Combat:** A mimetan prefers to attack with surprise, taking on its true form to bite a target that wasn't previously aware that the tool they were holding is a hungry, shape-changing worm. Each time a mimetan successfully inflicts a full 3 points of damage, it replicates itself using the stolen flesh at the beginning of its next turn. Now two mimetans can attack, each one capable of duplicating itself again in the same way.

When four of these creatures attack as one, treat them as a single level 4 creature that inflicts 6 points of damage. A successful group attack that does the full 6 points of damage produces two additional mimetans.

A group of ten or more mimetans may attempt to hold a victim immobile. If a victim can be held immobile for two consecutive rounds, the group of mimetans may duplicate the victim in guise, in bearing, and to a very limited extent, in mind.

268

## MORVIK

5 (15)

**Health:** 20**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short; short when flying**Modifications:** Might and Intellect defense as level 6

**Combat:** Morviks strike with two separate limbs as a single action. Sometimes instead of using a limb, it might bite with one of its absorbed heads, the face swelling and distorting hideously to do so.

As an action, a morvik can consume an absorbed head and use its energy to fire a psychic blast that either inflicts 7 points of damage on one target within long range or inflicts 3 points of damage on all creatures within immediate range.

An injured morvik can consume an absorbed head to heal itself for 10 points of health and ease all of its tasks on its next turn. This is not an action for the creature.

82

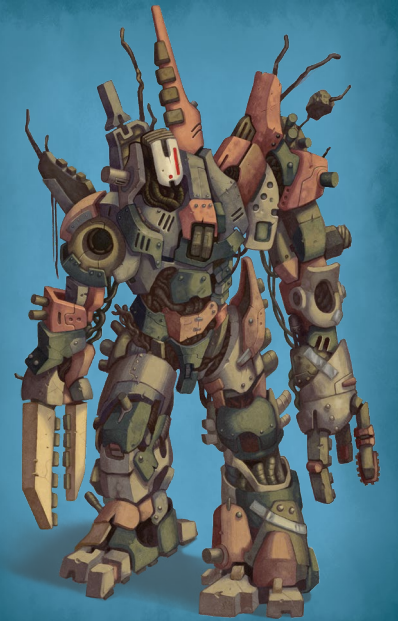
## NACROPE

3 (9)

**Health:** 12**Damage Inflicted:** 3 points**Movement:** Short; fly up to a long distance per round when gliding on extended neck frill

**Combat:** Nacreopes can bite in extremis, but they much prefer to display their psycho-hypnotic neck frill. All creatures within short range who see it must succeed on a difficulty 6 Intellect roll or become hypnotized. Hypnosis victims gain one additional attempt to break the effect, but if they fail, they come fully under the influence of the creature until they discharge the imperative given them or they are broken free by some other influence. The imperative is simple: leave some food and a shiny valuable, then depart the area and forget about it and the nacreope.

106



## NILBRE

5 (15)

**Health:** 22**Damage Inflicted:** 7 points**Armor:** 1 (see Combat)**Movement:** Long**Modifications:** Mental defense, perception, and seeing through trickery and lies as level 7

**Combat:** A starfish-like “nexus” made of humanoid arms accompanies each nilbre. A nilbre relies on one primary weapon wielded by its nexus, which makes two attacks per action with a melee or long-ranged weapon that inflicts damage from energy or subsonic vibration. Targets struck must also succeed on an Intellect defense roll against the psychic emanation of terror the nilbre emits. On a failure, the target feels a surge of panic and uses its next turn attempting to flee. If PCs selectively target the nexus, treat it as an independent level 5 creature with 4 Armor.

110

## NORCROWN

3 (9)

**Health:** 9**Damage Inflicted:** 4 points**Movement:** Short; short when climbing**Modifications:** Climbing, listening, and stealth as level 5

**Combat:** Norcrowns slam creatures with their long arms and charge with their crowned heads as an action. A norcrown can force air through its horns to create a focused blast of sound that strikes one creature within short range, inflicting 4 points of damage.

The leader of a pack of norcrowns is the largest and strongest member. It acts as 1 level higher than a typical norcrown in all regards. Instead of a focused blast, its sonic attack can affect all creatures within immediate range.

112

## NYKAMONO

5 (15)

**Health:** 15 (see Combat)**Damage Inflicted:** 3 points (see Combat)**Movement:** Short**Modifications:** Deception as level 7

**Combat:** Though the outer shell can wield weapons to maintain the charade, a nykamono's best option is to split and release the eight or more constituent *ferals* inside, each of which can range up to a short distance from the collapsed shell. Four ferals can concentrate on one foe and make one attack as if they were a level 5 creature, inflicting 8 points of damage. Each feral must still be attacked individually, as normal. If their numbers are reduced to fewer than four, they attempt to escape back into their shell and flee. If a feral's umbilical is cut (requiring a successful difficulty 6 Speed-based roll with a sharp implement), it attempts to slink off to a dark crevice and spin a cocoon that eventually gives rise to a juvenile nykamono.

*Feral: level 3; Armor 1*

113

## OMERI

3 (9)

**Health:** 14**Damage Inflicted:** 5 points**Armor:** 1**Movement:** Long when flying**Modifications:** Speed defense as level 4. Perception as level 5.

**Combat:** Omeri stingers inflict 5 points of damage and, on a failed Might defense roll, paralyze prey for about an hour. An omeri hunting group is willing to sacrifice a few of its member hunters if at least one prey animal (or PC) can be paralyzed, at which point the remainder snatch up the unmoving form and retreat. Prey that is taken back to a colony may be stored for a day or two before they are used as food. During this time, repeated stings keep them paralyzed.

116

## ONISCID

5 (15)

**Health:** 15**Damage Inflicted:** 4 points**Armor:** 2**Movement:** Short; short when burrowing**Modifications:** Stealth and perception as level 6. Navigation tasks as level 7.

**Combat:** Oniscids prefer to avoid combat and instead lead their victims into dangerous locations within the ruins they inhabit through misdirection. However, they can generate subsonic sounds to confuse, control, or even harm victims. An oniscid can sense creatures through level 6 material at a distance of around 20 feet (6 m) and target creatures through the material within that range.

*Destructive Interference:* One target takes 4 points of damage (ignores Armor).

*Terror:* One target begins to move as quickly as they can in a random direction for one minute or until they can shrug off the effect.

*Hallucinate:* One target believes there to be a wall where there is none, solid ground where there is an abyss, and so on, for about one minute or until they can shrug off the effect.

269

## OORGOLIAN ENVOY

5 (15)

**Health:** 22**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short**Modifications:** Interaction tasks as level 6

**Combat:** Oorgolian envoys prefer not to attack those they make contact with, but when conflict is inevitable, they can use a cypher-like device to instantly transport about five Oorgolian soldiers to their current location.

Envoys can also attack directly by using their psychic link ability to inflict 5 points of Intellect damage (ignores Armor) on a target within immediate range. Once this damage is inflicted, a channel remains open between the envoy and target, which the envoy can use each round as its action to direct the target to take whatever action it desires. The only thing the target can do (in addition to whatever the envoy directs) is attempt to dissolve the mental link.

270

## ORNITHOR

7 (21)

**Health:** 30**Damage Inflicted:** 10 points**Armor:** 8 (10 against electrical attacks)**Movement:** Immediate; long when swimming**Modifications:** Can tear through material of up to level 9 when biting. Speed defense as level 4 due to size.

**Combat:** When combat starts, biomechanical devices invested in an ornithor's shell electrify it, automatically inflicting 10 points of damage on any creature that touches or strikes it. An ornithor's bite inflicts damage and, on a failed Might defense roll, the target is held helpless in the creature's mouth until it can escape. Each round a target is so held, it is electrified for an additional 10 points of damage.

117

## OURMADRAC

7 (21)

**Health:** 33**Damage Inflicted:** 9 points**Armor:** 1**Movement:** Long**Modifications:** Resists deception as level 8

**Combat:** An ourmadrac opens its mnemonic archive, revealing strange scenes, cascading symbols, and mind-bending equations. Creatures (including automatons) within short range who see or otherwise directly sense the open archive must succeed on an Intellect defense roll or become enthralled until they can break free of the effect, or until the ourmadrac singles them out with a direct verbal command. An enthralled creature that's given a command does as it is bid, though in a dazed state such that all its actions while under the influence are hindered. A commanded creature (as opposed to an enthralled one) can attempt to break free of the effect once every ten hours, though outside influences might provide it with additional opportunities.

119



## PANEGYR

4 (12)

**Health:** 20**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Short

**Combat:** Panegyrs ignore other creatures unless their purpose is to defend an area or gather a particular material that something else possesses. In these and similar situations, panegyrs can generate a powerful electrical discharge at a target within short range that inflicts 6 points of damage and, on a failed Might defense roll, stuns the target so they lose their next turn.

Electrical and other conducted energy attacks heal a panegyrr rather than inflict damage. When using this ability in a directed fashion, a panegyrr's touch can drain one or more cyphers carried by a character who fails a Speed defense roll.

120

## PHRONTEX

2 (6)

**Health:** 6**Damage Inflicted:** 4 points**Movement:** Short**Modifications:** Speed defense, climbing, and intimidation as level 3**Combat:** Phrontex use spears as melee or thrown weapons. Unarmed phrontex attack with one claw, inflicting 2 points of damage.

122

## PHYGAMIC CONSTRUCT 5 (15)

**Health:** 15**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Short**Modifications:** Speed defense as level 6 due to psychic ability to see half a second into the future. Perception tasks as level 8 due to psychic talent to see all things.**Combat:** Little gets past a phygamic construct, because they've been designed to see all things using an enhanced psychic talent. If one is attacked or detects an intruder, it sounds a psychic alarm that does two things. It brings other defenders, and it attacks all foes within short range, inflicting 1 point of Intellect damage each on a failed Intellect defense roll. Phygamic constructs are also usually armed with weapons that can make a ranged attack on a target within long range, inflicting 6 points of damage.

123

## RABID FABRICATOR

7 (21)

**Health:** 35**Damage Inflicted:** 7 points**Armor:** 4**Movement:** Short; immediate when burrowing**Modifications:** Speed defense as level 4 due to size**Combat:** A rabid fabricator can create specialized modules that emit rays of electricity and simultaneously target up to three creatures within long range.

At the same time, any creature within immediate range of a rabid fabricator risks being caught in an intake orifice. If caught, a victim sustains 7 points of damage. A character who dies from this damage is consumed, and their body becomes raw material for further fabrication.

Installations, artifacts, or similar numenera objects of level 7 or higher will distract a rabid fabricator from going after living creatures, unless it is attacked, in which case it defends itself.

As long as a rabid fabricator has taken in raw materials recently, it regains 3 points of health per round.

The entity is able to break down installations and other numenera objects of up to level 7 over the course of minutes to hours.

271

## RANGIFER BLIGHT

2 (6)

**Health:** 6**Damage Inflicted:** 3 points**Armor:** 4 (5 against acid, poison, and disease)**Movement:** Short**Modifications:** Acid, poison, and disease attacks as level 5**Combat:** Rangifer blight inflict 3 points of damage when they gore a target with their antlers. However, any creature within immediate range of a rangifer blight is subject to one or more of the following effects each round:

*Acid Spray.* 3 points of Might damage each round for three rounds on a failed Speed defense roll.

*Disease Contamination.* 3 points of Intellect damage (ignores Armor) each day on a failed Might defense roll. Disease damage can't be recovered until the disease is resisted. A disease sufferer can attempt one Might defense roll a day to resist the disease.

*Poison Spore.* 3 points of Speed damage (ignores Armor) for three rounds on a failed Might defense roll.

128

## REVEHENT

6 (18)

**Health:** 22**Damage Inflicted:** 8 points**Armor:** 4**Movement:** Short; long when flying; immediate when burrowing or climbing**Modifications:** Speed defense as level 5 due to size**Combat:** Able to shape their bodies at need, a revehent can batter or claw foes with limbs hard as synthsteel, or it can project bolts of inert tissue at creatures within long range with brutal force. It can use its elasticity to grab and hold foes. Or it can try to crush and smother them, automatically inflicting damage each round until a foe can escape. A revehent can even attempt to tear victims in half (the victim descends one step on the damage track for each round it fails a defense task to resist).

Because they're composed partly of fluid nanites, they're able to repair tears and wounds and regain 2 points of health every round, even if depleted of all health. Burning or similarly damaging a dead revehent or its "gift" permanently destroys it.

272

## RIBBON WRAITH

2 (6)

**Health:** 6**Damage Inflicted:** 2 points**Armor:** 1**Movement:** Immediate; immediate when flying**Modifications:** Attacks and stealth as level 3. Resist mental influence as level 4.**Combat:** A ribbon wraith's touch leaves deep, narrow wounds as if from razor-sharp blades, but actually they are stealing slices of their foe's three-dimensionality. These attacks inflict 2 points of damage (ignores Armor). Each time the wraith successfully strikes, its pained visage heals slightly, as if whatever force crushed it into its current shape is slightly weaker.

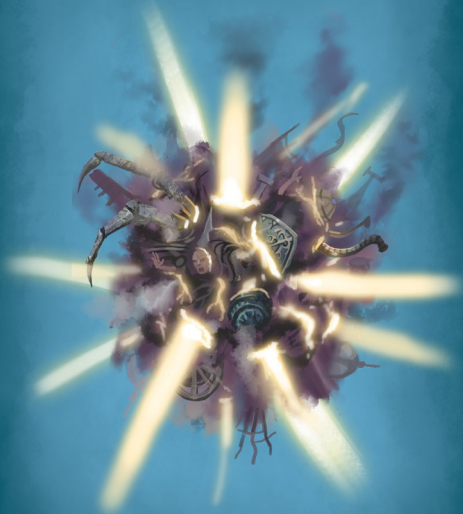
130

## ROCKCLAW

6 (18)

**Health:** 25**Damage Inflicted:** 8 points**Armor:** 6**Movement:** Short; immediate when burrowing**Modifications:** Speed defense as level 5 due to size**Combat:** Unless attacked or an intruder invades its underground lair, a rockclaw prefers to avoid combat. But to protect itself or its lair, it can attack two foes with its claws as a single action, or one foe twice. If attacked in or near its lair, it maneuvers foes into nearby level 5 pitfall traps that have wide mouths but narrow bottoms, trapping targets that fall in so they can't move, hindering all escape attempts by two steps. Targets that fall into a pitfall trap also take 5 points of damage from razor-sharp rocks that line each pit.

131



## RYKATOR

6 (18)

**Health:** 28**Damage Inflicted:** 6 points**Armor:** 2**Movement:** Short

**Modifications:** Speed defense as level 5 due to size. Might-based tasks as level 7. Breaking objects as level 8.

**Combat:** Rykators pummel with their armored heads, strike with their heavy trunk, or stomp their feet. A rykator might pick up a foe with its trunk and either beat them against the ground or fling them up to a short distance away, inflicting 6 points of damage. Some rykators can be trained to throw logs or heavy stones up to a short distance.

134

## SCALE WORM

3 (9)

**Health:** 9**Damage Inflicted:** 3 points**Movement:** Immediate (see Combat)

**Combat:** Scale worms ambush prey at the human scale by “appearing” as if from nowhere as their first attack, easing the attack by two steps if the victim is surprised. The victim takes damage and must succeed on a Might defense task (also potentially hindered by two steps if surprised) or be yanked down to the same scale that the scale worm emerged from. If the worm fails to yank a target into a new size regime, it remains at the human scale to make further attacks.

If victims are reduced to the microscopic scale, they find themselves in an alien world teeming with horrific life, including the scale worm that bit them and at least three to five others waiting to feed. Victims can act normally and attempt a new Might defense roll each round to return to normal size.

135

## SCREAMING FOLIVOR

4 (12)

**Health:** 12**Damage Inflicted:** 5 points**Armor:** 1**Movement:** Short; short when climbing

**Modifications:** Perception as level 6 due to scent

**Combat:** These creatures deal damage with their terrible bite. But the howling that accompanies any attack goes far beyond simple annoyance, hindering the tasks of all prey able to hear normally. Sometimes a screaming folivor takes on small prey alone. But against larger targets, four can concentrate on one foe and make one attack as if they were a level 6 creature, inflicting 10 points of damage. Each folivor must still be attacked individually, as normal. Once screaming folivors engage, it's rare for them to retreat, even in the face of overwhelming odds.

137

## SCROW

5 (15)

**Health:** 20**Damage Inflicted:** 6 points**Armor:** 1

**Movement:** Short; can “disappear” by returning to microscopic scale as an action

**Modifications:** Tasks related to understanding, salvaging, and crafting numenera as level 7

**Combat:** Scrow rely on long-range energy ray weapons. Most scrow on expeditions also carry at least one scalar detonation, which are level 8 cypher-like devices that can be tossed up to a short range and affect all creatures within immediate range. The detonation randomly changes a target's scale, but not uniformly or consistently, which damages their bodies, inflicting 8 points of damage that ignore Armor.

274

## SFERIC

5 (15)

**Health:** 30**Damage Inflicted:** 5 points**Armor:** 3**Movement:** Short; immediate when flying (hovering)

**Modifications:** Resists mental attacks and deception as level 7

**Combat:** A sferic prefers to avoid combat. If it decides to salvage bio-circuitry from a living creature, it extrudes tendrils at a target within immediate range. Each round, the chosen victim must resist the tendrils burrowing into their skull or lose their next turn and take 5 points of Intellect damage (ignores Armor). Once a sferic inflicts 15 points on a given creature, it has the material it desires, though the target permanently loses 3 points from its Intellect Pool (if it recovers at all).

If attacked, a sferic can ably defend itself with its digging and cutting implements, physically attacking every creature within immediate range as its action.

275

## SHELL GARDENER

3 (9)

**Health:** 12**Damage Inflicted:** 4 points**Armor:** 4**Movement:** Short

**Modifications:** Speed defense as level 2 due to size

**Combat:** A shell gardener bites at its prey and defends itself with sweeps of its spiked tail. It is normally a slow mover (an immediate distance each round) and relies on its fast striking speed to catch fish and small animals, but it sometimes hunts larger prey and can keep up with a human for several minutes before tiring.

Every gardener has an unusual kind of plant growing on its shell, which provides it with one beneficial effect. Typical symbiotic benefits are immunity to disease and poison, 5 Armor against one or more types of energy, healing 1 health each round, hindering actions of all other creatures within short distance, adding poison or energy damage to the animal's bite (inflicting +2 points of damage), shifting out of phase to escape attacks or bypass obstacles, increasing its level for a skill, or adding to its health.

140

## SHINSPINNER

2 (6)

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

**Modifications:** Tasks related to crafting as level 5

**Combat:** Alone, shinspinners are hardly threatening; however, a group of four is dangerous, and a colony is something else again. When four or more shinspinners attack a single foe, they act as a single level 4 creature. A target hit by such a group takes 5 points of damage from the flurry of claws and bites and is subject to having a cypher or artifact plucked from their person by inquisitive hands.

But the true problems arise when explorers attempt to worm their way into a shinspinner colony, either to explore it or to clear it out. Shinspinner colonies are rife with level 5 traps, ranging from simple deadfalls to complex, movement-triggered force-field cages and disintegration beams. In addition, at least one group of shinspinners in any colony spends all its time tinkering with a stolen weapon artifact—usually some kind of ray or missile emitter that only a group of shinspinners can make work. Such an attack is made as if by a single level 5 creature and inflicts 8 points of damage in an area an immediate distance in diameter.

276

## SPLINTER TANGLE

3 (9)

**Health:** 9**Damage Inflicted:** 3 points**Armor:** 1**Movement:** Short

**Modifications:** Defends as level 4 due to resilient body structure

**Combat:** A splinter tangle attacks foes with its “head” or one of its limbs, crushing and piercing its prey with a spine-covered lump.

The colony can reshape itself in limited ways to suit specific needs. As its action, it can do any one of the following things: change to a five-legged form and move up to a long distance, change to a bipedal form and make two or three melee attacks, change to a flattened form and swim a short distance, or change to a squat form that climbs as level 6.

145



## SYNTH EATER

3 (9)

**Health:** 9**Damage Inflicted:** 4 points**Movement:** Short; immediate when burrowing**Modifications:** Perception as level 5 due to scent. Initiative as level 6.

**Combat:** Synth eaters have an incredibly powerful bite, which they use to tear off chunks of synth from debris fields, standing structures, or the casings of strange items. They can attack singly or in groups of four or more, in which case they make one attack as if they were a level 5 creature and inflict 8 points of damage.

A group of six or more can spend a round to meld together into a single creature: a synth eater 20 feet (9 m) long with a mouth large enough to swallow a human whole. These melds are level 6 creatures that inflict 10 points of damage. Melds can also make quick work of an installation.

The digested, oily black tar left behind by synth eaters is poisonous to most living creatures. If creatures get any on themselves, they suffer 3 points of damage from the illness and bone-wracking nausea that follows.

277

## TABANID

5 (15)

**Health:** 20**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Short**Modifications:** Breaks objects as level 7. Stealth tasks as level 6.

**Combat:** Tabanid can animate their long trailing cloaks to become an additional and deadly "limb" in combat, giving them a reach of 20 feet (6 m) and allowing them the option of grabbing and holding immobile foes they strike. If a grabbed target fails a Might defense task, they can do nothing until they can escape on a later round.

In addition, a tabanid can absorb worked materials (which includes drit) by touch, healing itself for a number of points equal to the level of the material or component. Mundane materials provide 1 point of healing, synth provides 2 points, synthsteel 3 points, and so on, as described on the Lotum Result Table. If a tabanid holds its action until attacked, it can absorb a physical object made of these materials (such as a sword, arrow, or cypher that touches it) if the attacker fails a Speed defense task.

278

## THLIPSID

5 (15)

**Health:** 15**Damage Inflicted:** 5 points**Armor:** 2**Movement:** Short; every other round, can move up to three times its normal movement by contracting time**Modifications:** Knowledge of time and temporal engineering as level 8

**Combat:** Though adverse to combat, an hour merchant is quite capable of defending itself with a touch of one of its mechanical prostheses. When it does, space-time collapses and that creature freezes in time for one minute. A creature frozen in time can't act or be acted upon.

Once every other round, a thlipsid can take three actions in one turn as it expands the time it stole for its own benefit.

If an agreement has been reached, an hour merchant will sell time taken from others in the form of a small metallic token. Thereafter, the buyer can choose to take one extra action up to once each day and usually no more than three times in total.

279

## TOUGLIM

2 (6)

**Health:** 7**Damage Inflicted:** 4 points**Armor:** 1**Movement:** Short

**Modifications:** Intimidation as level 3 (when their true appearance is seen). Might-based tasks as level 3.

**Combat:** Touglim use swords and bows. They usually wear some kind of leather armor. Most are accompanied by a tovrst that they raised and trained from birth.

152

## TROMUNN

5 (15)

**Health:** 21**Damage Inflicted:** 9 points**Armor:** 3**Movement:** Short**Modifications:** Knowledge of history as level 7. Understanding numenera and crafting numenera as level 6.

**Combat:** A tromunn might have any number of different abilities, but most will have a reliable long-range attack as well as a limited ability to move objects within short range with their mind. Tromunns collect cyphers and possibly artifacts, giving them lots of options.

If killed, a tromunn regenerates from the remains of its head after a few weeks of dormancy. However, unless its prosthetics (or materials for making new ones) are nearby, its mobility becomes limited.

155

## TUNNEL SEAL

5 (15)

**Health:** 15**Damage Inflicted:** 6 points**Armor:** 1 (2 against fire)**Movement:** Short; short when burrowing**Modifications:** Escaping and avoiding restraints as level 6

**Combat:** Tunnel seals bite their prey and grab on with the strong hooked claws they use for digging. After a successful bite attack, they automatically grab on with their claws, easing their bite attacks until the opponent pries itself free with a Might defense roll. If outnumbered, they may grab one creature and drag it into a nearby tunnel to finish off their prey without distractions.

Their flesh is coated in a noxious, slippery slime that provides 2 points of Armor against fire and helps it escape restraints, confined spaces, and attempts to hold it.

157

## TYGNOG

3 (9)

**Health:** 12**Damage Inflicted:** 3 points**Armor:** 1**Movement:** Short; short when climbing or swimming**Modifications:** Climbing and stealth as level 4

**Combat:** Tygnogs attack with up to four limbs as an action, attacking one or two creatures with two limbs each. Each limb inflicts 3 points of damage and injects the foe with venom, inflicting 2 points of Might damage unless the target makes a Might defense roll.

158

## TYRIAJA

2 (6)

**Health:** 6**Damage Inflicted:** 2 points**Movement:** Short**Modifications:** Perception and climbing as level 3. Speed defense as level 3 due to size.

**Combat:** A tyriaja attacks with a spear or other simple weapon made out of a scrap of wood, metal, or synth.

The tyriaja's entire body is very poisonous. Any creature that touches or strikes it takes 1 point of Speed damage immediately and again every minute until the attacker makes a Might defense roll. A tyriaja without a weapon might brush its side flanges against an opponent, inflicting no damage from the attack but exposing the opponent to its poison.

159



## UBI

4 (12)

**Health:** 18**Damage Inflicted:** 4 points**Armor:** 3**Movement:** Short; immediate when phasing through barriers**Modifications:** Stealth as level 7. Phase through barriers (including force fields) as level 6.**Combat:** An ubi attacks with its bladed arm. If damage is inflicted, targets must also succeed on either a Speed defense roll or an Intellect defense roll, or lose an object from their equipment or a memory, respectively.

If the ubi tries to take a memory, it specifies the nature of the memory to be removed, such as “your training in swords” or “everything that happened over the last minute,” or even “your name” or “how to speak.”

Stolen memories are collected in tiny fused glass globes that flicker as if internally lit. Touching a memory globe gives a preview of the memories contained therein, and if a creature touching a globe wills it, the memories are infused into the creature for several minutes. If a victim of memory theft does this, their memory is permanently restored.

160

## URANK

4 (12)

**Health:** 24**Damage Inflicted:** 6 points**Armor:** 1**Movement:** Long**Modifications:** Perception as level 6**Combat:** The urank bites prey in its powerful jaws, clamps on tight, then shakes and chews the target until they've expired. Jaw-clamped prey can do nothing but attempt to escape each round (a difficulty 6 Might-based task), automatically taking 6 points of damage each round until it manages to do so.

Most attacks only infuriate an urank no matter how much damage is inflicted, but attackers can drive them off when they successfully inflict at least 12 points of damage with one or more electrical attacks.

161

## UTHALIC BEE

2 (6)

**Health:** 6**Damage Inflicted:** 2 points**Armor:** 2**Movement:** Short; long when flying**Modifications:** Speed defense as level 3 due to size**Combat:** Uthalic bees use their toxic stinger, inflicting 2 points of damage and injecting their target with a level 2 poison. If the target fails a Might defense roll, it takes 2 points of Speed damage; every minute thereafter it must make another Might defense roll or take poison damage again. Unlike common tiny bees, a uthalic bee's stinger doesn't automatically get stuck in its target's flesh, so it is able to keep stinging again and again.

162

## VADASKO

2 (6)

**Health:** 7**Damage Inflicted:** 3 points**Movement:** Short; long when flying**Modifications:** Speed defense as level 3 due to size. Perception as level 4.**Combat:** A vadasko can bite with its beak or strike with both of its strong wings. It can spray its digestive acid every few rounds at one target within immediate range, inflicting 4 points of damage and blinding the target for one round. The smell of their acid triggers a hunger reflex in the birds, so if one vadasko uses its acid attack, others in the fight are likely to do so on the same round.

Vadaskos attacking a larger creature automatically cling to it like bats, gaining an asset to their bite attacks on later rounds. Prying off a clinging vadasko is a Might task.

163

## VAPOR LICE

3 (9)

**Health:** 18**Damage Inflicted:** 4 points**Movement:** Short when flying**Modifications:** Stealth tasks as level 6 when moving in fog or cloud**Combat:** When vapor lice in thick fog attack with surprise with their sharp claws, the victim's Speed defense tasks are hindered by two steps. The same potential for surprise is true of prey that wanders into a foggy area strung with near-invisible strands of water webs, which can hold a target fast until they can escape. The water webs draw excess moisture from prey without any action on the vapor lice's part, inflicting 1 point of Speed damage each round (ignores Armor) until the prey can escape. During this same period, one or more vapor lice attacks entangled prey, inflicting 4 points of damage each round with their claws. If the fog is thick enough, PC defenses may continue to be hindered because they might be almost blind in the mist.

166

## VARANIK

6 (18)

**Health:** 22**Damage Inflicted:** 6 points**Armor:** 3**Movement:** Short**Modifications:** Speed defense and stealth as level 5 due to size**Combat:** Varaniks bite and lash out with their long tails. A varanik's bite is venomous, moving the victim one step down on the damage track on a failed Might defense roll. The venom also enhances bleeding, so the victim takes 1 point of damage each round until they use an action to treat the wound.

167

## VENSIN HOOL

7 (21)

**Health:** 35**Damage Inflicted:** 7 points**Armor:** 4**Movement:** Short; long when flying**Modifications:** Speed defense on the ground as level 6 due to size. Perception as level 8.**Combat:** A vensin hool can shoot up to four metal slugs or destructive rays as a single action at the same or different targets within long range. When flying, it can fire one slug or destructive ray at a range of 1,000 feet (300 m) in lieu of making four attacks. When on the ground, it can instead bite or smash with its forelimbs, but it is unlikely to do so.

The crest on a vensin hool's head is a complex sensory device that gives it data in the visual and infrared spectrums, as well as radar, sonar, and other types of input. Because of these redundant senses, they are immune to visual effects such as illusions. They can detect the presence of numenera suitable for eating at very long range.

170

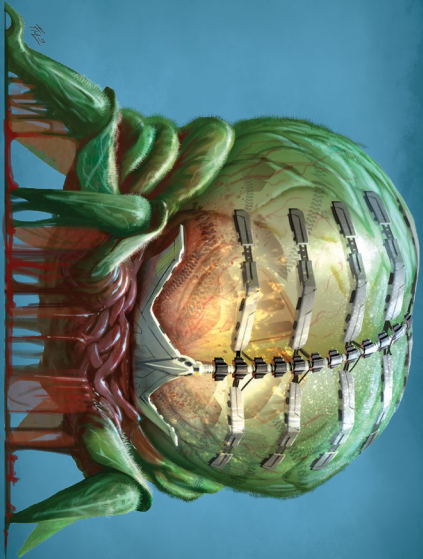
## VISCIOUS APPROXIMATOR

6 (18)

**Health:** 18**Damage Inflicted:** 6 points**Armor:** 2**Movement:** Short; short when climbing**Modifications:** Defends against mental attacks as level 7**Combat:** An approximator lashes out with multiple pseudopods, collectively inflicting 6 points of damage. A struck foe must make a Might defense roll or be grabbed and enveloped by its semifluid body. Each round thereafter, the absorbed foe takes 6 points of damage from corrosive chemicals. The absorbed foe's physical actions are hindered, but they can escape with a successful Might defense roll.

Meanwhile, the approximator begins to build a clone of its captive, which initially appears as random organs and bones within the creature's body. On the second round after the enveloping attack, the clone is fully developed and is expelled automatically. This duplicate is usually dead and malformed in many ways—organs herniating through its flesh, misshapen facial features, or even limbs from different kinds of creatures. If the clone lives, it is a bestial, crazed thing that attacks nearby creatures, flees, or tries to tear itself apart.

172



**WAXRIF**

4 (12)

**Health:** 16  
**Damage Inflicted:** 3 points  
**Armor:** 1  
**Movement:** Short  
**Modifications:** Speed defense as level 3 due to size. Perception as level 5.  
**Combat:** Waxrifs attack with their long, raspy tongue, inflicting 3 points of damage. They can also strike out with their lateral tendrils, which inflict 1 point of damage. The tongue and tendrils are all venomous and inflict 3 points of Speed damage if the target fails a Might defense roll. This poison lingers in the target's body, and if it dies within a few hours of taking damage from the poison, the target's body fat converts to a grey or tan wax called corpse wax.

176

**WOAD SEEKER**

4 (12)

**Health:** 18  
**Damage Inflicted:** 4 points  
**Movement:** Short  
**Modifications:** Speed defense as level 3. Deception as level 6 (when evoking immobile flora).  
**Combat:** Victims are burned by the acid-like touch of woad seeker tendrils and must succeed on a Might defense roll or suffer from excessive bleeding and hair loss, reducing their maximum Might Pool by 2 points until the condition passes a few days later. Any creature killed by a woad seeker, either immediately or because of complications from bleeding, sprouts the green tendrils of a juvenile woad seeker within a few hours.

177

**ZANEROTH**

5 (15)

**Health:** 20  
**Damage Inflicted:** 5 points  
**Movement:** Flies up to a long distance each round  
**Modifications:** Speed defense as level 4 due to size. Stealth tasks as level 6 due to mimicry.  
**Combat:** A zaneroth bites prey, inflicting damage and, on a failed Might defense roll, the victim is paralyzed until they successfully resist the effect, which they can attempt once every minute. A zaneroth usually consumes paralyzed victims, a process requiring only a few minutes. Consumed victims are distilled to a liquid essence and stored in a honeycomb-like cell sealed with secreted glass.  
 When physically struck, a zaneroth releases a cloud of poisonous motes (requiring no action on their part) that potentially affects every other nearby creature that fails a Might defense roll. Affected creatures are paralyzed and lose their next turn.

180

**ZULERIN SENTINEL**

6 (18)

**Health:** 20  
**Damage Inflicted:** 6 points  
**Armor:** 2  
**Movement:** Short; short when burrowing  
**Combat:** If approached in any direction other than straight on, or if attacked, a zulerin sentinel releases a volley of long-range energy attacks, targeting up to six creatures. Creatures hit by the attack take 6 points of damage and must succeed on a Might defense roll. On a failure, each develops a harmful mutation (but only one per encounter with a zulerin sentinel). These mutations take full effect after ten minutes and last for 28 hours before the target reverts to normal.  
 If a zulerin sentinel feels that it might lose a conflict, it retreats into its burrow or creates a new one to escape.

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