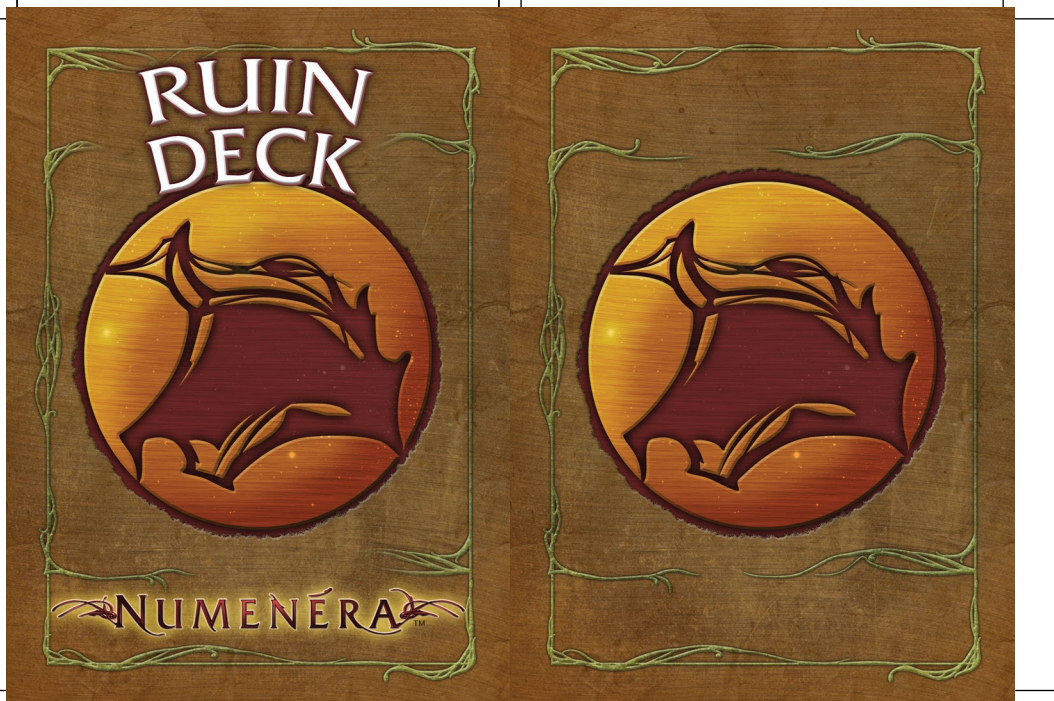




To print your Ruin Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

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 CARD LISTINGS

Upper Left: A d100 roll.

Upper Right: A random color.

Lower Left: A random creature, the book it comes from, and the page number where you can find it in that book.



Numenera Discovery



Ninth World Bestiary



Numenera Destiny



Ninth World Bestiary 2

Lower Right: A random number of exits and a random direction for an exit. For example, if you draw a card with a "2" here, there are two exits out of the room. You can either use the direction listed after that number, or draw another card for each exit to see which way that exit leads.

Ruin Idea 1 and Ruin Idea 2: The center of the card has two ideas for what is in this area. Many of these ideas include multiple options—pick one or more to make each area unique. Some ideas say "[COLOR]" to remind you to choose or draw a color to add to the description of that idea.

NUMENERA RUIN DECK

Quickly and easily build ruins for player characters (PC) to explore or create them randomly on the fly.

This deck contains 100 cards with random rooms, creatures, and configurations. When you need an obstacle, encounter, or mysterious object to flesh out a location in a ruin, simply draw a card from this deck. The text at the center of the card provides two options for what players might find (or combine both into something really strange). Text at the corners of the cards allows you to flip to generate random creatures that live in the ruin, colors for some aspect of the room—a red energy discharge, blue synth, green beasts, and so on—or the number of exits from the room and their directions.

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Editing: Kate Alice Marshall

Proofreading: Ray Vallese



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1

Green

Resin-like whorled secretions cover the area, apparently laid down over months or years by some kind of creature or biological process. May be slippery. May be covering something underneath.

[COLOR] light heals 1 point of damage per minute, up to a maximum of 6 points per creature in any 28-hour period. May discolor flesh. May create strange emotional attachments. May cause intoxication.

Margr  240

1 left

2

Red

Floating [COLOR] sphere that shifts hue on touch.

Nozzles sporadically spray area with water vapor. May be acidic. May have a wonderful, pleasant odor. May induce sleep. May erase the concept of distance (near and far feel the same).

Broken hound  226

1 up

3

Orange

Glass panels that reverse reflections in time.

Mechanism in this chamber attempts to communicate by changing light intensity on a screen.

Callair  228

2 down

4

Yellow

[COLOR] fluid that turns to gas if warmed by touch.

Creature uses chamber to gestate/birth/ hide young.

Disassembler  233

3 left

5

Green

[COLOR] crystal cylinders filled with thousands of dead creatures.

Remnants of shattered device scattered here. May be reassembled into a functioning artifact that seems normal but explodes upon depletion.

Laak  239

1 right

6

Blue

[COLOR] rods age explorers one day per minute.

Synth and metal disc can be used as a levitating vehicle for up to one hour per day (depletion: 1 in 1d6). May deliver passengers to a different destination than the one intended.

Shinspinner  276

1 left

7

Indigo

[COLOR] spheres shed bright light, triggered by movement.

Sparkling dust (inactive nanites) fills this chamber in fine drifts. May form a glowing nimbus around one character. May form a nimbus that eases the character's tasks and hinders nearby allies' tasks. May form a nimbus that enrages visitants or ultraterrestrials.

Murden  243

3 left

8

Violet

Water leak creates ice sculptures in bizarre shapes.

Pulses of [COLOR] light are emitted from a sphere-like device, changing slightly with each pulse as if counting something down. May be linked to a spatial portal that changes after each countdown. May be counting down to a dramatic reversal of gravity.

Nevajin  244

1 left



9

Cyan

Umbilical ports provide those who can connect +1 to Intellect Edge for one hour, once a day.

Area of folded space held in place by machine in chamber, closes if machine is deactivated. May inflict ambient damage to creatures in the area. May expand if the machine is deactivated, absorbing nearby matter.

Nibovian wife  245 2 forward

10

White

Umbilical ports provide those who can connect deep sleep and strange dreams for one hour.

Walls of chamber striped with material that absorbs light and warmth, making area impossible to illuminate or heat. May instead absorb sound or vibration. May instead absorb emotions.

Oorgolian soldier  246 3 left

11

Black

Crystal dome shows planetary sphere (real-time view of Earth from high above in the void).

Area shakes, shifts, sometimes rotates.

Philethis  247 1 right

12

Grey

Crystal dome shows a parallel-dimension version of the viewer.

Area randomly spins rapidly, ejecting contents.

Mastigophore  241 2 forward

13

Silver

Crystal dome shows a map of the chamber and all other chambers within long range.

Skull of dead human explorer has metallic insects for teeth, which attack investigators.

Ravage bear  249 3 up

14

Gold

Square pool of clear fluid, but thick as honey.

Device attempts to operate on living creatures; it can heal hurts great and small, but often malfunctions. May replace a limb with a [COLOR] metal cone. May replace one eye with a blank metal sphere that doesn't initially seem functional. May add vestigial wings to back that do not initially seem functional.

Blood barm  226 1 down

15

Copper

Square pool of opaque [COLOR] fluid that flows to cover explorers, forming a second skin that prevents wearer from seeing, breathing, etc.

Device close to malfunction; failed Intellect task causes device and chamber to disappear, causing a new rupture in the larger structure.

Callerrail  228 2 left

16

Bronze

Square pool of boiling [COLOR] fluid that is cool to the touch.

[COLOR] metallic boxes hum and spit sparks. May induce malfunctions in nearby numenera. May temporarily add +1 level to nearby numenera objects. May allow viewing into nearby dimensions.

Margr  240 3 right



17

Pearlescent

Square pool, empty but contains [COLOR] crystal residue; if rehydrated, a creature emerges.

Thick [COLOR] disc emits a variety of intense, moody, and sometimes overwhelming sounds that can be pleasant or evocative, but which eventually draw other creatures.

Murden  243

3 forward

18

Amber

Pod dehydrates any living creature that enters, creating a slim husk. Rehydration requires a successful Intellect task.

[COLOR] spheres on device seem like simple metallic orbs, but have an allure via telepathic induction that is difficult to ignore. May remove some memories. May create an affection for a kind of food, activity, or entertainment that previously never appealed.

Nibovian wife  245

2 left

19

Jade

Floor electrostatically sticky, holds explorers.

[COLOR] solid floating in transparent tube impossibly has nineteen equally matched sides and eight angles.

Philethis  247

1 right

20

Emerald

[COLOR] cylinder emits a low-gravity field.

Wall mirror reflects images upside down.

Ravage bear  249

1 forward

21

Sapphire

Clear [COLOR] cylinder emits subsonic vibration.

Wall mirror reflects characters as silhouettes.

Sathosh  251

1 left

22

Magenta

Synth sculpture moves incrementally when touched.

Wall mirror reflects unfamiliar faces back.

Stratharian war moth  255

3 right

23

Brown

Complex pattern in a crystal places target's consciousness in psychic labyrinth until they can escape.

Wall "mirror" is actually glass pane behind which complex automatons try to exactly mimic what happens in front of the pane.

Yellow swarm  260

1 forward

24

Eggshell

Complex pattern in a crystal induces viewers to laugh with unexpected pleasure.

Wall mirror births automatons that look like creatures pictured in it minutes earlier, but they have a lifespan of only hours.

Sarrak  250

2 up



25

Fuchsia

Complex pattern in a crystal grants viewer an asset on next Intellect task attempted.

Platform causes extreme pain to creatures on it. May slowly transform a creature into something else. May persist for hours. May cause extreme hunger. May cause enjoyment of pain.

Sathosh  251

3 down

26

Wood

Complex pattern in a crystal makes viewer feel unaccountably sad.

Device fashions odd but somehow alluring synth bracelets that could be used as jewelry. May hover around wearer. May fuse to wearer's flesh.

Seskii  252

1 left

27

Ice

Arch duplicates creature (without equipment), but dead.

Synth nests hold insect-like automatons that act as a single intelligence that knows a little of nearby areas. May be a guardian. May be hostile.

Stratharian war moth  255

2 right

28

Sand

Arch cleans anything that moves through it.

[COLOR] fire "burns" here, but isn't hot; objects and creatures that enter area begin to flame, but do not burn.

Thuman  256

3 forward

29

Ruby

Arch steals one organ from any living creature that moves through it; reattaching the organ requires a difficulty 5 surgery task.

Circular synth conduits run through the area, conveying [COLOR] liquids to other areas.

Varakith  258

1 left

30

Red

Rack of devices hum and whisper in an unknown language if activated.

Anyone passing through the area suddenly accelerates to ten times their starting pace, potentially turning creatures and objects into dangerous projectiles.

Yellow swarm  260

2 right

31

Orange

Complex device with a flat, sparkling surface; all water is sucked from anything touched to the surface (inflicting 2 points of Speed damage to a character who touches it).

Ceiling dome sparkles with random glows and hums.

Yovok  261

3 forward

32

Yellow

Rack of devices blink faster and faster for one minute when activated, then go dead again.

[COLOR] electricity grants those exposed +1 to Speed Edge for one hour, but repeated exposure causes a runaway reaction that inflicts 3 points of Speed damage each round until the victim succeeds on a Might defense task.

Accelerator  20

1 left



33

Green

Rack of devices become ten times heavier when activated.

Gravity discharge pulses every few rounds, dramatically increasing gravity, which inflicts 6 points of ambient damage on a failed Might defense task.

Mastigophore



241

2 right

34

Blue

Wide metallic urn from which [COLOR] crystal bubbles emerge and waft until they burst.

Gravity drops to nothing every few rounds.

Chance moth



30

3 forward

35

Indigo

Wide metallic urn from which [COLOR] liquid bubbles emerge and waft, emitting psychic questions of surprise and curiosity, until they burst.

White-hot plasma discharge inflicts 10 points of damage to those in its path.

Coccitan



32

1 up

36

Violet

Wide metallic urn from which acidic [COLOR] bubbles emerge and waft, endangering explorers.

[COLOR] plasma discharge restores 6 points to a character's Pools, but each repeated exposure causes the character to descend one step on the damage track.

Nevajin



244

2 down

37

Cyan

Wavering light sculpture resembling a human brain with three major divisions instead of two.

Pulsed light dazes victims for one round. May grant knowledge, but too many uses inflicts Intellect damage. May implant a compulsion to deliver a message to a creature elsewhere in the structure. May erase memories of the previous 28 hours.

Decanted



34

3 left

38

White

Wavering light sculpture flicks into existence, displaying brain of nearest explorer.

[COLOR] plasma sears strange symbols and equations on exposed creature's skin and face.

Dedimaskis



35

1 right

39

Black

Wavering light sculpture of a circular portal through which stars and galaxies are visible.

[COLOR] electricity supercharges a creature's carried cyphers and artifacts, increasing their level by 3. A repeated exposure causes charged cyphers to explode as if detonations of their new higher level.

Entrope



46

2 forward

40

Grey

Dozens of translucent spheres, soft to the touch, form a mechanism that emits a lilac and ozone odor.

[COLOR] plasma causes mundane equipment and clothing to melt into goo; important equipment resists on a successful Speed defense task by owner.

Ergovore hound



47

3 left



41

Silver

Metallic pod petrifies objects.

Psychic flare from an exposed conduit inflicts 3 points of Intellect damage (ignores Armor) each round on creatures within immediate range. May create a random phobia.

Erulian  48

3 right

42

Gold

Metallic pod puts anything that enters into stasis, which lasts until the pod ejects the object or creature.

Kinetic energy leaks from exposed conduit as [COLOR] electricity, transferring to creatures within immediate range, potentially hurling them a short range in a random direction and inflicting 5 points of damage.

Flying elchin  54

2 forward

43

Copper

Metallic pod dyes objects [COLOR].

Chronal energy leaks from cracked device. May trap creatures for minutes or hours without them realizing it. May push creatures forward in time a few seconds. May surround creatures in slowed time (all tasks are hindered) for minutes or hours.

Gazer  56

1 left

44

Bronze

Metallic pod turns opaque objects translucent.

Magnetic energy pulses from a complex device of spheres and rods, visible as [COLOR] surges of light that create such intense reactions that the tiny bits of iron in a creature's blood become magnetized, repelling one another in a way that risks causing the creature to detonate. On a failed Might defense task, an affected creature descends one step on the damage track and takes 10 points of Speed damage (ignores Armor).

Grey sampler  60

1 right

45

Pearlescent

Metallic pod turns solids to liquids.

The surrounding area is oddly quiet as sound is stripped away and stored in a [COLOR] device thick with metallic prongs. A malfunction in the device sometimes releases the stored energy in sonic crescendos of white noise that can deafen nearby creatures. May activate or reprogram nearby cyphers.

Grush  62

2 forward

46

Amber

Metallic pod freezes objects.

Psychic energy leaks from exposed conduits. May cause discord among creatures in the area, potentially causing armed conflict among those who fail an Intellect defense task. May cause contentment and euphoria. May cause fear. May cause trust and pacifism.

Ishenizar  67

3 up

47

Jade

Metallic pod constantly discharges thick [COLOR] fluid that is similar to drit "mud."

Concentrated ion leaks from a crystalline and synth device, causing a howling, moaning sound to reverberate through nearby areas, along with a slight breeze.

A fierce wind emanating from the device at its source makes it difficult to approach directly.

Jurulisk  69

1 down

48

Emerald

Metallic pod hums and vibrates but does nothing else that is obvious to observers.

Psychic energy leaks from exposed conduits, inducing feelings of agony among creatures in the area, potentially making those who fail a Might defense task fall into writhing heaps.

Kalyptein crab  70

2 left



49

Sapphire

Random oddity

*Oddities table, page 305*

Transdimensional energy swirls and flows through the area, sometimes condensing into objects that were not there earlier, or causing equipment of creatures in the area to randomly disappear.

Magmid 79

3 right

50

Magenta

Glass barrier holds healthy underwater biome.

Temporal energy swirls and flows through the area; the energy has a chance to transport creatures who enter the area to the location of their birth.

Minnern 85

1 forward

51

Brown

Glass barrier holds fluid-like translucent fog behind which strange creatures seem to move.

Haze of [COLOR] gas escapes from reservoir; the gas is a "flavored ion" that induces the sense of eating a very satisfying sugary treat in creatures that come into contact with it.

Nalurus 90

2 left

52

Eggshell

Crystal columns are embedded with what seem to be skinless, dead humanoid creatures.

Massive cracked canister has leaked electric algae, which crusts all surfaces in the area and has advanced into some of the areas beyond. The growth has achieved sentience and can telepathically speak with those who are sensitive enough to hear it. The algae can electrify itself to gather fertilizer in the form of living creatures, or to defend itself from grazing.

Neveri 91

3 right

53

Fuchsia

Crystal columns glow when cyphers are near.

Grafts one extra automaton limb onto a user, which is an asset for tasks where having an extra hand would be useful.

Nychthemerom 94

1 forward

54

Wood

Crystal columns sap nearby cyphers' energy.

Plates a user with flexible synth, granting +1 to Armor but hindering all movement-related tasks.

Plasmar 98

2 left

55

Ice

Crystal column displays strange symbols in a language too complex for normal humans.

Device produces a cypher (offensive or defensive). May recharge a used cypher.

Cuiddit 258

3 right

56

Sand

[COLOR] cylinder emits a high-gravity field.

Heals, cures, and "refurbishes" an unhealthy living creature or automaton; for example, a creature missing an eye or limb gains a new one, though one that is made of crystal and synth.

Cynoclept 259

1 forward



57

Ruby

[COLOR] cylinder attracts nearby metallic objects.

Grants a user long-range telepathy for about a day; the following day the creature suffers a severe headache and Intellect-related tasks are hindered.

Esculant  261

2 up

58

Red

[COLOR] cylinder repels nearby metallic objects.

Grants a user +3 to Might Edge for about a day; the following day the creature has severe stiffness and all Might-related tasks are hindered.

Fossick  263

3 down

59

Orange

Synth box adds tiny legs to objects placed inside.

Creates a wormhole that persists for an hour to a location the user chooses.

Spurn  120

4 left

60

Yellow

Synth box adds tiny eyes to objects placed inside.

Over the course of an hour, a user is returned to their most viable physiological age (for humans, that's around 25 years old).

Syzygy ghoul  122

1 right

61

Green

Empty synth boxes are conveyed along a portion of the chamber, emerging from one wall cavity and entering another. A dead mechanism meant to deposit material into the boxes intersects the moving containers. May sometimes deposit iotum. May sometimes deposit drit. May deposit expended cyphers that can be salvaged.

User gains a voice in their head. May ease all knowledge tasks, but sometimes attempts to take over when the user is hurt, distracted, or sleeping. May ease all tasks to detect falsehoods, but hinders all attempts to lie.

Griefsteel  264

2 forward

62

Blue

Machine fuses any two objects brought near it.

User gains an additional [COLOR] eye that can't stand bright light but allows the user to see in the dark.

Mimetan  268

3 left

63

Indigo

Machine halves any objects brought near it.

User gains "flesh flaps" between their arms, fingers, and sides of their body, allowing them to glide to a safe landing from all falls over 30 feet (9 m).

Xaar  135

4 right

64

Violet

Machine grinds small object into drit.

Produces a clone of the user that is mentally and physically only three months old.

Xacorocax  136

4 forward



65

Cyan

Machine heats objects to boiling temperature.

Synth helm fitted to user alleviates their need to breathe.

Oniscid  269

3 left

66

White

Machine adds tiny wheels to any object.

Device contains knowledge of nearby star systems.

Brendril  29

2 right

67

Black

Machine adds metallic eyes to any object.

Device contains knowledge of nearby dimensions.

Scrow  274

1 forward

68

Grey

Machine stitches metallic wires to any object.

Device contains a wealth of confusing scenes from an ancient star-faring species.

Carnivorous color  32

1 up

69

Silver

Metallic wires absorb all nearby sound.

Device renders a creature or object out of phase for a random period, usually lasting no more than 28 hours.

Cypher zealot  188

2 down

70

Gold

Metallic wires amplify all nearby sound.

Slender trees with [COLOR] bark have sprung up in a soft layer of drit and dust.

Cypherid  40

3 left

71

Copper

Synth machine rusts metallic objects.

[COLOR] spiders, worms, and similar vermin are thick in the area, infesting a few large masses that turn out to be the bones of long-dead creatures that were very, very large. May include gigantic humanoid bones.

Dal  41

4 right

72

Bronze

Synth machine magnetizes metallic objects.

Several dead creatures are here. They have been looted. Some may have had their faces flayed off and sewn back on again with synth thread.

Datatar  42

1 forward



73

Turquoise

Synth machine electrifies metallic objects.

Machine can extrude house-sized crystal solids that glimmer internally but have no obvious purpose. May create metal, synth, or flesh solids instead of crystal.

Decanted reaper  44

2 left

74

Amber

Two large, hovering, spinning metallic spheres. May unlock or power nearby numenera items. May shut down nearby numenera items. May stop or start in response to questions and answers. May glow in the presence of visitants or ultraterrestrials.

An entity has already been here and scribed notes in [COLOR] ink explaining how to use the devices here.

Dread rider  47

3 right

75

Jade

Hovering orb-shaped space eats all light. May teleport things entering it. May disintegrate things entering it.

Filled with tumbling components and machine parts 10 feet (3 m) to a side, apparently once fused to the walls but now weightless and dead, that crash and batter each other. Each long distance moved through the chamber requires a successful level 5 Speed defense task to avoid being battered for 5 points of damage.

Elaan  50

4 forward

76

Emerald

[COLOR] rectangle-shaped slab emits deep hum. May display thoughts of nearby creatures. May transfer consciousness of a nearby creature into a floating crystal.

Metallic pyramids of all sizes, some as small as a thumbnail, others as tall as buildings, are jumbled in this space. May be magnetized. May be electrified.

Flaw  55

1 left

77

Sapphire

Contact with wall causes slightly acidic gas to spray from ceiling fixtures for several minutes.

The space is occupied by an odd ecosystem of [COLOR] plants, tiny [COLOR] clouds, and small, singing, harmless beasts with two heads.

Gaphelin  57

2 right

78

Magenta

Contact with wall causes [COLOR] paste to emerge from wall fixture for several rounds; the paste is somewhat nutritious but tastes terrible.

A massive crystalline object floats at the center of this cavity, slowly rotating, held in place by an unseen force. May refract disturbing, impossible colors that cause temporary insanity. May contain the preserved head of a massive creature.

Gevanic  58

3 forward

79

Brown

Contact with wall causes fixture elsewhere in the chamber to detonate, but only once.

A broken, partly smashed vehicle capable of traveling into the void lies in—or has been somehow wedged into—this cavity. With enough time and effort, the ship might be repaired, but getting it out of the cavity is another problem.

Golden cachinnate  62

1 up

80

Eggshell

Multidimensional crystal object the size of a human head floats and moans, as if in pain.

Waves of [COLOR] energy flow back and forth across this room like heat mirages over a hard surface on a hot day. The energy ruffles hair and clothing but doesn't seem directly harmful. May cause numenera devices to glow and eventually detonate. May contain a surge of whispering telepathic voices. May switch minds of living creatures.

Haneek  63

2 down



81

Fuchsia

Long, snakelike extensions made of metal extrude from the floor and ceiling.

Broken devices emit sprays of pollen-like dust. May change the center of gravity of creatures and objects it touches, making it difficult for creatures to walk or run without slipping. May cause allergic reactions. May be poisonous.

Shinspinner  276

3 left

82

Wood

Floor intermittently becomes intangible.

A lens dozens of feet across composed of clear synth has been crudely installed here; it focuses sunlight that sometimes shines in from cracks above onto a device that hums and vibrates when in bright light. May act as a datasphere terminal while the light shines upon it.

Imusten crawler  71

3 right

83

Ice

Glass container on metallic pole contains rapidly darting gobs of glowing [COLOR] goo.

The holographic image of a gargantuan eye flickers into existence in the cavity, blinking and focusing on intruders before fading again for a random period. Devices in the area are found to project this image, as well as have many other functions that are less easy to identify.

Kelursan  83

2 forward

84

Sand

Time stutters in area, causing rounds to replay over and over until a character succeeds on a difficulty 5 Intellect task.

Massive metallic ring, cracked and possibly unstable, dominates the area. The ring magnetically holds a brilliant sphere of glowing [COLOR] material at the center. May pulse in various rhythms. May be a communication device for creatures from another planet or dimension.

Tabanid  278

1 left

85

Ruby

Device removes eyes of those who use it and stores them in nearby vessel; reattaching an eye requires a difficulty 5 surgery task.

Water leak. May be safe, mostly safe, briny, salty, oily, aerated, or sweet. May be inhabited by harmless-seeming creatures.

Mozck automaton  102

1 right

86

Red

Leafless "tree" of [COLOR] metal whispers secrets in an unknown language. May ask questions. May give compliments and veiled insults.

Sticky, stain-causing [COLOR] fluid leaks from a device or aperture. May burn like acid. May be flammable. May be molten. May be a conscious creature that dazes those who touch it.

Nacreon wind  105

2 forward

87

Orange

Thin vortex of [COLOR] mist sometimes springs up a chamber's center, spins for a few minutes, then fades.

[COLOR] powder leaks from a device or aperture. May smell like metal. May be magnetic. May store and release light. May desiccate flesh and other objects. May stick to a particular substance (flesh, metal, synth, glass).

Namnesis  106

3 left

88

Yellow

Metallic headbands found in discarded jumble contain infectious psychic virus; initial symptoms are whispers that only the infected can hear, but as infection worsens, others also begin to hear them.

[COLOR] gel leaks from a device or aperture. May make laughing or other sounds. May react to strong minds or telepathy. May dissolve one kind of matter.

Zek  282

1 right



89

Green

Invisible device casts shadow, hums quietly.

Biological matter leaks from a device or aperture. May be eggs, hands, bone fragments, tentacles, eyes, organs, shells, hair, teeth, blood, or brains. May be glass, synth, crystal, or metal replicas of organic parts.

Nerodrod  110

2 forward

90

Green

Messily disassembled automaton is scattered here.

[COLOR] putty leaks from a device or aperture. May animate if sculpted into the form of a creature. May follow its creator or be hostile.

Nibovian guide  112

3 up

91

Indigo

Disembodied mechanical hand floats in the air. May attempt to grasp and crush anything nearby.

Corpses of creatures resembling the PCs. May be infested with parasites. May be resting or destroyed automatons. May be clones, time travelers, or surgical alterations.

Omash ranger  118

1 down

92

Violet

Spinning disc hangs at chamber's center. May spin faster when disturbed until it detonates after three rounds. May alter spin to replicate sounds.

[COLOR] stasis tanks containing humanoid creatures. May resemble the PCs. May look different to each viewer. May be blank (mindless) or programmed with specific instructions. May have duplicate organs.

Blood barm  226

2 left

93

Cyan

Chamber suspended on synth cords attached to a much higher area; sometimes chamber moves between those areas.

Holographic machine intelligence. May be benevolent or hostile. May be insane. May be able to alter reality in limited ways. May desire to be relocated elsewhere.

Reconstructor  135

1 left

94

White

Torso of faceless humanoid of [COLOR] synth protrudes from wall, makes strange gestures in response to questions.

Malfunctioning portal device. May be repairable. May be one-way or part of a network. May not connect to an environment that is safe for humans.

May connect to another dimension, planet, scale, or time. May alter creatures that pass through it.

Roummos  138

3 forward

95

Black

[COLOR] polyp drips ichor that pools here.

Another group of explorers. May be known to a PC, infected, fleeing, hostile, sleeping, confused, dead, acting erratically, the wrong size, out of phase, or following a living or automaton "guide" found elsewhere in the ruin.

Steel angel  151

2 left

96

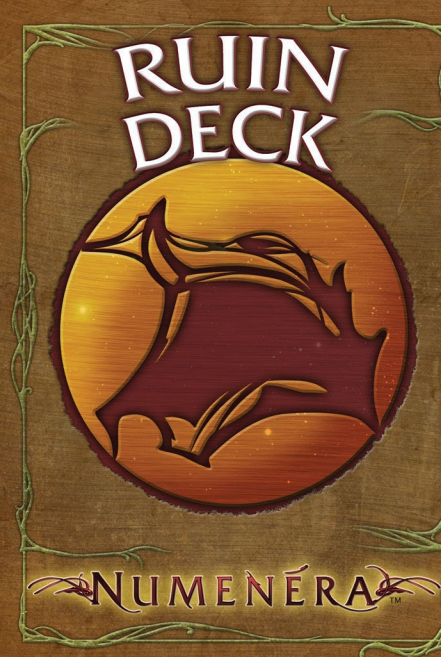
Grey

Pool of cool-to-the touch liquid metal. May harden anything submersed in it to a steel-like consistency. May animate to form the visage of anyone looking into it.

Tiny [COLOR] insects crawl everywhere; the insects are essentially harmless (level 1) but tend to get into clothing, hair, and bags and packs.

Stitcher  153

1 right



97

Silver

Creatures that trigger a slender device gain a glowing, symbol-like tattoo on their foreheads. May transform the creature's irises instead of appearing on forehead (this doesn't interfere with vision).

Tiny [COLOR] amoeba-like creatures drip and flow around the area; they carry a parasite, and living creatures that enter the area risk contracting a mind-enhancing sickness (a disease) that heightens their mental capacities even as it kills them.

Sweall  154

1 forward

98

Gold

Beam of light suspends a massive stone cube scribed with strange writing; breaking the light beam causes the cube to crash down and break. May contain a creature that wakes when cube breaks.

Damaged area glows with residual radiation, inflicting 1 point of ambient damage on each creature in the area each minute.

Tanglet  159

2 left

99

Copper

Beam of light lifts and suspends any creature or object that enters it. May quickly age anything in the light.

Something has been storing its kills or trophies here, resulting in many dead bodies or skeletons. May be carefully stacked or displayed.

Anhedon  253

3 right

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Amber

Glass container holds slug-like creatures without eyes in a haze of [COLOR] mist that sustains them. May be telepathic and intelligent, without much purpose or motivation. May try to convince explorers to free them.

Area has been transformed into other substances, as if by the iron wind. May contain a still "seed" of the iron wind that activates if disturbed.

Babirasa  254

2 forward