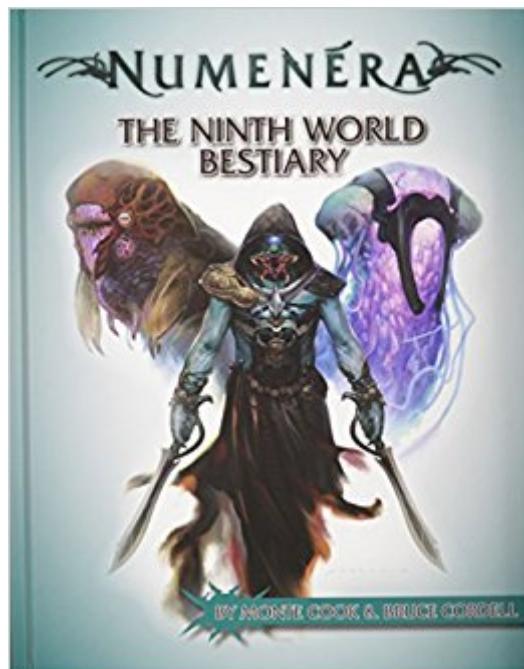


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Numenera Ninth World Bestiary



Synopsis

MCG004 Ninth World Bestiary Numenera RPG Monte Cook Games Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called magic of the past to create a promising future. The weird, the wondrous, and the downright scary: 130 new creatures for Numenera! The Ninth World Bestiary is lavishly illustrated and wildly imaginative, featuring more than 130 creatures and characters. Offering GM advice on using pre-made creatures as well as creating your own, this collection also includes lots of additional details about the Ninth World's complex far-future, post-apocalyptic ecology. Each creature is given full treatment, including motivations, roles in the Ninth World, and hooks to your adventures—details that bring them to life. And the layout of the book, like all MCG titles, is optimized for prep and in-game use, with size comparison images, a handy one-creature-per-page layout, and other features that make it a joy to use! Ninth World parasites, transdimensional creatures, mechanical automatons, and extraterrestrials are just the beginning in the weird and wonderful setting of Numenera. Check out The Ninth World Bestiary, and add some life to your campaign!

Book Information

Hardcover: 160 pages

Publisher: Monte Cook Games (January 29, 2014)

Language: English

ISBN-10: 1939979099

ISBN-13: 978-1939979094

Product Dimensions: 9.6 x 0.6 x 11.2 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 11 customer reviews

Best Sellers Rank: #153,081 in Books (See Top 100 in Books) #8 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #15073 in Books > Teens

Customer Reviews

MCG004 Ninth World Bestiary Numenera RPG Monte Cook Games Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called magic of the past to create a promising future. The weird, the wondrous, and the downright scary: 130 new creatures for Numenera! The Ninth World Bestiary is lavishly illustrated and wildly imaginative, featuring more than 130 creatures and characters. Offering GM advice on using pre-made creatures as well as creating your own, this collection also includes lots of additional details about the Ninth World's complex far-future, post-apocalyptic ecology. Each creature is given full treatment, including motivations, roles in the Ninth World, and hooks to your adventures—details that bring them to life. And the layout of the book, like all MCG titles, is optimized for prep and in-game use, with size comparison images, a handy one-creature-per-page layout, and other features that make it a joy to use! Ninth World parasites, transdimensional creatures, mechanical automatons, and extraterrestrials are just the beginning in the weird and wonderful setting of Numenera. Check out The Ninth World Bestiary, and add some life to your campaign!

This book is the monster manual that greatly expands the few monsters presented in the main core book. I am very pleased with this book all the monsters are highly imaginative and cool. Unlike any monsters I have seen in other RPGs. The binding is first rate, so are the all aspects of this book. You can not go wrong buying it. You will need the Numenera core rule book or The Strange , core book to use this product.

A nice addition to the world of Numenera! Not only are there plenty more monsters to throw into your campaigns, but there are some very handy tables in the front that explain what ecosystems various monsters would be found in. This makes it trivial to roll up thematic "random" encounters.

If you love, like I do, Monte Cook's Numenera this book is a must on your collection! Not only it has several creatures for a Numenera adventure, it also explains the whole ecosystem! I sincerely recommend this book, not only for Numenera fans, but for all who wish to spice their scenarios with

some new different creature ideas! It only has one flaw! Since it is a **BESTIARY** of the Ninth World, one would expect it contains all the creatures described in the core rulebook, well, it **DOES NOT!** Which is quite strange!

So many fantastic ideas for running a game and telling a story. A very fun read even if you aren't actively gaming. And a very fun page-turner to see the cool art even if you aren't reading all the details. Wonderful!

I had an idea for this same kind of game about 20 years ago. I am not a writer though so I am super excited that Monte Cook of all people took the time to write this since he is one of the ultimate RPG writers ever.

This book is a must for anyone GMing I'm the 9th world...incredible artwork, cohesive descriptions and imaginative beasts.

Great value and fast shipping.

What can I say? Mr. Cook designs wonderful games of exceptional quality. I still fondly recall Arcana Unearthed, Arcana Evolved, Ptolus, and WoD. This bestiary is another exceptionally designed product, excellent for your use in a Numenera campaign. Imaginative, descriptive, with lovely art, and covering a very broad range of beasties, this is an excellent addition to my collection. (Now to wait for The Strange :)

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