

Numenera Corebook Ebook Monte Cook

Cypher System Expanded Worlds
Numenera - The Poison Eater
Monte Cook's Ptolus
Corporia
The Devil's Spine
In Translation
Your Best Game Ever
Book of Eldritch Might III
The Glass Prison
Return to the Temple of Elemental Evil
Strange Revelations
Numenera - The Poison Eater
Cypher System RPG
Gods of the Fall
Legacy of the Dragons
Numenera: The Night Clave
The Strange Bestiary
Stay Alive!
Cypher System Predation
Numenera Starter Set
Ninth World Guidebook
Secrets of Silent Streets
Numenera Discovery and Destiny
Slipcase Set
Building Tomorrow
Numenera Corebook
The Diamond Throne
Godforsaken
The Strange Player's Guide
Ptolus City by the Spire
Invisible Sun
No Thank You Evil
Numenera Into the Deep
Numenera Character and Creature Standups
Cypher System Rulebook
The Stars Are Fire
Arcana of the Ancients
Numenera Ninth World Bestiary 2
Numenera Discovery
Beneath the Monolith
We Are All Mad Here
Liminal Shore

Cypher System Expanded Worlds

There have been eight previous worlds. Each world stretched across vast millennia. Each saw civilizations flourish before dying, scattering, or transcending. Those that ruled these worlds spoke to the stars, reengineered their bodies, and mastered form and essence.

Numenera - The Poison Eater

Former adventurer and treasure hunter Sheva Callister is offered a special, mysterious reward by a noble from the city of Ptolus in exchange for her retrieval of a seemingly unimportant brooch. Against her better judgment, Sheva takes the job and finds herself in a complex web of deception. Young adult.

Monte Cook's Ptolus

Poison never lies. Tali was once one of the seven martyrs of the forgotten compass. She barely escaped that life with her body and soul intact. Now she has a new life as a poison eater in the city of Enthait. Here she is hailed as one of the city's protectors. No one knows her history. No one has asked about her past. She's been here so long that Enthait is her home now, these are her people. She loves them and they her. But in the Ninth World, the past is a living, breathing thing. And when it hunts you down, you can run. You can fight. Or you can die. File Under: Science Fantasy

Corporia

They say there have been eight worlds before ours. Eight times the people of this Earth, over vast millennia, built their civilizations. They reached heights we cannot even imagine now: they spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their vast outlines and barest remnants. This is the Ninth World. The people of the prior worlds are gone, scattered, disappeared, or transcended. But their works remain, in the places and devices that still contain

some germ of function. The ignorant call these magic, but the wise know that these are our legacy. They are our future. They are the Two 416-page corebooks, two poster maps, a handsome and sturdy slipcase, a metal medallion, and additional play aids all for the price of the corebooks alone. All existing Numenera supplements remain compatible with these corebooks.

The Devil's Spine

In Translation

Your Best Game Ever

Vheod Runechild--half human, half fiend--flees from the Abyss to find his human nature on Toril, only to discover that the dangers from the nether region respect no worldly boundaries.

Book of Eldritch Might III

Fantasirollespil.

The Glass Prison

They say there have been eight worlds before ours. Eight times the people of this Earth, over vast millennia, built their civilizations. They reached heights we cannot even imagine now: they spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their vast outlines and barest remnants. This is the Ninth World. The people of the prior worlds are gonescattered, disappeared, or transcended. But their works remain, in the places and devices that still contain some germ of function. The ignorant call these magic, but the wise know that these are our legacy. They are our future. They are the 416-page corebook with poster map replaces the original Numenera corebook and has everything you need to play. Complete, streamlined game rules for a fast-paced, story-based tabletop roleplaying game experience. An intuitive, concept-driven character generation system, with scores of options for building just the character you imagine. Detailed information on a vast swath of the unique and compelling Ninth World setting. A bestiary of more than fifty creatures and characters. Hundreds of unique numenera items. Four complete adventures to launch any campaign. All existing Numenera supplements remain compatible with the new corebooks.

Return to the Temple of Elemental Evil

This sourcebook provides new adversaries and allies created using the rules from the bestselling "Monte Cook's Arcana Unearthed" variant player's handbook.

Strange Revelations

It's 66 million years before the first humans will climb down from the trees. Going back seemed like a good idea. Until those SATI guys messed it all up.

Numenera - The Poison Eater

Cypher System RPG Gods of the Fall

Legacy of the Dragons

Numenera: The Night Clave

The Strange Bestiary

Stay Alive!

Cypher System Predation

"There have been eight previous worlds Each left behind remnants. People of the new world, the Ninth World, sometimes call these remnants magic, and who are we to say they're wrong? But most give a unique name to the legacies of the nigh-unimaginable past. They call them Numenera. The Ninth World is built on the bones of the previous eight. The game of Numenera is about discovering the wonders of the worlds that came before, not for their own sake, but as the means to improve the present and build a future."--Page 4 of cover.

Numenera Starter Set

Ninth World Guidebook

Science fiction adventure in a decaying far future setting in the new tie-in novel from the popular Numenera tabletop and PC roleplaying games. In the far-future Ninth World, claves of Aeon Priests help their community understand and use the mysterious technologies of the past. But what happens when a group of these priests uses this knowledge and power to exploit the people who depend on them? In the region of Steremoss, a group of brave individuals are determined to resist this oppression from the shadows. They call themselves the Night Clave. File Under: Fantasy [Protect the Clave | Devices & Designs | Death Walkers | World's End]

Secrets of Silent Streets

Terrible beasts. Abhumans. The iron wind. Ancient machines that lurch to life unexpectedly-or leave communities desperate when they catastrophically fail. The Ninth World is awash in dangers left by the prior worlds. But these ancient remnants also hold the keys to the future. Those brave enough to discover and study the amazing structures, weird devices, inscrutable automatons, and extradimensional gateways can unearth the knowledge and materials to build the future. Discover new kinds of numenera items, along with the plans and materials to construct them yourself. Explore the ruins of the prior worlds, uncover their mysteries, and from their secrets begin to build a new tomorrow for the beleaguered people of the Ninth World.

Numenera Discovery and Destiny Slipcase Set

Building Tomorrow

The August release of Monte Cook's *Arcana Unearthed* the first *Malhavoc Handbook*, challenges players everywhere with new options and choices. This book supports those options with new rules and provides GMs with supplemental material of their own. Features of this exciting new book from 3rd Edition co-designer Monte Cook include 10 new prestige classes based on the *Arcana Unearthed* classes; dozens of new monsters; hundreds of new magic items that build on the new feats and spells in *Arcana Unearthed*; and the basics of the *Malhavoc Handbook* setting: the lands of the *Diamond Throne*.

Numenera Corebook

Corporia is a 208-page tabletop role-playing game of genre-bending fiction and futuristic urban fantasy. In *Corporia*, you take on the roles of reborn Knights of the Round Table or their supernaturally-powered allies, fighting an invisible war for justice in the struggle between otherworldly Chaos magics and the oppressive Order of the ruling mega-corporations! *Corporia* is 'knights in shining Armani.' It's what happens when you mix Camelot with a spoonful of *Torchwood*, add a pinch of cyberpunk, a dash of Joss Whedon's *Angel*, and a sprinkling of *Shadowrun*. If you enjoy these, you're going to love *Corporia*. Highlights One simple, unified game mechanic for all abilities, including fighting, spellcasting, and hacking! All characters can join the Hacker in virtual conflicts; no one gets left out! Spellcasters can cast whatever they can imagine, limited only by their skill rank in any of eight schools of magic - and all 64 sample spells can be easily modified at will! Four personality traits (three public, one private) keep situations interesting and provide points for permanent and temporary improvements, supplementing the core dice mechanics without becoming the main aspects of the rules! Metal melee weapons are more effective against monsters than firearms, keeping swords and daggers relevant even in a future of X-Calibre energy pistols and glowing raypiers! An innovative, modern design style in a book full of page-turning concepts!

The Diamond Throne

A legendary adventure updated for the *Dungeons & Dragons* game, this all-new

adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

Godforsaken

The Strange Player's Guide

The old gods are dead. Burning and crumbling, the divine realm dropped from the sky and smashed into the world like a vengeful star. The earth was plunged into darkness. Hope shriveled. Life has become cheap, brutal, and short. But from the ashes of this catastrophe, you can awaken your own divine spark. Claim a dominion; declare yourself the god of War, of the Hunt, of Winter, of Fire, or of the realm of your choice. And if you can complete your divine labors, fulfill prophecy, and throw down the despots that rose in place of the fallen gods, you might redeem a world fallen into evil. You might truly become - a god!

Ptolus City by the Spire

Invisible Sun

No Thank You Evil

Numenera Into the Deep

Poison never lies. Tali was once one of the seven martyrs of the forgotten compass. She barely escaped that life with her body and soul intact. Now she has a new life as a poison eater in the city of Enthait. Here she is hailed as one of the city's protectors. No one knows her history. No one has asked about her past. She's been here so long that Enthait is her home now, these are her people. She loves them and they her. But in the Ninth World, the past is a living, breathing thing. And when it hunts you down, you can run. You can fight. Or you can die. File Under: Science Fantasy

Numenera Character and Creature Standups

Cypher System Rulebook

The Stars Are Fire

The dusty, ruined remains of a post-apocalyptic wasteland. The black expanse of a hard-SF solar system. The gritty streets of film noir. Wherever your vision takes you, the Cypher System can take your campaign. Building on the genres explored

in the Cypher System Rulebook, Expanded Worlds gives you tailored rules, advice, tropes, and character options for seven setting genres, along with tools you can use to build any campaign you can imagine.

Arcana of the Ancients

Numenera Ninth World Bestiary 2

Numenera Discovery

Beneath the Monolith

The lands of the Ninth World are vast and filled with the leftover marvels of the prior worlds. But the ancients didn't live and work their strange ways only upon the land, and the secrets, treasures, and deadly dangers of the past also lie beyond the vast horizons, and beneath the foam-flecked waves, of the Ninth World's great ocean. Ancient ruins? Treasures? Gods? Any of these, and rewards yet unimagined, may await discovery for those willing to leave the comforting familiarity of dry land and accept the ocean's cold, dangerous embrace.

We Are All Mad Here

The Ninth World is unlike any other fantasy setting: weird, imaginative, dangerous, and often a bit creepy. The creatures of the Numenera setting are no different and the Ninth World Bestiary 2 gives you 170 new ones to populate your campaign. Lavishly illustrated, wildly imaginative, and cleverly organized to make the GM's job as easy as possible, Ninth World Bestiary 2 gives you great GM advice on using pre-made creatures as well as creating your own, and includes lots of additional details about the Ninth World's complex far-future, post-apocalyptic ecology. Ninth World parasites, transdimensional creatures, mechanical automatons, extraterrestrials, and loads and loads of creatures for characters to face and fight are just the beginning in the weird and wonderful setting of Numenera.

Liminal Shore

Fantasirollespil.

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