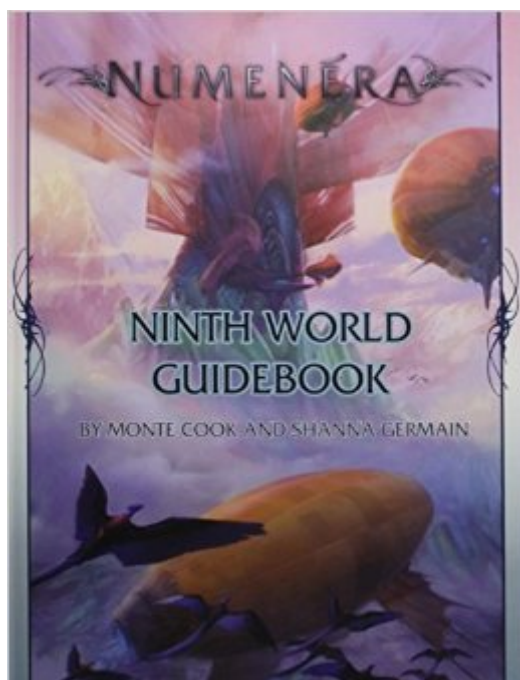


The book was found

Numenera Ninth World Guidebook



Synopsis

From the frozen lands beyond the Southern Wall, to the volcanic desert of Vralk and the weird, faroff realm of Corao, the Ninth World offers Numenera fans adventure hooks, new creatures, new character options, and the incredible level of detail, imagination, and weirdness they love about Numenera!

Book Information

Hardcover

Publisher: Monte Cook Games (February 4, 2015)

ISBN-10: 1939979242

ISBN-13: 978-1939979247

Product Dimensions: 8.8 x 0.9 x 11.2 inches

Shipping Weight: 2.3 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #73,716 in Books (See Top 100 in Books) #5 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#) #8663 in [Books > Teens](#)

Customer Reviews

I've had this as a while as a MCG SuperFan from the Strange Kickstarter, but happy I can put a review now. The Guidebook starts with 10 pages of fiction. I'm normally not a fan of this, but it is pretty standard. 20 pages on life in the Ninth World. Some interesting stuff, along with some random tables for a quick community. The main part is not quite 180 pages of setting, which you would expect. The Steadfast gets a small amount of information on some new locations. The Beyond actually gets less pages. Lostrei, Vralk and the Frozen South are neighbors that get some attention. The Rayskell Cays are further away, and the Lands of the Dawn are on the other side of the mega-continent. Oh, it's a mega-continent now. This was new to me, but I could have just missed it. The Frozen South is an interesting place, but you better be hardy to live there. Lostrei - the land of the Gaians. The land that the Amber Priests want to invade - may be the best place to live, and this really puts the whole invasion thing in a different light. Vralk - I just hate this place. Evil, evil, evil. I started reading it and I just see "Like the Red Wizards of Thay, but MORE EVIL". It could be fun to do an EVIL game there, but I personally don't want to play or adventure in a level of hell. There is one NPC that it could be interesting to work with, and I see that as the only saving grace of this nation. Lands of the Dawn - the Uraeyl do seem to be an alien species that makes sense - they don't see humans as sentient. Sad that this story will probably lead to extermination at some point. There

are some more character options, and creatures for the various lands.

[Download to continue reading...](#)

Numenera Ninth World Guidebook Numenera Ninth World Bestiary Numenera Corebook Numenera Character Options Numenera Weird Discoveries Numenera Into The Night Database Processing: Fundamentals, Design, and Implementation, Ninth Edition Multimedia: Making It Work, Ninth Edition Java: The Complete Reference, Ninth Edition Statistics for Management and Economics (with Online Content Printed Access Card) 9th (ninth) Edition by Keller, Gerald (2011) Basic Bankruptcy Law for Paralegals, Ninth Edition (Aspen College Series) Casenote Legal Briefs: Wills Trusts & Estates, Keyed to Dukeminier & Sitkoff, Ninth Edition Problems & Materials on Payment Law, Ninth Edition (Aspen Casebooks) Economic Analysis of Law, Ninth Edition (Aspen Casebook) Planning and Control of Land Development: Cases and Materials, Ninth Edition Casenote Legal Briefs: Community Property, Keyed to Bird, Ninth Edition Constitutional Law and Politics: Struggles for Power and Governmental Accountability (Ninth Edition) (Vol. 1) Constitutional Law for a Changing America: Rights, Liberties, and Justice (Ninth Edition) Constitutional Law for a Changing America: Institutional Powers and Constraints (Ninth Edition) Manual of Patent Examining Procedure: 9th Ed. (Vol. 6): Original Ninth Edition (MPEP Original 9th Edition) (Volume 6)

[Dmca](#)