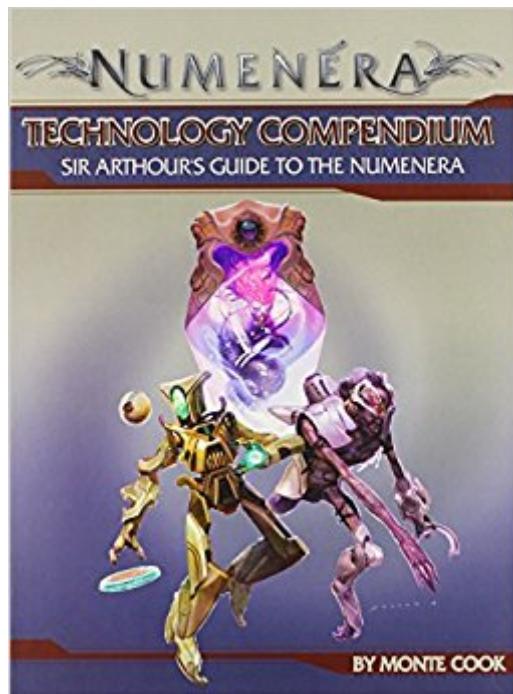


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# Numenera Technology Compendium



## Synopsis

MCG005 Technology Compendium 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. Hundreds of new cyphers, artifacts, and oddities for your Ninth World campaign! The namesake of the entire game line, the numenera are artifacts, oddities, and little bits of almost magic-like technology left to the Ninth World by a billion years of previous civilizations. Now the Ninth Worlds foremost expert, the redoubtable (though perhaps not entirely sane) Sir Arthour, brings nearly 1,000 new items to the Numenera gaming table. The Technology Compendium: Sir Arthours Guide to the Numenera contains:400 new cyphers225 new artifacts300 new oddities For the players, it introduces a new race: the artificial intelligence. And it includes extensive GM advice on integrating incredibly advanced technologies into your game.

## Book Information

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## Customer Reviews

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While you can certainly purchase this as a pdf at a hefty discount, there will always be something said for having the printed copy in hand. This is a solid addition to the Numenera game, containing new cyphers and oddities, many already released in the glimmers from Monte Cook Games, so be careful. I love the charts, as I enjoy going a more randomized way of handing out Cyphers to my group. I don't want to hand them specific tools for their tasks, so if they get something useful, so be it.

This is a great book and I think it's probably--in the long term--a must for anyone who wants to run Numenera. There is quite a bit of information in here in the development of cyphers, artifacts & oddities. Combined with the Core Book, you probably won't need anything else cypher-related. That being said, I think that this is really a book designed for GMs. Not to say that Players won't find good stuff here but, really, the cyphers themselves won't even hit the table until the GM chooses to release them.

Need more items,gear, and guns for your Numenera game? Look no further then this book. A must have for any Numenera game. You will need the core RPG book for Numenera to use this book.

This book has four times the amount of cyphers available to players and is a great addition. It would have gotten 5 stars if it held more normal equipment with pictures and the like. But like I said, its a good must have for any Numenera game.

Monte Cook Games has done a most excellent job with Numenera and with the Tech Compendium.

Fantastic book. Arrived in pristine condition and I couldn't be happier with it. This is a must have for any storyteller/game master looking to run this game.

Great book if you already have Numenera. It's full of great ideas, items, and artifacts sure to give players plenty to talk about.

Everything as expected

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