

# The Devil's Spine



**The first post-launch title for the highly anticipated Numenera RPG**

**The Devil's Spine** wraps three distinct adventures in a thrilling, hard-driving frame story—run them (in any order) as a mini-campaign, or ignore the frame story and use them as standalone adventures. They give gaming groups a taste of the fantastic **Numenera** setting and showcase the narrative structure of the game and its evocative world.

The terrifying Devil's Spine graft will claim a life, and the clock is ticking. Removing it will send the characters to the depths of the Mechanized Tomb, into a web of Viral Transmissions, and ultimately off the corebook map and into uncharted territory when they go *Beyond the Maelstrom*.

In addition to introducing new territories not covered in the **Numenera Corebook**, **The Devil's Spine** also offers new creatures, characters, and items to add to any campaign.

- Your customers will be hungry for new content following the August launch of the highly anticipated **Numenera** RPG
- Builds on the sense of wonder and mystery established in the **Numenera Corebook**
- Adventures help build campaigns—and campaigns mean more sales of supplements in 2014 and beyond!
- The creator of *dungeonaday.com* and author of *Return to the Temple of Elemental Evil*, Monte Cook is renowned among gamers as one of the industry's most exciting adventure designers!

## October 2013

### Adventure Supplement

**Note:** Cover shown is not final layout



**Game Line:** Numenera

**MSRP:** \$24.99

**Stock Code:** MCG003

**ISBN:** 978-1-939979-02-5

**Specs:** Softcover, 8.5" x 11", full color, 96 pages