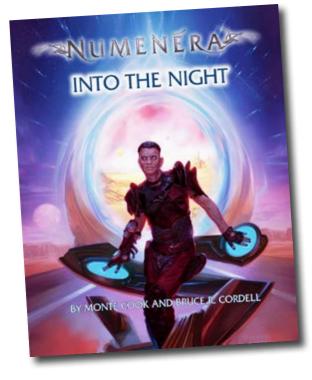


Numenera: Into the Night



September 2015 Sourcebook

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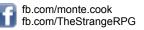
Take Your Numenera Campaign into the Final Frontier!

Numenera's Ninth World setting is Earth—a billion years in the future. The eight previous worlds that spanned the millennia reached beyond Earth, spreading their civilization through our solar system, our galaxy, and even other dimensions. Now your campaign can follow in their footsteps!

Into the Night expands the setting of Numenera even beyond the new territories unveiled in the hugely successful Ninth World Guidebook. Visit locations in Earth's orbit, on the moon, on Mars, and around distant stars. You'll find it loaded with the weird and fascinating science-fantasy sensibilities that set Numenera apart from any other roleplaying game!

- With the Numenera: Strand short film releasing this summer, and Torment: Tides of Numenera out in the fall, this brand is going to be hotter than ever when this book releases!
- Ever since the inaugural Gen Con adventure "Vortex" sent PCs to the center of the sun, Numenera fans have been dying to know what other weirdness lies beyond Earth.
- Loads of new creatures, cyphers, and artifacts usable in any Numenera campaign.
- Plenty of adventure seeds to keep your Numenera fans playing!
- Monte Cook and Bruce Cordell's incredible creativity at its best, with MCG's legendary art and production values.
- (Did we mention there's a Numenera movie coming out just ahead of this—followed by one of the biggest computer game releases of the year?)





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Game Line: Numenera MSRP: \$39.99 Stock Code: MCG071 **ISBN:** 978-1-939979-40-7 **Specs:** Hardcover, 8.5" x 11", full color, 160 pages

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