

Ninth World Bestiary



January 2014

Sourcebook

The **Ninth World Bestiary** continues the tradition of highly evocative imagery and beautiful layout—customers who flip through this book won't be able to put it down! For more information, and a look at some of the incredible artwork, visit www.numenera.com

Ferocious, terrifying, or just plain weird: 140 new creatures for the Numenera setting

Featuring more than 140 creatures and characters, the **Ninth World Bestiary** is lavishly illustrated and wildly imaginative. With GM advice on using pre-made creatures as well as creating your own, it also 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 monsters for characters to face and fight, are just the beginning in the weird and wonderful setting of **Numenera™**.

- **Numenera** was one of the biggest RPG launches of 2013, and its popularity continues to grow
- Monster books are always popular—expect this to be the best-selling supplement for **Numenera**, and an evergreen title for the life of the line
- Continues the **Numenera** tradition of incredible artwork and beautiful, groundbreaking layout. These books sell themselves!
- **Numenera** tie-in products include the *Thunderstone™* **Numenera** game from AEG, *Torment: Tides of Numenera* CRPG from inXile, miniatures from Reaper, dice from Q-Workshop, and additional licenses still to be announced

NUMENERA™

Game Line: Numenera

MSRP: \$39.99

Stock Code: MCG004

ISBN: 978-1-939979-09-4

Specs: Hardcover, 8.5" x 11", full color, 160 pages