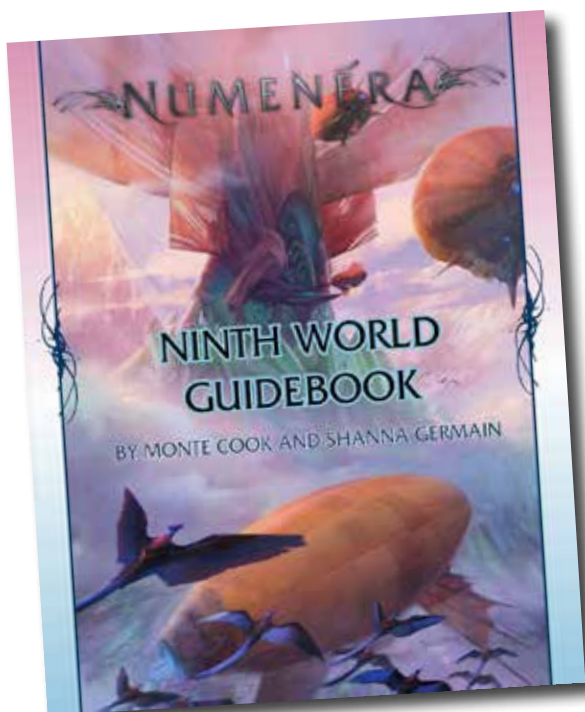


The Ninth World Guidebook



January 2015

Sourcebook

Numenera's setting is unique and wondrous, and a huge part of its appeal to gamers. This book is filled with the incredible art and vision that's a hallmark of the Ninth World. But it's also MCG's policy to ensure that our official material never overwrites the campaigns of **Numenera** players. **Numenera** canon is rich, detailed, and imaginative, but players' campaigns are the "official" game world.

The Ninth World comes to life in the biggest Numenera supplement ever!

The Ninth World has grabbed gamers' imaginations and won't let go! Now the *Ninth World Guidebook* takes your **Numenera** players into uncharted territory, literally expanding the setting beyond the borders of the corebook's maps. This 256-page tome—more than half again the size of previous **Numenera** hardcover supplements—explores lands hinted at in previous books, opens new territories, and adds detail to those already discussed.

From the frozen lands beyond the Southern Wall, to the volcanic desert of Vralck 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**!

- The first supplement to reach beyond the territory covered in the **Numenera** corebook—fans are dying to see what lies beyond the edges of the map!
- A hefty, 256-page hardcover that will be an evergreen title alongside the corebook. With a hefty MSRP to maximize your profits!
- Over 30 new creatures for GMs, and plenty of new character options for their players.
- **Numenera** took the Origins Award for Best RPG and won 10 ENnies, including Product of the Year. Sales continue to climb!

NUMENERA™

Game Line: Numenera

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