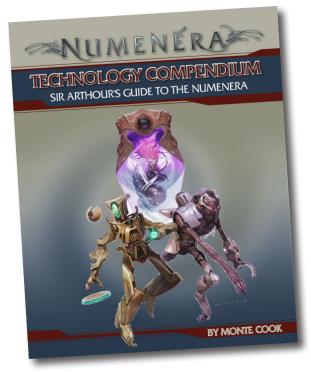


Technology Compendium



August 2014

Game Supplement

The weird, the wonderful, and the spirit of discovery lie at the heart of **Numenera**. The **Technology Compendium** continues the **Numenera** tradition of mindblowing concepts brought to life through imaginative text and some of the most awesome artwork ever to grace an RPG. For more information, and a look at some of the incredible artwork, visit www.numenera.com

Sir Arthour's Guide to the Numenera

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 World's 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 Arthour's Guide to the Numenera contains 400 new cyphers, 225 new artifacts, and 300 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.

- Technology items come and go frequently in a **Numenera** campaign, so players are always hungry for more.
- And it's an equipment book. Let's face it: They always sell well!
- The Numera game line is on a roll—make the most of it with this solidly-priced hardcover your players are going to love.



Game Line: Numenera

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