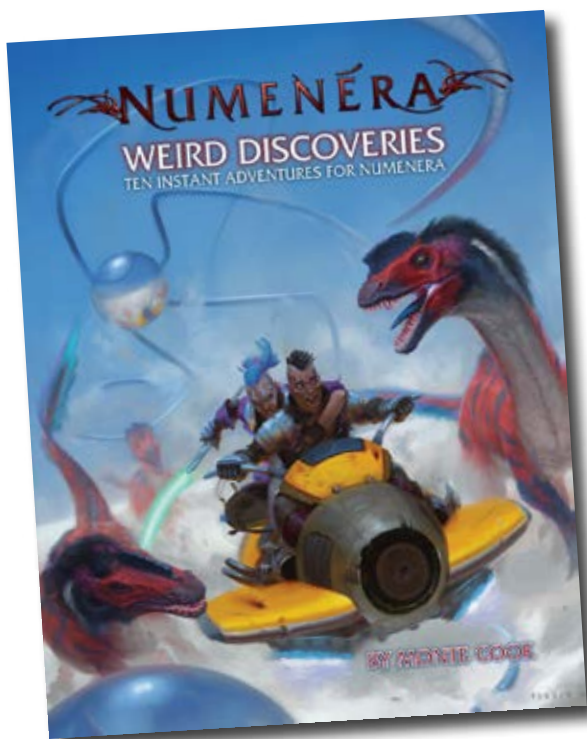


Weird Discoveries



April 2015
Adventures

Looking for more Numenera adventure? Don't forget **The Devil's Spine** (MCG003). It's a 96-pager with four lengthy adventures that can stand alone or link into a campaign. If you have Numenera customers who started buying in the last year, this is new to them!

Ten Instant Adventures for Numenera!

What's the hardest part of running a game? It has to be the prep. GMs often commit hours to preparation before the first minute of play—one of the biggest stumbling blocks to getting campaigns rolling. But what if running a great game didn't require any more time for the GM than it does for the players?

Weird Discoveries makes prepping for an RPG no more difficult or time consuming than setting up a board game, while showcasing the wonder, mystery, and awe of the Ninth World. A must-have for beginning **Numenera** GMs and veterans alike!

These aren't adventure seeds—they're complete, pre-prepped adventures in an innovative new format. Run them as one-shots, or drop them into your ongoing campaign when you don't have time to prep your own adventures. Or run them as a campaign for months worth of effortless play! MCG is famous for innovation in RPG presentation and use. Now we've turned our attention to the venerable "module," improving the state of the art for the first time in decades.

- A great corebook upsell for new **Numenera** buyers, but also a must-buy for existing fans!
- Jumpstarts campaigns—and when gamers run campaigns, they're back in your store for more product!
- Ten meaty adventures, with maps, great "show 'em" illos, NPCs, and all the details you expect.
- All the weirdness and wonder of Monte Cook's Ninth World.
- Prep for an evening's play in 5 minutes—less time than setting up a board game!
- Includes 6 pre-generated characters and 10—yes, 10!—exciting, complete adventures.

NUMENERA™

Game Line: Numenera
MSRP: \$24.99
Stock Code: MCG065

ISBN: 978-1-939979-33-9

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