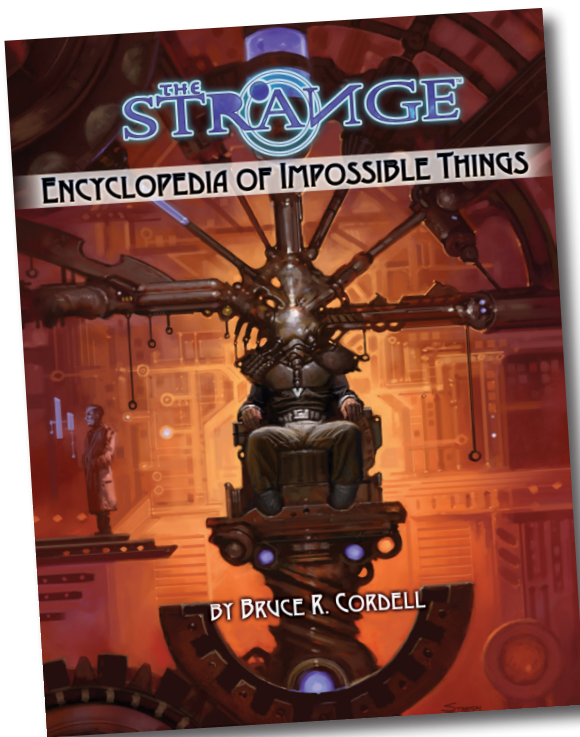



Encyclopedia of Impossible Things



February 2016
Game Supplement

THE STRANGE™

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Loads of Gear and Goodies for The Strange Characters!

In **The Strange**, player characters explore pocket dimensions seeded from Earthly fiction and mythology—dimensions powered by magic, mad science, psionics, or even more bizarre laws of nature. They often find treasures or equipment beyond anything imagined back on Earth—or items of Earthly myth, made real in the depths of the Strange.

The **Encyclopedia of Impossible Things** contains over 400 new cyphers, 200 new artifacts, and scores of other items that might be encountered in the shoals of Earth. Find loads of artifacts made famous by fiction and mythology, as well as new “emergent” artifacts unlike anything previously imagined.

Players will also love the addition of rules for creating “personal” recursions. Build your own base of operations out in the Strange—your own personal reality!

- Technology items come and go frequently in a campaign of **The Strange**, so players are always hungry for more.
- Generate hundreds of items and artifacts by law, category, or completely randomly.
- Tons of great cyphers, artifacts, and oddities completely compatible with Numenera or any Cypher System game!



Game Line: The Strange
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