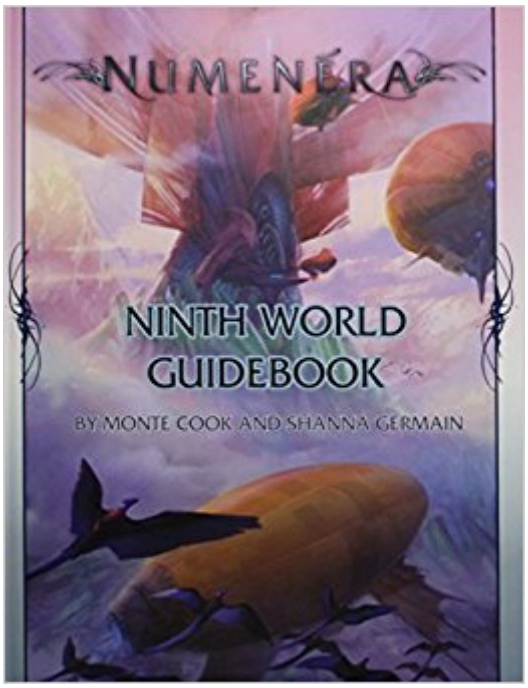
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Numenera Ninth World Guidebook



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Synopsis

Monte Cook Games Numenera Ninth World Guidebook Ã¢â ¬Â¢Product Code:MCG 006Ã¢â ¬Â¢Package contents:-1 x Monte Cook Games Numenera Ninth World Guidebook Ã¢â ¬Â¢Package Info:From the frozen lands beyond the Southern Wall, to the volcanic desert of Vralk 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!

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Great tool for anyone interested in playing Numenera. Definitely a must have!

This book is awesome. If you play Numenera it is THE manual to get, after the players options book.

I’ve had this as a while as a MCG SuperFan from the Strange Kickstarter, but happy I can put a review now.The Guidebook starts with 10 pages of fiction. I’m normally not a fan of this, but it is pretty standard.20 pages on life in the Ninth World. Some interesting stuff, along with some random

tables for a quick community.The main part is not quite 180 pages of setting, which you would expect. The Steadfast gets a small amount of information on some new locations. The Beyond actually gets less pages.Lostrei, Vralk and the Frozen South are neighbors that get some attention. The Rayskell Cays are further away, and the Lands of the Dawn are are on the other side of the mega-continent. Oh, it’s a mega-continent now. This was new to me, but I could have just missed it.The Frozen South is an interesting place, but you better be hardy to live there.Lostrei - the land of the Gaians. The land that the Amber Priests want to invade - may be the best place to live, and this really puts the whole invasion thing in a different light.Vralk - I just hate this place. Evil, evil, evil. I started reading it and I just see "Like the Red Wizards of Thay, but MORE EVIL". It could be fun to do an EVIL game there, but I personally don’t want to play or adventure in a level of hell. There is one NPC that it could be interesting to work with, and I see that as the only saving grace of this nation.Lands of the Dawn - the Uraeyl do seem to be an alien species that makes sense - they don’t see humans as sentient. Sad that this story will probably lead to extermination at some point.There are some more character options, and creatures for the various lands.My disappointment comes down to I think Numenera hasn’t developed as I hoped. It’s a lot of "This is a good idea, here’s another good idea" but I don’t find a game that I can run for session after session in it. I’m sure that’s not the case for others, but unfortunately it is for me.Odd that this is Toys and Games, when others are in Books

Great writing and beautiful art, same great quality as in the other books in the Numenera line.

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