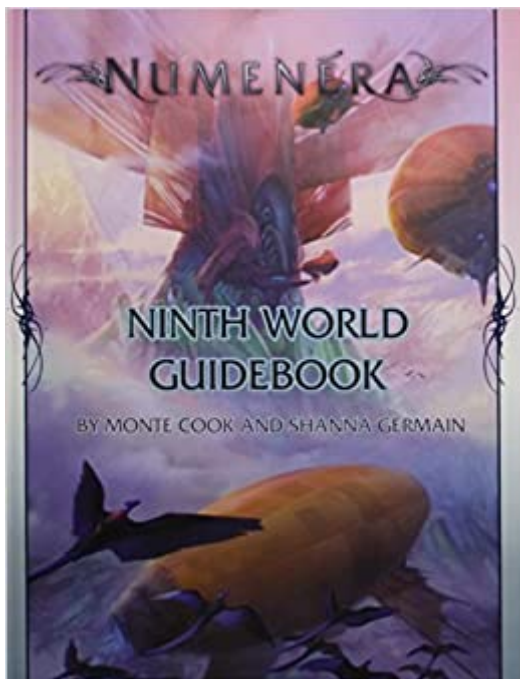


The book was found


Numenera Ninth World Guidebook



Synopsis

Monte Cook Games Numenera Ninth World Guidebook  Product Code:MCG

006  Package contents:-1 x Monte Cook Games Numenera Ninth World Guidebook

 Package Info:From the frozen lands beyond the Southern Wall, to the volcanic desert of Vralak 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!

Book Information

Hardcover

Publisher: Monte Cook Games (February 4, 2015)

ISBN-10: 1939979242

ISBN-13: 978-1939979247

Product Dimensions: 8.8 x 0.9 x 11.2 inches

Shipping Weight: 2.3 pounds (View shipping rates and policies)


Average Customer Review: 4.4 out of 5 stars 4 customer reviews

Best Sellers Rank: #187,031 in Books (See Top 100 in Books) #16 in  Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #17653 in  Books > Teens

Customer Reviews

Monte Cook Games Numenera Ninth World Guidebook   Product Code:MCG

006  Package contents:-1 x Monte Cook Games Numenera Ninth World Guidebook

 Package Info:From the frozen lands beyond the Southern Wall, to the volcanic desert of Vralak 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!

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 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.

[Download to continue reading...](#)

Numenera Ninth World Guidebook Numenera Ninth World Bestiary Numenera Corebook Numenera Character Options Numenera Technology Compendium Numenera Into The Night Numenera Weird Discoveries Numenera Character Options 2 City-Smart Guidebook: Anchorage (City Smart Guidebook. Anchorage, 1st ed) Emergency Response Guidebook: A Guidebook for First Responders During the Initial Phase of a Dangerous Goods/Hazardous Materials Transportation Incident 2016 Vietnam Travel Guide - Your Guidebook Through Cities, Nature, Museums and Historical Monuments: A guidebook on Vietnam travel - Things you can do in Vietnam The Ultimate Kauai Guidebook (Ultimate Kauai Guidebook: Kauai Revealed) A Wandering Walk Guidebook: Kansas City, MO: A Wandering Walk Guidebook The Ninth: Beethoven and the World in 1824 The Penguin State of the World Atlas: Ninth Edition A History of Western Music (Ninth Edition) All You Need to Know About the Music Business: Ninth Edition Constitutional Law for a Changing America: Rights, Liberties, and Justice (Ninth Edition) Constitutional Law for a Changing America: Institutional

Powers and Constraints (Ninth Edition) Constitutional Law and Politics: Civil Rights and Civil Liberties (Ninth Edition) (Vol. 2)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)