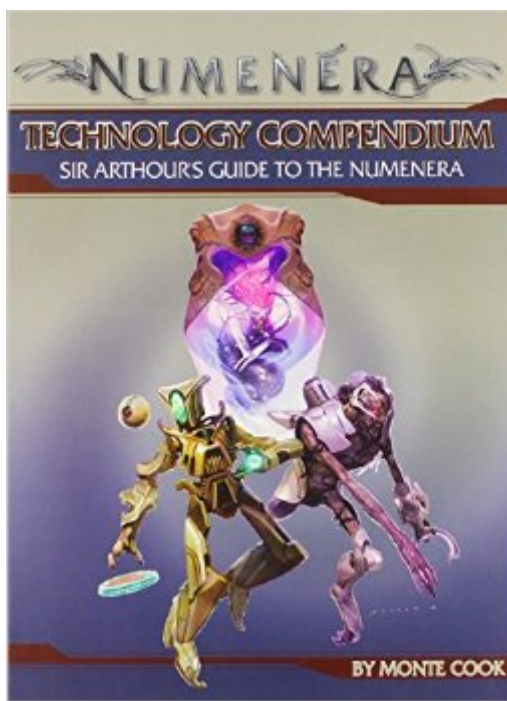# Numenera Technology Compendium

Synopsis

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!

Book Information

Hardcover

Publisher: Monte Cook Games (August 13, 2014)

ISBN-10: 193997920X

ISBN-13: 978-1939979209

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (10 customer reviews)

Best Sellers Rank: #422,585 in Books (See Top 100 in Books)   #59 inÂ Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games   #35321 inÂ Books > Teens

Customer Reviews

If you are a GM for Numenera or ever plan to be this is absolutely essential. This book greatly expands your options for Cyphers, Artifacts and Oddities. It includes 400 new cyphers, 300 new oddities and almost as much Artifacts (there are some repeats from the digital Cypher & Artifact glimmers release earlier). If that wasnt enough, the book spends time expanding on how technology works in Numenera, as well as defining the different types of tech that exist.Well worth the price and will greatly enhance you games. Another fine product by the Monte Cook Games people.

This collection has a large number of new artifacts, cyphers and oddities for your Numenera game. If you want to run a game, I'd say this is definitely worth your time.However, I do have to warn you that the 400 new cyphers, 225 new artifacts, and 300 new oddities is not completely true. I noticed very quickly that items from Sex and Love in the Ninth World were reprinted here. Artifacts and Oddities I? Yup, reprinted here. Cypher Collection I? In here.I'm not going to throw a fit, as I got all of this with my KS MCG Superfan backing, but when the book says new I, well, expect new. Not a decent number of reprints. It's a bit skeezy to me - but just a bit. If you pick this up, there are a few PDF glimmers you can skip.Still, nice to have all of this in handy charts. Though, that makes you wonder if they are done making new ones.....But I doubt that. Which will then make the charts a bit

obsolete.

This is a great book and I think it's probably--in the long term--a must for anyone who wants to run Numenera. There is quite a bit of information in here in the development of cyphers, artifacts & oddities. Combined with the Core Book, you probably won't need anything else cypher-related.That being said, I think that this is really a book designed for GMs. Not to say that Players won't find good stuff here but, really, the cyphers themselves won't even hit the table until the GM chooses to release them.

Good stuff...if you run Numenera this book is a must. It is a collection of cyphers, artifacts and oddities that greatly expands your options. On top of all that the book starts out with a review of all he different types of technology, from Biotech to nanotech, it gives ideas on how to use and some great adventure hooks around each one. Great book packed full of ideas!

This book has four times the amount of cyphers available to players and is a great addition. It would have gotten 5 stars if it held more normal equipment with pictures and the like. But like I said, its a good must have for any Numenera game.

Numenera Technology Compendium Blockchain: The Comprehensive Guide to Mastering the Hidden Economy: (Blockchain Technology, Fintech, Financial Technology, Smart Contracts, Internet Technology) Networks and Grids: Technology and Theory (Information Technology: Transmission, Processing and Storage) Iron Coffin: War, Technology, and Experience aboard the USS Monitor (Johns Hopkins Introductory Studies in the History of Technology) Introduction to Hydro Energy Systems: Basics, Technology and Operation (Green Energy and Technology) Drills: Science and Technology of Advanced Operations (Manufacturing Design and Technology) Low-Dimensional Semiconductors: Materials, Physics, Technology, Devices (Series on Semiconductor Science and Technology) Introduction to Radiologic Technology, 7e (Gurley, Introduction to Radiologic Technology) The Laws of Simplicity: Design, Technology, Business, LifeDesign, Technology, Business, Life Technology In Action Introductory (13th Edition) (Evans, Martin & Poatsy, Technology in Action Series) BLOCKCHAIN: Your Comprehensive Guide To Understanding The Decentralized Future (Ethereum, Fintech, Cryptocurrency, Bitcoin, Technology Trends, Technology, Internet) Lost in Translation: An Illustrated Compendium of Untranslatable Words from Around the World The Illustrated Compendium of Amazing Animal Facts Ron Carter:

Building Jazz Bass Lines: A compendium of techniques for great jazz bass lines including play-along CD featuring Ron Carter (Bass Builders) Compendium of Acrylic Painting Techniques: 300 Tips, Techniques and Trade Secrets He-Man and the Masters of the Universe: A Character Guide and World Compendium Natural World: A Visual Compendium of Wonders from Nature - Jacket unfolds into a huge wall poster! (Curiositree) Compendium of the Catechism: Hardcover Compendium of the Social Doctrine of the Church Invincible: Compendium One

Dmca