

INTO THE VIOLET VALE

CHEAT SHEET

OPENING SPIEL

- Glaive/Nano/Jack + tent card character selection
- Setting Briefing
- Rules Briefing
 - Basic Mechanics / Modifying Tasks / Special Rolls
 - Initiative / Distance / Attack + Defend
 - Damage + Armor / Recovery
 - Give 1 XP / Use XP to reroll dice
 - Cyphers
- Mission Briefing

SETTING BRIEFING

- The Ninth World: 1 billion years in the future. Eight mega-civilizations.
 - Arthur C. Clarke: Any sufficiently advanced technology is indistinguishable from magic.
- Renaissance Italy, except instead of the technology of Ancient Greece and Rome you're rediscovering the technology of Iain Banks' Culture or even more inexplicable civilizations.
- The Steadfast vs. the Beyond: Expansion of the Amber Papacy at the heart of the current Renaissance.

MISSION BRIEFING

- *Introduce your characters and select who your connections are with.*
- Baron Asdren is a cruel, selfish, and tyrannical man who rules over the town of Sharash in the Cerdyn Pass. On the other hand, only his troops protect the town from being savagely raided by the various bandit clans active throughout the Black Riage.
- His rule has been opposed by the Steel Star, a militia group led by a cunning woman named Sinter. They have attacked merchant caravans, destroyed crops, stolen cattle, and otherwise disrupted life in Sharash in order to destabilize Asdren's rule.
 - *What are your opinions of Baron Asdren and the Steel Star?*
- Recently, however, rumors have begun to circulate that Sinter isn't actually human. These rumors fractured the Steel Star and caused it to disband.
- Baron Asdren wants Sinter captured: He has doubled the bounty on her head to 800 shins.
- More importantly, however, his troops have apprehended your closest family members and loved ones: He is holding them hostage until you use your unique and powerful skills to bring Sinter to him.
 - *Who does he hold hostage to control you?*
- The good news is that you have succeeded: You captured Sinter (who turned out to actually be some sort of artificial automaton) and are now leading her back through the Cerdyn Pass to Sharash.
 - *How are you securing and transporting Sinter?*

REGLAE REFERENCE

BIOLOGY

- Although they appear to be flowers at first glance, any close examination reveals the resemblance to be entirely superficial: The reglae have a completely non-terrestrial biology.
- They lack proper sepal structures entirely (seemingly consisting entirely of a three-curved blossom attached directly to the fibrous, dark green vines).
- The blossom is double-ended, with a seemingly identical upper and lower half.
 - *GM Note:* Experimentation will reveal that any alteration or damage to the structure of one half of the blossom is immediately replicated in the other half.
- The interior of the blossoms lack filaments and stamens. In their place is a complex structure of silver filaments interwoven like a helical honeycomb.
- In the base – or cup – of each blossom is a thick, viscous, purple oil. Although it can be manipulated like liquid, the oil in the lower blossom bizarrely fails to obey the laws of gravity.
- **CUTTING OPEN A VINE:** Reveals a liquid similar to the oil within the reglae blossom, but heavily diluted and intermixed with motes of purple and gold which, upon microscopic examination, reveal fractal, snowflake-like structures.

MOVING THROUGH THE REGLAE

- A single reglae blossom grows and exists simultaneously in multiple locations and times.
- Someone near reglae will be affected by the reglae's "liferoot" – i.e., transporting to another location or time where the reglae simultaneously exists.
 - If a single reglae vine or blossom is transplanted, it remains coexistent with the "other" blossoms in the Violet Vale (no matter how far away it is).
- There is no sensation of movement or transition when one is transported due to the temporal-spatial warping of the reglae.
- Transitions generally don't occur while standing still (but no guarantees).
- Characters who have recently spent a lot of time together will generally stay together while moving through the reglae unless both parties specifically attempt to separate from the other.
 - *GM Note:* This is because the reglae transitions are due to a sympathetic resonance between the reglae "liferoot" and sapient thought. The reglae can't distinguish between one individual and multiple individuals whose personal timelines share extended periods of spatial proximity. (Although this should not lead onto the conclusion that the reglae are conscious or doing this intentionally.)
 - This means that PCs will generally become *separated* from the Pale Stalker if they're being chased; but if Sinter escapes from them and runs away, they can chase her down in a confusing reglae-mediated chase.

REORIENTING: Intellect task (difficulty 4)

THE ABANDONED CAMP

DESCRIBING THE CAMP

- A small firepit, two tents, and a a bedroll.
- The first is still smoldering slightly, but has clearly been dead for hours.
- One tent is fairly normal; made out of canvas cloth that has been stained green.
- The other tent is made from a shimmery, silver synth material.
 - Part of this tent has collapsed, but atop the tent is a glass sphere about the size of your head. A metal half-sphere within the glass sphere is rotating irregularly back and forth along all three axis of motion; intermittently obscuring you view of a core of metal within the two spheres that appears to be made out of some golden-brassy material.
- Noticeable around the camp are a few large, bright violet flowers, growing from vines which twine around the trees or crawl along the ground.

AROUND THE CAMPSITE

- **FIREPIT:** Not much more than smoldering cinders at this point, but was clearly being recently (no more than a few hours old)
- **IRON DAGGER:** Lying near the firepit. Has strange, silver-white liquid on it.
 - *GM Background:* The liquid is the pale stalker's blood.
- **CROSSBOW BOLT:** Stuck firmly into a tree just outside of camp. (As if fired by someone sitting at or near the fire.)
- **TRACKS:**
 - A very brief fight of some sort near the firepit.
 - One person ran away from the firepit and into the forest to the north.
 - A large footprint from an unknown creature can be found.

CLOTH TENT

- 2 bedrolls.
- Backpack full of standard gear (rope, spikes, and so forth) and a cypher (frigid wall projector, level 5).
- Large pack full of food and water.
- Loose papers stacked on top of one of the bedrolls. (*Handout: Grodon's Journal*)

SYNTH TENT

- 2 bedrolls.
- Large pack with food.
- Steel bracelet bearing a seven-pointed star (the symbol of the Steel Star).
- **DATASPHERE DEVICE:** The back end of the tent has been smashed apart, completely wrecking a machine that was once connected to the glass-and-metal sphere erected on top of the tent.
 - Messing around with the machine is likely to activate it irregularly, causing a beam of golden light to intermittently shoot into the sky from the sphere. (This is likely to attract the attention of the pale stalker.)
 - *GM Background:* Sinter knows that this is one of the communication devices the Steel Star uses. It's been damaged badly, but she will attempt to destroy it completely if given a chance.

- **COLLAPSIBLE TENT:** This synth tent is designed to collapse and erect itself. Pushing a button on the central support will cause it to sieve open, releasing a half dozen fist-sized robots resembling beetles that will scurry forth and begin compressing the tent. (The beetles are not capable of repairing the tent, however, and if activated now they will end up damaging it even more as they collapse it, eventually wrecking themselves.)

PURPLE FLOWERS

- Reglae (level 8 to identify)

TRAIL

- One person and another set of prints from the large creature. (It's possibly to notice that these tracks appear to be from the same type of creature, but much larger.)
- Both sets of tracks abruptly vanish.

THE VIOLET VALE

LIST OF SCENES / ENCOUNTERS

- Shriill Blooms (pg. 8)
- Pale Stalker
 - Appears
 - Chases
 - Final Fight
- Empty Pit
- Tower of Lady Weiss
 - See a large, winged creature circle lazily up from the tower and then, in a burst of blue light, jet across the sky with impossible speed and disappear behind the peaks of the Black Riage.
- Chasing Sinter
- Seeing Their Future / Past Selves

LANDMARKS OF THE VALE

- **THE TOWER:** Tall, ivory spire rises above the woods – five times the height of the tallest nearby tree.
- **CRESCENT CLEAVE PEAK:** Beyond the far end of the valley, this peak looks as if they top of it has been scooped away and then cleaved with some impossibly large sword.
- **THE WINDING WASH:** This section of the Cerdyn Pass is marked with a number of rivers that flow out of the north before joining together into a powerful river that cuts a deep gash towards the Voil Chasm. One of the tributary rivers flows through the heart of the Violet Vale.

EMPTY PIT

EMPTY PIT

- No plants grow around the edge for about 3 feet.
- 30 feet deep.
- No dirt, leaves, other debris have accumulated in the pit.
- The metal sides are free of rust and corrosion.

SAFE PLACE

- Reglae shifts won't happen in the pit.
- Pale Stalker can't see them and won't come to the pit.

GRODON – STEEL STAR AGENT

- Lurking nearby. (Escaped from Pale Stalker.)
- **GRODON** (Level 3): Armor 1, 9 health, armed with crossbow and sword
 - Clothes torn. Bear violet stains from traipsing through vale.
 - Exhausted, hungry, frightened.
 - Will try to rescue Sinter. (Completely smitten with her.)
 - Wrote the diary in the abandoned camp.

SLEEPING IN THE PIT

- Strange dreams of other worlds beyond the comprehension of the dreamer.
- Too many moons and suns in the sky.
- Colors that are out of place and others that the dreamer has no name for.
- And everywhere there are strange, violet plants – some of which sing strange, unintelligible songs.
- **AWAKING**: Intellect task (difficulty 5) or suffer 2 points of Intellect damage (ignores Armor) from these weird dreams

TOWER OF LADY WEISS



<http://www.evolo.us/competition/rainforest-guardian-skyscraper/#more-30712>

THE TOWER

- Filled with laboratories, workshops brimming with numenera, half-finished projects that involve biological monstrosities that incorporate both organic and inorganic parts (usually in unintuitive ways).

BRUTE GUARDS: level 3, level 2 for any task requiring reasoning, damage 4

- Wear no clothing, carry no weapons.
- Eyes have been crudely grafted over and mechanical eyes extend from their heads on long stalks.
- Do not permit anyone to enter.

LADY WEISS ARRIVES WITH MERIOD

- Before things can turn violent with the brutes.
- Part way through their conversation, they are joined by Frin.

SINTER

APPEARANCE: Smooth-skinned. Young. Long, straight, dark hair. Prominent nose and jawline. She wears a utilitarian, loose-fitting jumpsuit with lots of pockets.

- Fully aware, artificially intelligent automaton with the ability to look exactly like a human when she wants to.
- Weighs 400 pounds.

ROLEPLAYING NOTES:

- Quiet and sullen; defeated.
- Frequently references the “Lords of Rust and Ash”. Seems to be quietly praying to these lords rather than directly replying to what someone says to her.
- If freed, she will act in her own best interest.

BACKGROUND:

- Led the Steel Star militia against the cruel, selfish, and tyrannical Baron Asdren.
 - Attacking merchant caravans, destroying crops, stealing cattle.
- Steel Star members discovered that Sinter was actually an automaton. Feeling betrayed, they disbanded the Steel Star and dispersed.

NOTES:

- **Baron Asdren** (Difficulty 3): “The Lords of Rust and Ash, through their tools on Earth, will punish the unjust.”
- **Lords of Rust and Ash** (Difficulty 3): “They are watching from the heavens, and soon will bring their judgment upon the world.”
- **Steel Star** (Difficulty 5): “A few were surprised at learning one of my secrets, but my inner circle is still loyal. They will not allow me to fall into the hands of Baron Asdren.”
- **Violet Vale** (Difficulty 4): “There are whispered rumors. Nothing is ever certain. Nothing except one thing: Danger lurks amid the Violet Vale.”

STATS

Level 6, level 7 for any feat of pure strength

25 health

Armor 2

LADY WEISS

APPEARANCE: Regal in bearing. Tall, thin, and almost distractingly angular. A gown of pale white laced with crystalline gemstones (worth more than all the possessions of the PCs put together).

- *Handout: Lady Weiss*

ROLEPLAYING NOTES:

- Never looks anyone in the eye.
- Often seems bored, as if everything that happens has happened before.
- Incredibly brilliant; utterly sociopathic: Vast majority of beings have no value except as subjects in her experiments.
- Speaks of the PCs as if they weren't there, referring to them as "new test subjects" for her experiments.
 - Small glass balls glowing with various colors of light will float down periodically from the Tower. Weiss will immediately ignore the PCs and turn to interact silently with the balls before sending them back up to the Tower (or swallowing them).

NOTES:

- Wants the Pale Stalker killed. Willing to use her numenera to transport them out of the valley if they'll take care of it.
 - Creature is relatively new to the valley. It keeps eating (and absorbing) her creations.
 - *GM Note:* "Use her numenera" actually means "have Frin remove her helmet and escort them out". (Tells you something about what she really thinks of her "daughter".)
- Will not allow her children or any of her servants to assist. ("If I wanted to risk mine and my own, I would have done it already.")
- Will accept a living test subject (including Sinter) as an alternative payment for returning everyone else home.

LADY WEISS (Level 5): level 7 when dealing with or resisting numenera

Artifact: Armor 3 from magnetic force field, depletion 1 in 1d20 (check per day)

FRIN

APPEARANCE: Clad head to toe in plate. Sword and shield. Helmet is a metal cylinder with no features and taller than it seemingly needs to be.

- *Handout: Frin*
- *GM Note:* Anyone removing her helm would find that instead of a normal head she has a large red crystal that floats above where her neck would be.

ROLEPLAYING NOTES:

- Deferential to her mother.
- Polite to Meriod, but hostile if he is disrespectful to her or the “guests”.
- Curious about the PCs.

NOTES:

- She will linger after her mother leaves.
- Can reveal that the Pale Stalker cannot see or be affected by plants.
- **Help:** If the PCs are polite and succeed at difficulty 5 interaction, Frin will agree to help them and then abruptly leave. She will return later (appearing in the middle of the regale wilderness) with three cyphers:
 - Freeze Inducer (*Cypher Collection 1*)
 - Heat Sensor (*Cypher Collection 1*)
 - Targeting Oculus (*Cypher Collection 1*)
- **Reglae Pass:** If the PCs kill Frin and disassemble her armor they may figure out how to power the reglae-cloaking field she uses to perceive the reglae liferoots.
 - This requires them to carry her crystal “head” around and view the world through it as a filter.
 - This will allow them to chart a strange, non-causal path through the Violet Vale. With a little practice they can navigate freely along the reglae liferoots.
 - **GM Intrusion:** Frin’s crystallized consciousness surges out of the crystal and momentarily inhabits the character carrying/using her head.

FRIN (Level 6): level 7 for attacks/defense, 26 health, Armor 3

MERIOD

APPEARANCE: Wears only a kilt. Muscular and holds a small device in one hand. He has a series of tall, metal antennae and cone-shaped arrays atop his shoulders instead of a head.

- *Handout: Meriod*

ROLEPLAYING NOTES:

- Speaks with telepathic powers.
- Will not address the PCs unless spoken to. Is then hostile towards them.
- Fiercely protective of his sister, but dismissive of her as an individual. Often cuts her off and finishes her sentences (having plucked them from her mind).

NOTES:

- Has telepathic powers.
- He finds the thoughts of the PCs “crude, offensive and painful”.

MERIOD (Level 6): Speak with telepathy and read thoughts (short range)

Artifact: Knocks living target unconscious (short range), depletion 1 in 1d10

STAT SHEET

SINTER (Level 6): level 7 for any feat of pure strength, 25 health, Armor 2

PALE STALKER (Level 7): level 5 for Speed defense (size), 40 health, Armor 1, damage 7, movement long

- *GM Note: Partially absorbed Steel Star members can be seen when first encountering the Stalker.*
- **GM Intrusion – Partial Absorption:** Stalker gains 5 health (grows in size), PC suffers 3 damage per round (ignores Armor). -2 difficulty to attack stalker while partially absorbed, but 50/50 chance that any piece of equipment is stuck inside the stalker. Might task (difficulty 6) to pull free; both stalker and PC take 8 damage on success.

GRODON (Level 3): Armor 1, 9 health, armed with crossbow and sword

LADY WEISS (Level 5): level 7 when dealing with or resisting numenera
Artifact: Armor 3 from magnetic force field, depletion 1 in 1d20 (check per day)

MERIOD (Level 6): Speak with telepathy and read thoughts (short range)
Artifact: Knocks living target unconscious (short range), depletion 1 in 1d10

FRIN (Level 6): level 7 for attacks/defense, 26 health, Armor 3

BRUTE (Level 3): level 2 for any task requiring reasoning, damage 4