



Sample file

RUST HAVEN

AN IRON WIND SOURCEBOOK FOR NUMENERA

Requires the Numenera corebook from Monte Cook Games

CREDITS

Writing & Design	Andrew Montgomery-Hurrell Karl Larsson
Editing & Proofreading	Andrew Montgomery-Hurrell Don Fougere Karl Larsson Mitch Brown Sahra A. Long Stephen 'Mafi' Skepper
Cover Design	Andrew Montgomery-Hurrell
Graphic Design	Andrew Montgomery-Hurrell

Artists

Storm Stewart, Nizar Iman, Noemi Konkoly, Gennifer Bone, Radu Cosmin, Hoang Phuc

Stock Art

Some artwork © Enmanuel Martinez Lema. CC-BY-SA <https://www.patreon.com/Lema000>

Creative Commons Attributions

Tom Hall - https://www.flickr.com/photos/tom_hall_nz/17317951241/in/faves-24481045@N00/ - CC-BY

Special Thanks

Sahra A. Long, Stephen 'Mafi' Skepper, Laura Montgomery-Hurrell,
Andreas Walters, Karl Larsson, Kadt, Chris McIntyre, Katy Sivyer



This product was created under license from Monte Cook Games, LLC.

Numenera and its logo are trademarks of Monte Cook Games, LLC in the U.S.A. and other countries. All Monte Cook Games characters and character names, and the distinctive likenesses thereof, are trademarks of Monte Cook Games, LLC.

TABLE OF CONTENTS

A TWIST IN THE RUST	5
INTRODUCTION	6
LOST IN THE MEAT	8
PART 1: THE IRON WIND	11
WHAT IS THE IRON WIND?	12
IRON WIND IN NINTH WORLD SOCIETY	19
ORGANISATIONS	24
PART 2: WELCOME TO RUSTHAVEN	31
RUSTHAVEN SOCIETY	32
PLACES OF INTEREST	35
PEOPLE OF INTEREST	39
WEIRD OF RUSTHAVEN	42
HEARSAY OF RUSTHAVEN	43
PART 3: CREATURES & CHARACTERS	45
DESCRIPTORS	46
FOCI	59
CREATURES	66
NON-PLAYER CHARACTERS	87
PART 4: THE WAKE OF THE WIND	95
CYPHERS	96
ARTIFACTS	102
ODDITIES	105
PART 5: ADVENTURES	109
THE EYE OF THE STORM	110
ADVENTURE SEEDS	126
BACKMATTER	129
BIBLIOGRAPHY	130
GLOSSARY	131

The Iron Wind isn't merely a force for destruction, but a force for life. For creation! For change! All progress is a form of change, all growth a form of transformation. The Iron Wind isn't the harbinger of our destruction, but the shepherd of our fate, guiding us, evolving us, and teaching us a new way. A better way.

The Iron Wind bears no hate. The Iron Wind bears no malice. There is only change, for all, no matter your creed or code. Embrace the remaking and discover your becoming.

—EXCERPT FROM A VASHIVOK SERMON



A TWIST IN THE RUST

Introduction	6
Lost in the Meat	8

INTRODUCTION

The Ninth World is full of sights both terrible and wonderful. Impossible things are everyday occurrences and strange discoveries await around every corner. When I first read the Numenera rule book, and later the Ninth World Guidebook, I was excited by all the strange and wonderful things inside, the ideas and horrors that awaited me as I ventured into the Ninth World, and the tools at my disposal to guide my own players there. One of those ideas in particular grabbed me though. That idea was the Iron Wind.

The Iron Wind in the official books is described only in passing, not more than a few hundred words dedicated to it. A terrible storm of ancient nanites that twist and corrupt anything they come across, rebuilding things into whatever their mad programming instructs them to do. Flesh subliming into gas, the air itself transmuted into living insects, the sand beneath your feet turned into screaming, sentient glass. Such pure chaos, such destruction wrought through random creation - the idea captured my brain.

This book explores the Iron Wind, and in particular, it explores the larger consequences of such a thing existing in the Ninth World. Within these pages you will learn more about the Wind, about the people who live and die chasing it (or running from it) and about the broken people it leaves behind. This book isn't a bunch of new rules to follow though, it's a set of tools and inspiration for running a game focused around the weird and terrible chaos that only an Iron Wind can provide. If the Iron Wind is anything, it is pure imagination made manifest.

I hope you enjoy this book and find it a great inspiration for using the Iron Wind in your games. The Iron Wind inspired me, now I'm paying that forward.

Iadace,

Andrew Montgomery-Hurrell



Sample file

Paying it forward

If you have any ideas or create any awesome artwork, campaigns, monsters or other content based on any of the works herein, I fully encourage you to share them with the rest of the Numenera community, be that by creating your own supplement to sell or releasing content for free under the Numenera Fan-use License. The Numenera community is such a great bunch of people - it's great to try and give something back.



HOW TO USE THIS BOOK

Rusthaven is first and foremost a source of ideas, not rules. You should use this book as a source of inspiration for weird and terrible things. Everything you see written in these pages isn't set in stone and I encourage you to twist, warp and rewrite these words just as the Iron Wind rewrites matter. The creations in this book are not here to replace your imagination, but to ignite it.

With all that said, there are a lot of rules, mostly in the form of descriptors and foci - abilities and powers and the limitations upon them. Due to the nature of the Iron Wind, once again, these rules should be considered fluid and malleable. No two 'Iron-touched' are alike, even if they might have the same corruptions. I encourage you to add a personal spin on every rule, an unexpected exception, a surprising limitation or a shocking revelation. The Iron Wind is chaos made manifest - go a little crazy.

While Rusthaven is the name of this sourcebook, its main subject is the Iron Wind. Rusthaven is a focal point for all the content, the eye of the storm. You don't have to use the town of Rusthaven at all, or you can use it without any of the other Iron Wind content herein. Rusthaven is a showcase for everything Iron Wind related, from corruptions and chaos, to exile and fear. You might find elements of Rusthaven scattered across all the settlements of the Ninth World.

Many of the descriptions of people and attitudes circle back to a common theme in Rusthaven: exile, survival, community. Not all of these subjects are easy to grasp or convey during a game and you shouldn't feel pressured to try. Rusthaven works just as well for high adventure as it does for melancholy social commentary. To reiterate, Rusthaven is a source of ideas for **your** game. As long as you are having fun, you are doing it right.

Throughout this book there will be several callouts to other pages or even other books to help you cross-reference ideas and feed your imagination.