



THE MUTANT EPOCH

TABLETOP ADVENTURE ROLEPLAYING GAME

PRODUCT CATALOG

Fall-Winter 2024
Prices valid through Jan 31 2025



WWW.MUTANTEPOCH.COM



The Mutant Epoch

Role-Playing Game Hub Rules

OLA1001

246 pages, lavishly illustrated
Free SOE membership included

Print Version \$27.99

PDF version \$12.99

<https://www.outlandarts.com/TME-hub-Rules.htm>

The Mutant Epoch™ post-apocalyptic RPG challenges your in-game persona to survive in an age of rediscovery, high adventure, savage conflict, and freakish mutants and machines. Characters work in small excavation teams making forays into ruined cities, through junk strewn wastelands, twisted forests, nightmarish swamps and across polluted seas. During their expeditions they must contend with mutant beasts, the environment, as well as raiders, cultists, and robotic forces, only to stake their place in the newly emerging barter forts and factional bastions of humanity.

Players can take on the roles of pure stocks, mutants, ghost mutants, cyborgs, bestial humans and an assortment of synthetic or engineered humans. All you need is the TME hub rules book, dice, paper and pencils, a few friends and your imagination.

The Mutant Epoch™ uses the Outland System™ game mechanic, which employs the full set of polyhedron dice, is easy to learn, logical, fast paced, and perfectly suited to the hard core action of post apocalyptic game play.

Inside this lavishly illustrated book you will find all the rules, art and content to generate characters, challenge them with perils, and then reward them with potent relics.

This core book includes:

- 8 character types
- 30 castes
- 36 skills
- over a 111 mutations
- 68 cybernetic implants
- 104 creatures
- 9 robots and 10 androids
- complete encounter tables
- hazards, traps and insanity
- typical humans
- rules for called shots, parrying and chases
- 9 relic vehicles, 44 weapon relics, 14 armor relics and 70+ miscellaneous relics
- common PA vehicles and 10 scrap built Vehicles
- dozens of helpful tables
- character sheet
- GMs party record sheet
- grid and hex paper, and much more!





The Mall of Doom

Adventure TME-1

OLA1002

136 pages

Print Version \$16.99

PDF \$7.99

<https://www.outlandarts.com/mallofdoom.htm>

In the twisted, dark future of 24th century America, heroes are needed more than ever.

Do you have what it takes to rise up and answer the plea for help of hard pressed humanity?

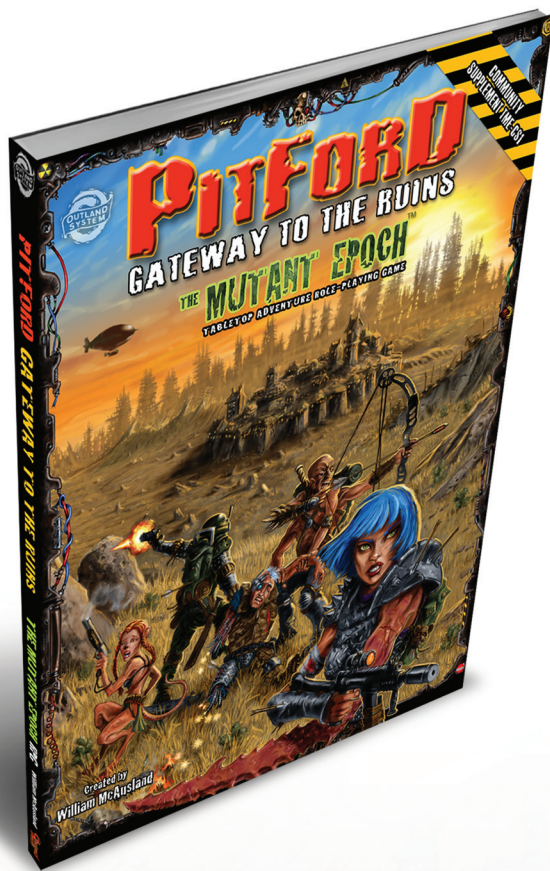
In this adventure, the characters are recruited to investigate the disappearance and whereabouts of missing townsfolk beneath the recently re-inhabited farm-fortress of Walsave. Through a series of underground expeditions, they soon discover that there is more to these kidnappings than meets the eye, and that these explorations under the Earth aren't just a ruin-crawl into the crumbling, artifact rich confines of an ancient shopping complex. Besides the pitfalls and nightmares of the subterranean hell, they must contend with conflicting interests among the villagers as well, including raiders, a bizarre cult, and the ruling founders of this fortified settlement.

Can your characters survive the challenges that await them, or will they meet their end someplace deep below the rubble and junk of a besieged post-apocalyptic village?

The Mall of Doom uses the Outland System™ game mechanic and requires only The Mutant Epoch™ hub rules RPG game book to play. Although set in the Crossroads Region over former Los Angeles, and a half day's ride from the sprawling, poverty ridden city of Overpass, the game master can easily drop this adventure into his or her own campaign region. Designed for 6 to 10 first rank characters, this adventure could take surviving characters to the third or fourth rank. Here's what's included in this terrifying, fast paced adventure:

- Multi-Path adventure design: never plays the same twice. Designed for group gaming or you can test your survival instincts, knowledge of The Mutant Epoch™, and wits by solo playing.
- PG14 rating due to some of the suggestive themes, horrific circumstances and descriptions; this adventure is not for the squeamish.
- 60 Illustrations • 5 Player Handouts • 6 Maps
- 1 New Creature • 2 New Relics • 136 Pages





Welcome to scenic Pitford: Gateway to the Ruins! This is your last stop before undertaking a dig in the nearby Great Ruins. Why not enjoy some of the fine services offered in this enclosed town? There are brothels, bars, massage parlors, shops, a casino and even a gladiatorial arena, all here for your delight. After all, this may be your last night in this twisted world, why not make it one to remember?

This book is both a game master reference resource, as well as a guide for players whose characters are visiting the bustling, old west style boom town.

Included are 56 shops and businesses, 33 streets and alleys, access points to the topside roof, and stairwells to the notorious basement level. In addition, fortress defenses, gatehouses, and town watch details are included, along with a robust section on the municipal jail with encounters for those incarcerated within. Also included are series of adventure hooks, appendices, map collections, the governing Association of Business Owners and the Freehold Scouts.

Situated in the north east corner of the Crossroads Region, Pitford figures heavily in upcoming adventures published for The Mutant Epoch role-playing game. While having this book isn't necessary, it would enhance game play and provide details on resources adventurers need to recover, resupply, and recruit new excavators.

Pitford: Gateway to The Ruins Community Setting CS-1

OLA1003

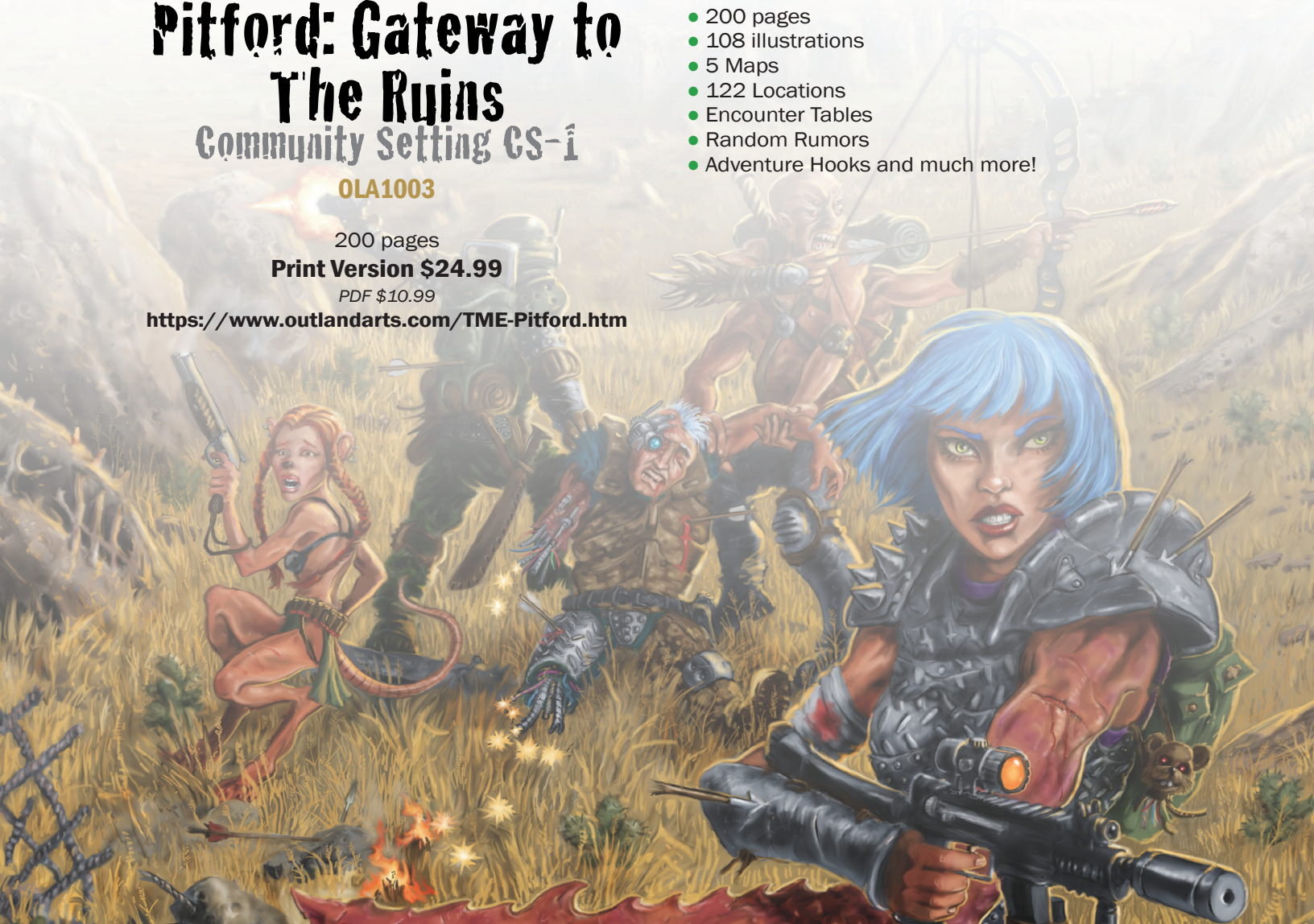
200 pages

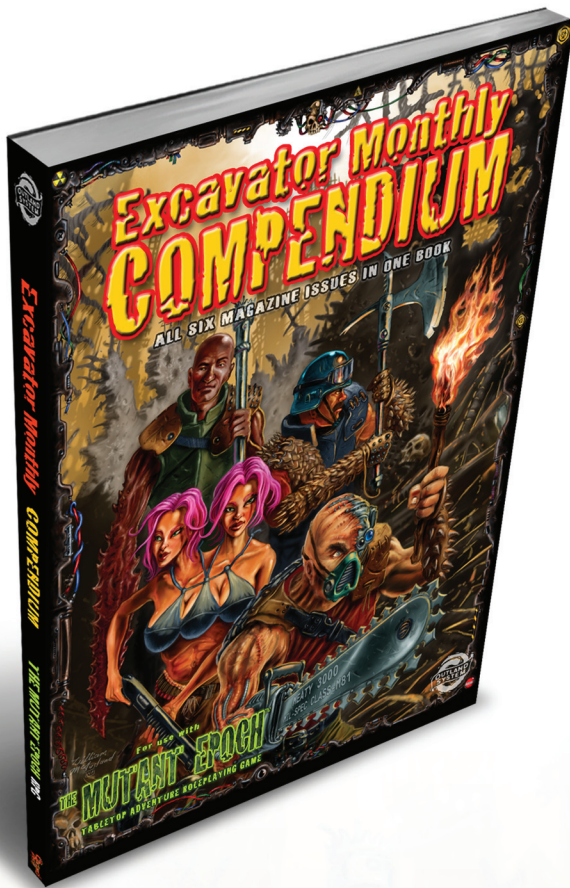
Print Version \$24.99

PDF \$10.99

<https://www.outlandarts.com/TME-Pitford.htm>

- 200 pages
- 108 illustrations
- 5 Maps
- 122 Locations
- Encounter Tables
- Random Rumors
- Adventure Hooks and much more!





Excavator Monthly Compendium

All six magazine Issues in one book

OLA1004

260 pages

Print Version \$26.99

PDF version \$11.99

<https://www.outlandarts.com/TME-excavator-monthly-compendium.htm>

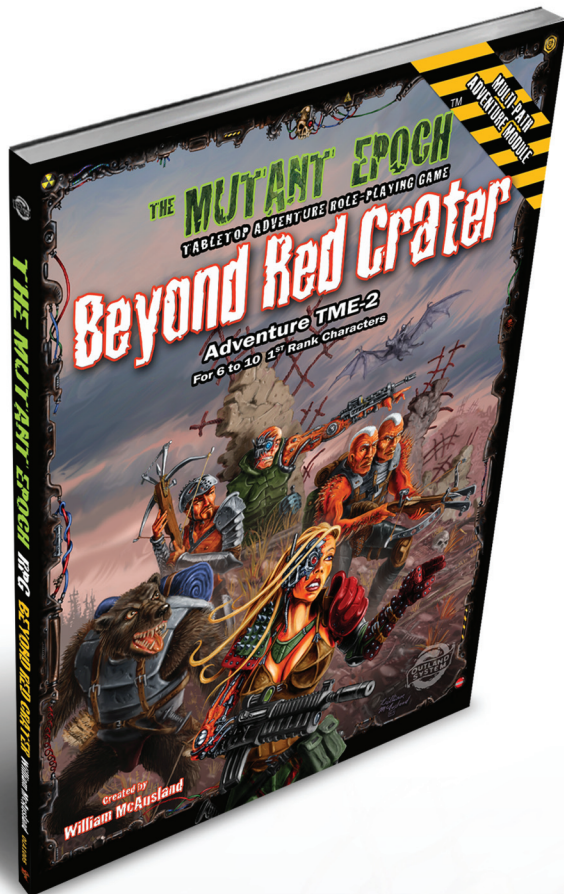
Now you can get all six copies of Excavator Monthly Magazine in one book! Each article, relic, mutant beast, non-player character and other feature has been placed into categories within this hefty tome. Never forget a copy again. Both game masters and players of The Mutant Epoch role playing game can carry all the magazines in one handy book and quickly flip to any resource with ease.

This hefty tome is divided into sections and includes areas for game master only articles, topics of interest from a player's perspective, alternate character generation methods and PC types, a few new skills, non-player characters, foul creatures and wondrous relics, as well as always helpful treasure tables. The entire book closes with an art gallery of all six covers, as well as a robust and highly useful index. For PDF buyers, the index, table of content and numerous locations within the book are hyperlinked allowing users to quickly flip between pages and whole sections of the book.

Excavator Monthly Compendium includes:

- 27 Nasty Mutant Creatures
- 13 Potent Relics
- 6 Alternate Character Generation Methods
- 2 New Skills: Acrobatics and Archery
- 12 Non-Player Character Friends and Foes
- 162 Illustrations
- 9 Assorted Articles
- Short Story: Demon in the Depths
- 10 Game Master Only Articles
- 8 Players Perspective Articles
- 4 Treasure Tables
- And much more!





Beyond Red Crater

Adventure TME-2

OLA1005

132 pages

Print Version \$16.99

PDF \$7.99

<https://www.outlandarts.com/beyondredcrater.htm>

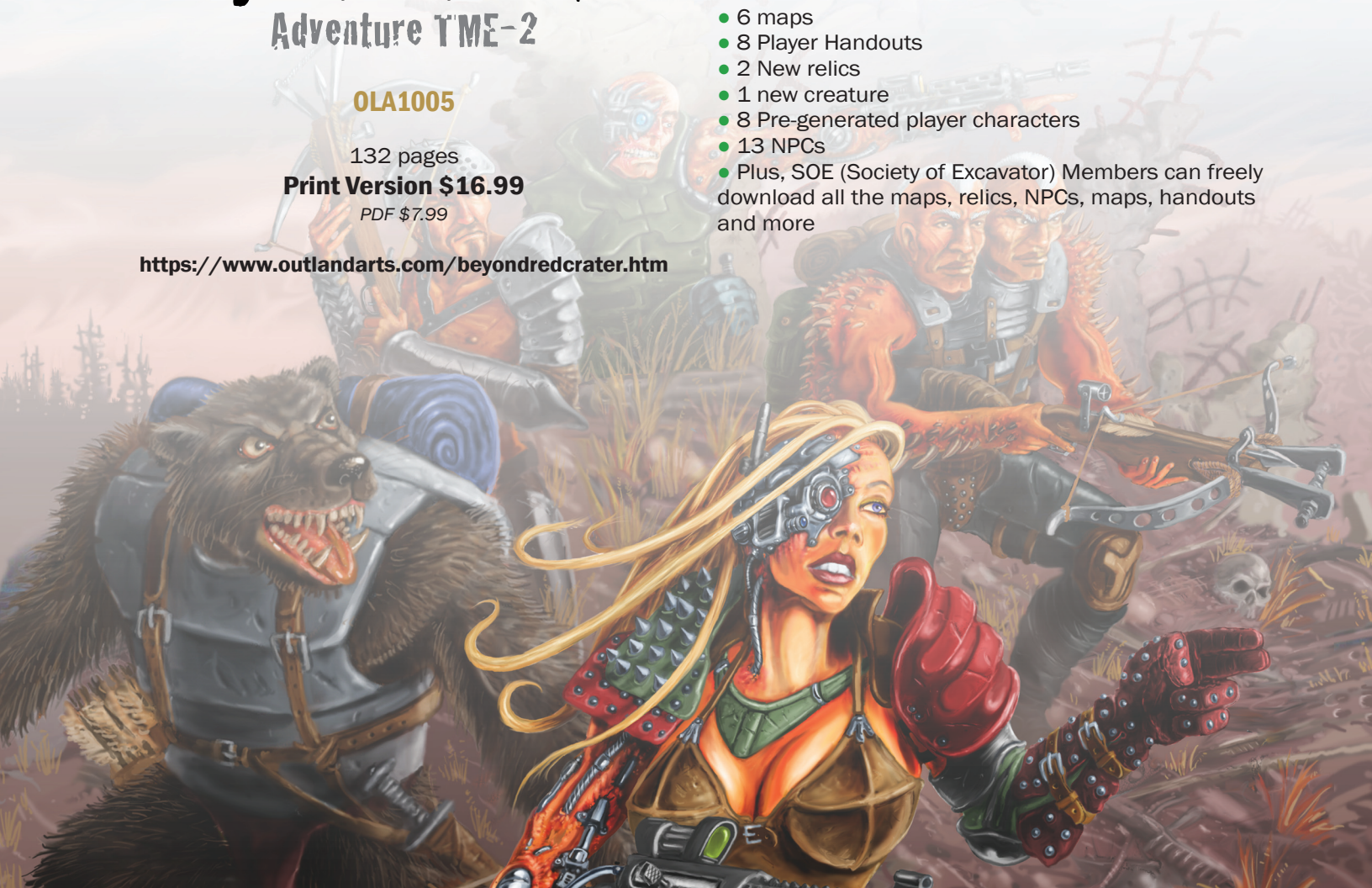
Six years ago your comrades from the town of Rust Watch were attacked on the edge of an ancient blast hole. Your militia patrol arrived back at camp too late and came upon a scene of devastation. You discovered that while a dozen of your people were taken captive, most were slain by the skulllocks of the Bloodpath Clan. Your leader, Three Fisted Sammy, was found dying. The mutant tore up a blood stained map and gave you each a piece, along with careful instructions; return in six years, join the map together, and seek vengeance, glory and mighty relics waiting to be recovered in an ancient facility; a dome beyond Red Crater.

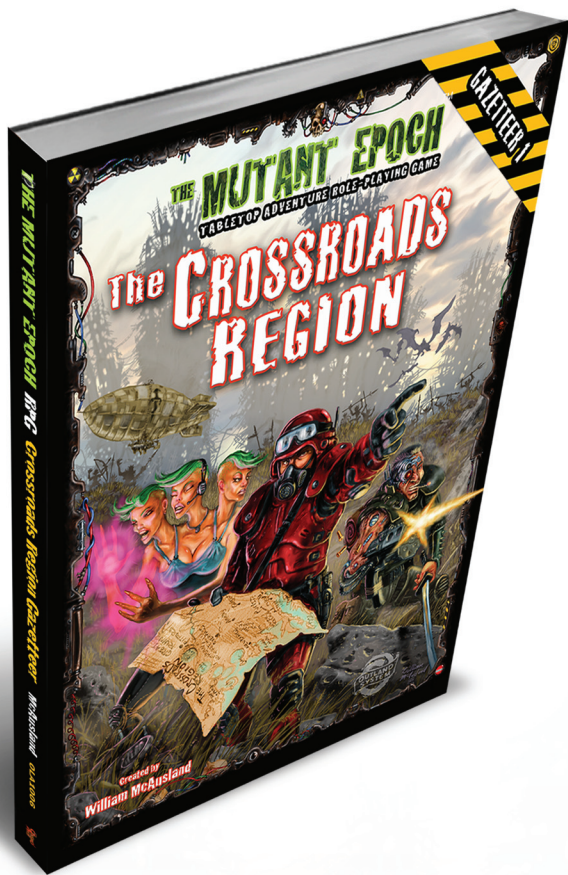
In this fast paced multi-path adventure, player characters reunite to fulfill an old request from a much loved militia officer. Their journey takes them passed a cursed crater, through ruins and ravines, over a river and across a salt flat to the foot of a concrete edifice. Therein, ancient technology and terrible beasts resist their advance as they uncover remarkable ancient treasures, twisted schemes, and nameless perils within the mysterious dome.

Designed for 6 to 10 first rank characters, this module isn't setting specific and can either be dropped into a game master's own campaign region or take place in the Crossroads Region by substituting Rust Watch for the fortified town of Pitford.

Included in this 132 page book are

- 81 Illustrations
- 6 maps
- 8 Player Handouts
- 2 New relics
- 1 new creature
- 8 Pre-generated player characters
- 13 NPCs
- Plus, SOE (Society of Excavator) Members can freely download all the maps, relics, NPCs, maps, handouts and more





The Crossroads Region Gazetteer One

OLA1006

448 pages

Print Version \$36.99

PDF \$16.99

<https://www.outlandarts.com/crossroads-region.htm>

Adventure and Exploration Await!

Grab your gasmask, your knee pads, crossbow and blade! Suit up into your junk armor and survival packs and get ready to dive into a world of high adventure.

Welcome to the Crossroads Region!

It is the year 2364. The Tainted Sea continues to recede, exposing patches of the former megalopolis of Los Angeles. Few areas in the brutal world of The Mutant Epoch are so densely populated nor so embroiled in factional warfare as The Crossroads Region. Here, your heroes will explore old war zones, ruined cityscapes, reef-locked relic ships, stinking bogs and toxic bomb craters. Seek the bounty on the dreaded outlaw-cannibal Appro-Mortica, recharge your power cells at Array, avoid the deviant hunters of the Holy Purist Empire, and dodge the Mutant Supremacists of Aberratia as your dig team travels forest road. At the end of the day, you and your comrades can wash away the grave dust of the ancients with a pint of beer in the bars and saloons of dozens of towns. But even in the scrap and concrete confines of human settlements, keep one eye open, as the abode of men can easily be as deadly as the post-apocalyptic wilderness.

The Crossroads Region Gazetteer is the first official setting for The Mutant Epoch role playing game and contains the sprawling city of Overpass, the purist capital of Pure Hub City, the Aberrationist capital of Newburg, along with thirty one other factional and independent communities.

Included in this 448 page book:

- 33 Community Descriptions
- 98 Locations of Interest Descriptions
- 320 Illustrations
- 39 maps
- 20 NPCs
- Plus details on regional factions, ruin areas, outlaws, heroes, organization, nomadic communities and much more!
- Access to downloadable map and game ready content archive, including larger versions of included maps





Mutant Bestiary One

173 New Creatures

OLA1007

148 pages

Print Version \$22.99

PDF version \$9.99

<https://www.outlandarts.com/mutantbestiary1.htm>

Keep your post-apocalyptic game players on the edge of their seats with 173 all new creatures from Abhorra to Ziagota. Your players are gonna ask "Now what the hell is that!?"

Welcome to Mutant Bestiary One!

Have your Mutant Epoch players seen it all? Looking for more than the 104 monsters found in the hub rules book? Well this richly illustrated tome is the answer. Dive in and get ready to throw some surprises their way!

This collection of nasty freaks, from the blood mole to the earth shaking mobilamortus tree, will to challenge and intrigue excavators of low to high ranks. Also included are humanoid and bipedal specimens that can be played as new character types, if the GM allows it, including krenth cat-folk, diminutive devilkins, dog-boys, anthro-tortoises, bipedal raccoons and haughty, pale skinned underfoot.

Featured in this book:

173 creatures

167 illustrations- The majority of these creatures have their own random mutation lists

Encounter tables

PDF aspects: Fully bookmarked table of contents, clickable page number and encounter tables

SOE ONLY CONTENT: Online player handout directory. For Society of Excavator Members only

Just some of the creatures you'll meet in this 148 page collection:

- 16 humanoids • 11 New insects
- 68 Animals of old and their off-shoots
- 5 new predatory plants • 3 Whales
- 12 Slugs, snails and mollusks
- 8 Crustaceans • 7 New cats
- 6 New dogs • 4 Ape variants
- 30 Assorted monstrous fiends



The survival of Pitford rests in your hands!

A sandstorm batters the enclosed fort, forcing the characters to lay low. Unable to loot the nearby Great Ruins their money is running out fast, and they're getting thirsty as the last two food and water convoys from the city never made it.

Worse, the storm is tearing gaps in the walls and roof of the scrap-built fortress. These portals have not gone unnoticed. Something unspeakable approaches in the biting sandstorm, gathering in numbers and taking advantage of the blinded defenders... an insidious peril that hungers for more than the flesh and fluids of Pitford's citizens.

This horror themed module takes place in and around the Quest Path Apartments where the characters rent a humble bunk room. Here, the characters are thrown into the middle of a nightmarish ordeal, where their survival is in question, where their failure could lead to a region wide catastrophe.

The Flesh Weavers is a heart pounding adventure for between five and eight 2nd to 4th rank characters. It includes a massive supplemental basement add-on, as well as a random escape tunnel generator, terrible new creature and dozens of its ghastly variants. This adventure can be played dozens of times and never be quite the same. Players must choose carefully at every turn, weigh their options, and decide whether to be heroes, or bug out. Facing the flesh weavers is only for the brave, the resourceful and the mighty, after all. Pitford's survival depends on it.

- 71 Illustrations
- 13 Game Master maps plus 2 Pitford reprint maps
- 8 Pre-generated 3rd rank player characters
- 2 NPCs
- 6 Player Handouts
- 1 new creature
- Plus, SOE (Society of Excavator) Members can freely download all the maps, relics, NPCs, maps, handouts and more.



The Flesh Weavers

Adventure TME-3

OLA1008

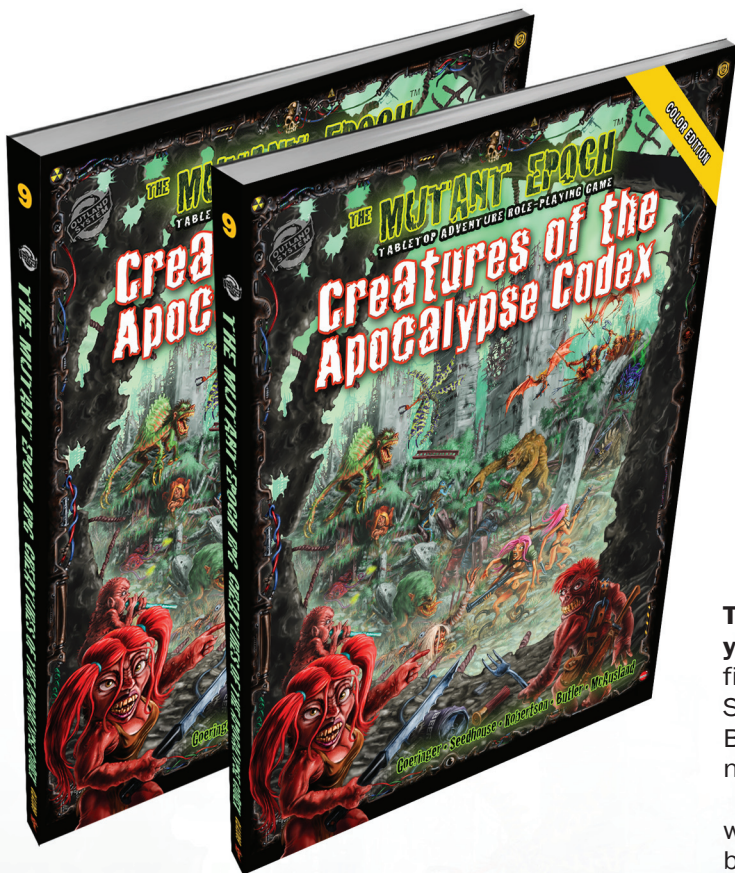
104 pages

Print Version \$14.99

PDF version \$6.99

<https://www.outlandarts.com/fleshweavers.htm>





Creatures of the Apocalypse Codex

20 Detailed Nasty New Mutants

OLA1009

148 pages

Full Color Print Version \$29.99

Grayscale Print Version \$19.99

PDF version \$9.99

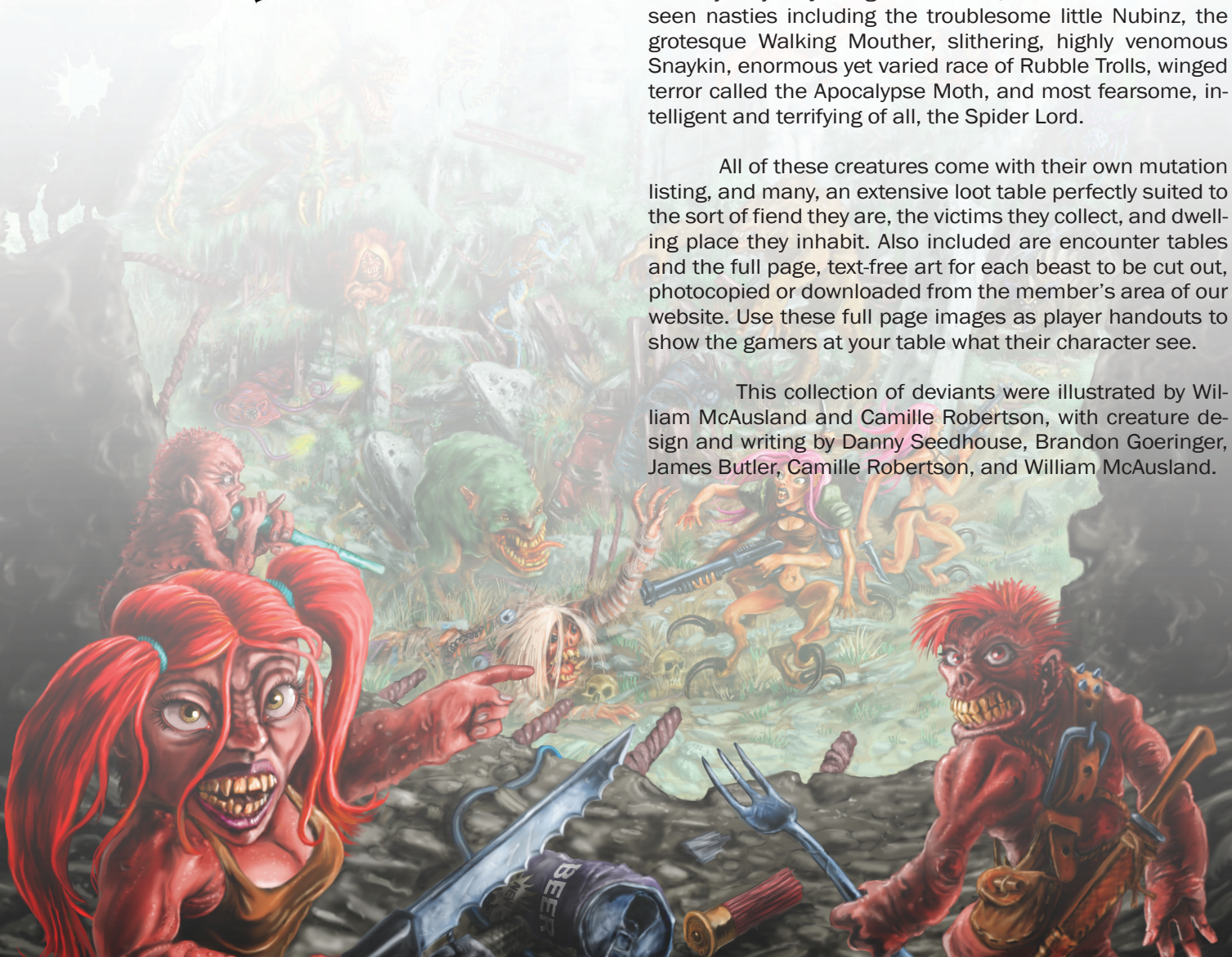
<https://www.outlandarts.com/cotacodex.htm>

This mutant manual showcases 20 nasty freaks to keep your players on their toes. Included in this tome are the first 13 deviant adversaries from the free PDF offerings: Sickie Foot, Red Harvester, Spikeback, Junk Mobster, Bog-Billy, Scraplurker, Back Hatcher, Quasi, Spiker, Wailing Jhonnny, Tyrannosapien, Chest Head, and Talontessa.

Also included is the disturbing Muto-Harpy which was previously only available to Society of Excavator members by way of joining our forums, and six never before seen nasties including the troublesome little Nubinz, the grotesque Walking Mouter, slithering, highly venomous Snaykin, enormous yet varied race of Rubble Trolls, winged terror called the Apocalypse Moth, and most fearsome, intelligent and terrifying of all, the Spider Lord.

All of these creatures come with their own mutation listing, and many, an extensive loot table perfectly suited to the sort of fiend they are, the victims they collect, and dwelling place they inhabit. Also included are encounter tables and the full page, text-free art for each beast to be cut out, photocopied or downloaded from the member's area of our website. Use these full page images as player handouts to show the gamers at your table what their character see.

This collection of deviants were illustrated by William McAusland and Camille Robertson, with creature design and writing by Danny Seedhouse, Brandon Goeringer, James Butler, Camille Robertson, and William McAusland.





The Mutant Epoch Quick Start Rules and intro adventure Muddy Mayhem

OLA1010

120 pages

Print Version \$15.99

PDF version FREE

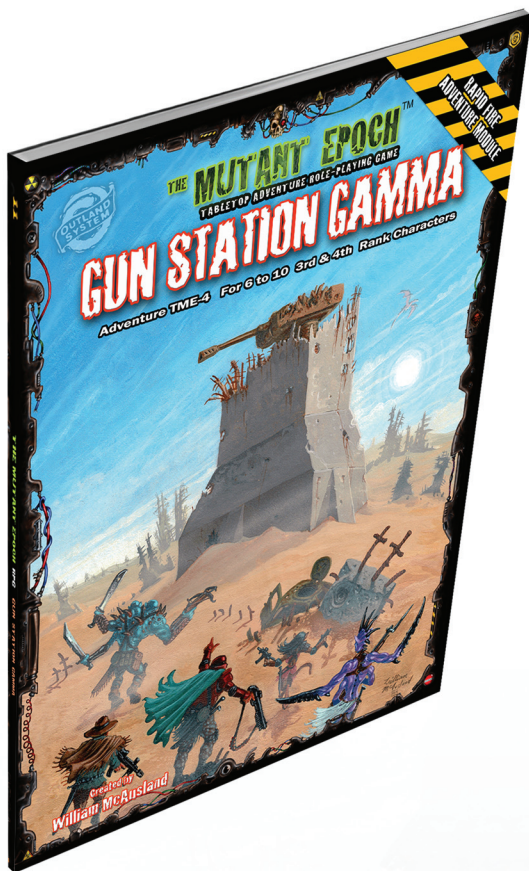
<https://www.outlandarts.com/qsr.htm>

The Mutant Epoch RPG Quick Start Rules includes everything you need to truly test drive the Outland System Game mechanic and explore the astounding, richly supported, freak filled post-apocalyptic universe of The Mutant Epoch.

Included in this book are a rich sampling of mutations, skills and cybernetic implants, along with three character types: Pure stock humans, mutants and cyborgs, plus ten creatures, ten relics and basic easy to learn rules. Also included is a brief sampling of the town of Sandbarra from the Crossroads Region Gazetteer, along with a 42 page entry level adventure called Muddy Mayhem.

We've presented 96 illustrations from the original hub rules book, 4 inks and 2 maps from the Crossroads Gazetteer, and produced 49 all new illustrations, a cover image, 3 player handouts and 5 maps for the low rank, yet highly challenging adventure. We've also added a character sheet you can photocopy, hex and grid paper, plus a link here to the printer friendly grayscale version of just the rules (to print off several copies of and spread around the game table or hand out to gamer friends).





Gun Station Gamma

Adventure TME-4

OLA1011

62 pages

Print Version \$11.99

PDF version \$4.99

<https://www.outlandarts.com/gunstationgamma.htm>

Missing dig teams.

A fabled stronghold.

An insidious peril.

Someplace in the dunes, near a dead city of the oldsters, stands Gun Station Gamma, once more emerging from the shifting sands. The intrepid excavators set out to investigate the fabled gun emplacement, having heard rumors of missing dig teams being taken there, of the vile humanoid occupants, of heartless slavers, and a great trove of relic treasures within.

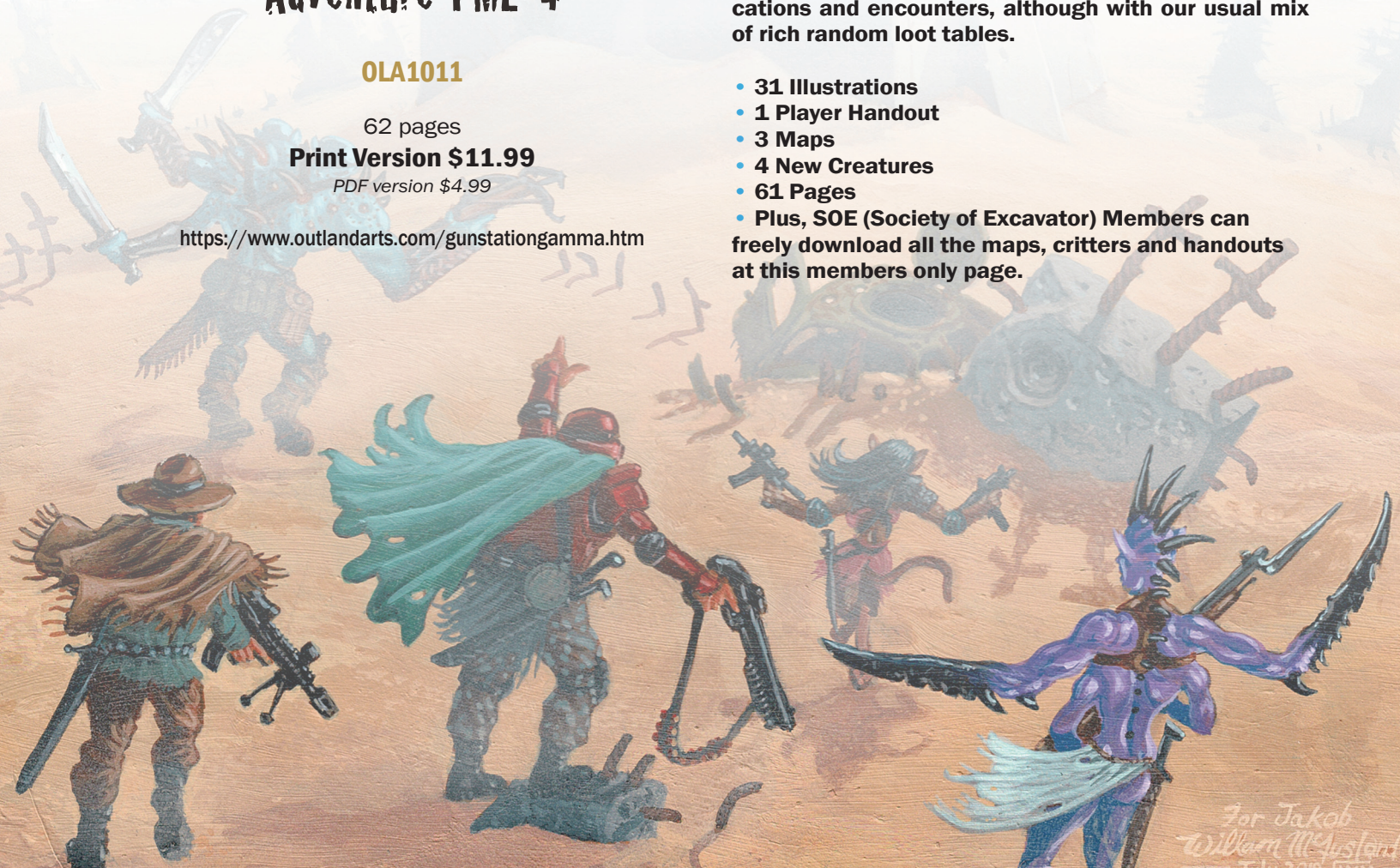
In this rapid-fire adventure, the excavators face sandstorms, thirst, predators, and pitfalls before ever reaching their destination — and once they find it, then the trouble begins. What mad experiments, pitiless torments, evil ambitions await within this much-coveted installation in the wastes? Will the adventurers emerge triumphantly and put an end to a festering malice, or go out in a blaze of nuclear fire?

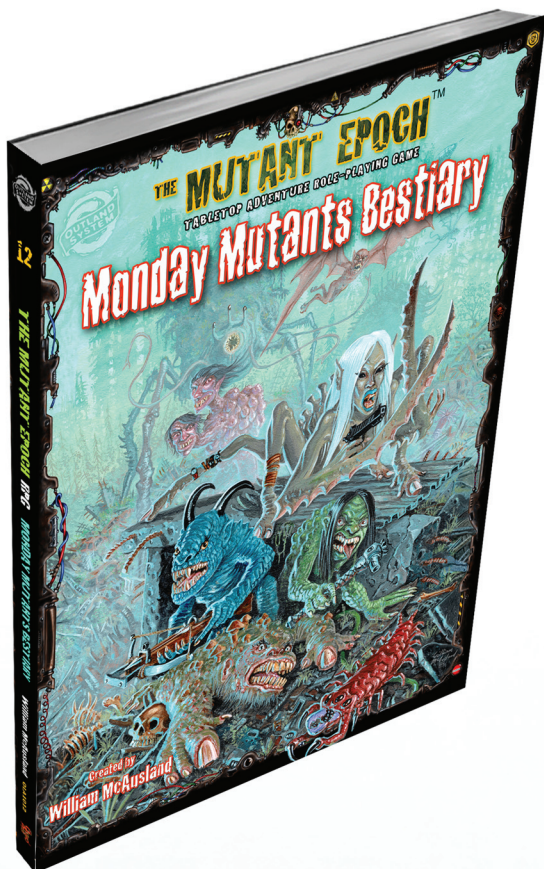
Gun Station Gamma uses the Outland System™ game mechanic and requires only The Mutant Epoch™ hub rules RPG game book to play.

Designed for 6 to 10 third to fourth rank characters, this module is not setting specific, but if using the Crossroads Region as your campaign area, then the dig team can set out from Pitford.

- **Rapid Fire adventure design:** Crafted for group gaming of The Mutant Epoch™ RPG with generally set locations and encounters, although with our usual mix of rich random loot tables.

- **31 Illustrations**
- **1 Player Handout**
- **3 Maps**
- **4 New Creatures**
- **61 Pages**
- **Plus, SOE (Society of Excavator) Members can freely download all the maps, critters and handouts at this members only page.**





Monday Mutants Bestiary

30 Mutie Monsters to Challenge Every Excavator

OLA1012

206 pages

Print Version \$24.99

PDF version \$10.99

<https://www.outlandarts.com/mondaymutantsbestiary.htm>

As a Game Master for The Mutant Epoch, you need more mutie monsters, treasure tables, and a few short adventures to begin the mayhem!

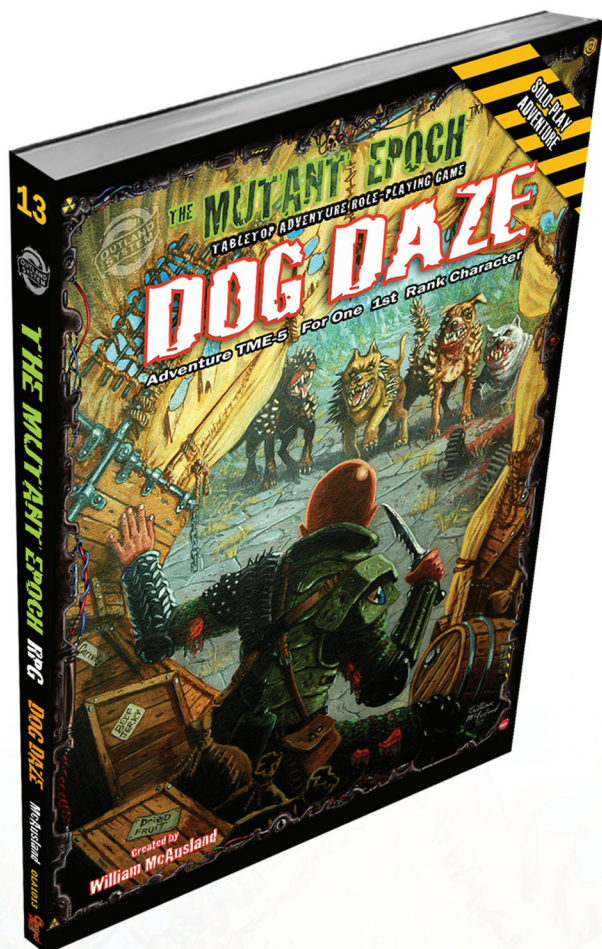
As a TME player, you need more challenges, more heroics, and more wicked loot! You'll find all this, and more, within these pages! While 24 of the creatures in this tome of terrors are available as 'pay what you want' pdf downloads, we've enhanced many of them with more art and created 6 all new mutant monstrosities to challenge even the most robust dig team.

These 6 new critters are exclusive to this bestiary and include the gargantua-bison, junk-ghoul, muto-colossus, flyoid, trash-anemone, and an enormous mutant chicken called a razor beak. The other twenty-four freaks include massive apex predators like the lump devil, weed demon, masher, and pheedlot, a deep water reptilian called the wave lurker, as well as insidious ambush hunters such as the wall hugger, wyngdeth, and spider sister. Here too, player character must to contend diminutive humanoids such as the skayl lizard folk, or even smaller piffers. Other creatures include the foul-mouthed krutok, merciless shokgast, grotesque skullgut, bog-devil, along with other nightmares such as the arm-gunn, dust fiend, wriggle-hack, grumble strike, junko, noxo, rubble-imp, sap-crawler, beaked-slasho, and giant grumpy stomp

Included in this 206 page book

- 30 Nightmarish mutants, with many random mutation and loot tables, along with full art player handout sheets for each.
- Encounter Tables
- 101 Illustrations
- 3 Flat and 6 Isometric maps
- 4 Mini adventures for the 'Shokgast'
- 2 Complete adventures: 'The bog-devil's Lair' and 'The Wall Hugger's Tower'
- Plus, SOE (Society of Excavator) member Game Masters can freely download all the maps, and player handout images right here! GMs Only!!!





Dog Daze

Adventure TME-5 For one 1st rank character

OLA1013

240 pages

Print Version \$26.99

PDF version \$11.99

<https://www.outlandarts.com/dogdaze.htm>

**Mayhem on the road • Hunted in the Wastes
A Subterranean Escape • An epic solitaire saga**

A calamity on the Unity Road leaves you on the run in the weeds and wreckage. You aren't alone, traveller. You're being tracked, being surrounded, and likely the next meal to the hounds of the wastes. Mutant dogs have always been a threat to trade caravans and travellers along this stretch of broken highway, but of late, things have gotten much worse. The dogs, much more aggressive, appear in greater number, and their hunting tactics better coordinated.

Now, you're alone in the badlands. Deviated mutts have driven off the rest of the wagon caravan in which you were a passenger, and nearby the hounds hunt you with uncanny resolve. What's your next move?

Challenge Yourself

Grab your dice, a pencil, some notepaper, and your character sheets and immerse yourself in hours of unpredictable, epic adventure. See if your character can survive in this post-apocalyptic expanse, both above and below ground.

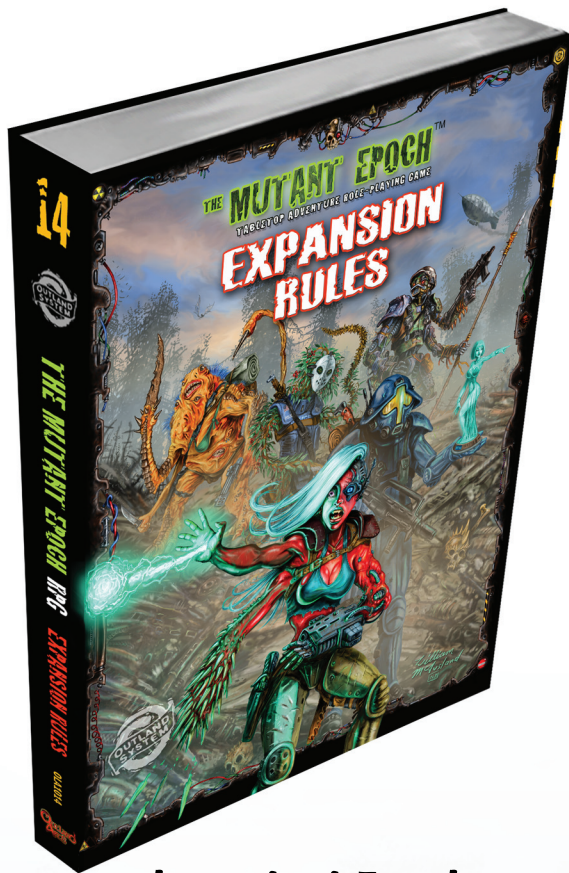
Dog Daze is a **multi-path solo play adventure** for The Mutant Epoch tabletop RPG. Designed for one 1st rank character. This fast-paced, highly re-playable module can be used as a training ground for those new to the Outland System and The Mutant Epoch game and setting. Likewise, sections of this book can be inserted into a game master's own dig sites and encounters, or slid into other published TME adventures.

Regular Group Play

You need make only minor tweaks to convert this solo adventure into a game master directed quest, although as this is a tough dig with high casualties expected, leaving the module as written and adding more PCs will simply allow the excavators to take riskier chances and get themselves into more epic trouble.

What's Included?

- 104 illustrations
- 5 new creatures, 3 new relics, and an expanded version of mutant dogs with 24 random mutations
- 3 full page GM only maps sliced up and added throughout the adventure as 100 mini-maps



The Mutant Epoch Expansion Rules

OLA1014

530 pages

Print Version \$39.99 PDF version \$19.99

<https://www.outlandarts.com/expansionrules.htm>

Rank up your post-apocalyptic adventures with all new character types, new skills, pre-game castes, remarkable mutations, cybernetic implants and devastating relic treasures! Add never before seen incredible excavators to your existing ruin exploring dig team, or face these new oddities as vile foes.

This book is part two of the Hub Rules, and is a must-have, resource rich sourcebook that's sure to make the Mutant Epoch RPG the ultimate post-apocalyptic, science-fantasy role-playing game.

For players of The Mutant Epoch, this book offers 12 new player character types, along with an incredible selection of 35 new bestial humans. Also included are 100 new prime mutations, 42 minor mutations, 36 flaws, and 8 NPC only mutations for those special wasteland inhabitants. Also, the long awaited plantoid 'veggie-sapien' character type appears in this book. These weedies have their own extensive collection of 71 prime plantoid mutations and 20 flaws all their own. There are two new character outfitting systems: the Rapid Fire method and the ultra quick Equipment Packs system. Other expanded rules include cybernetic purchasing and sales tables, healing times for broken bones, the effects of radiation on robots, androids and other mechanical systems, and much more. This book includes 14 character sheets, all of which are also available on this book's web page.

As a game master, this book gives you a haul of new relic rewards, and deadly robot and drone adversaries to challenge characters of any rank. Optional rules offer brutal, attack mode based critical strike outcomes, rules for pushing beyond the daily mutational usage limits of mental and energy based mutations, new combat options, and a robust section on dimensional portals, destinations, voids, relic gear, and the terrible, wraith-like beings that inhabit them.

This book requires the use of the Mutant Epoch Hub Rules, plus, we recommend a 30 sided dice used for some tables and relic damage rolls.

- Over 1225 illustrations
- 12 New character types: Abomination, Android, Graft-er, Halfie, Mutorg, Nanoborg, Parasite, Plantoid, Rebuilt, Robot, Vat-Brain, plus 35 more Bestial Humans
- 21 Pre-game castes • 34 Skills
- 186 mutations • 91 Plant mutations
- 42 Cybernetic implants • 35 Bestial humans
- 260 new relics, including 42 new weapons, and vast assortment of equipment, medical wonders, explosives, augmented reality artifacts, micro air vehicles, drones, robots and vehicles, including the orbital shuttle.

Featuring writing by: Danny Seedhouse, Dr. James Butler, Colin Chapman, Brandon Goeringer, Timothy Berrault, Brutorz Bill, Thaddeus Moore, Blood Axe, Mike McMillan, C.H.U.D., Corryn, Graeme Hallett, Stu Brooks, Thomas Vida, Ed Pegg Jr., Azaria Wagner, Christine Jones, Charles Barber, TalonHunteR, William McAusland and others



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William McAusland

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OLA1002	Mall of Doom, adventure TME-1	16.99	50%		x 8.49 ea.	
OLA1003	Pitford: Gateway to the Ruins	24.99	50%		x 12.49 ea.	
OLA1004	Excavator Monthly Compendium	26.99	50%		x 13.49 ea.	
OLA1005	Beyond Red Crater, adventure TME-2	16.99	50%		x 8.49 ea.	
OLA1006	Crossroads Region Gazetteer	36.99	50%		x 18.49 ea.	
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