

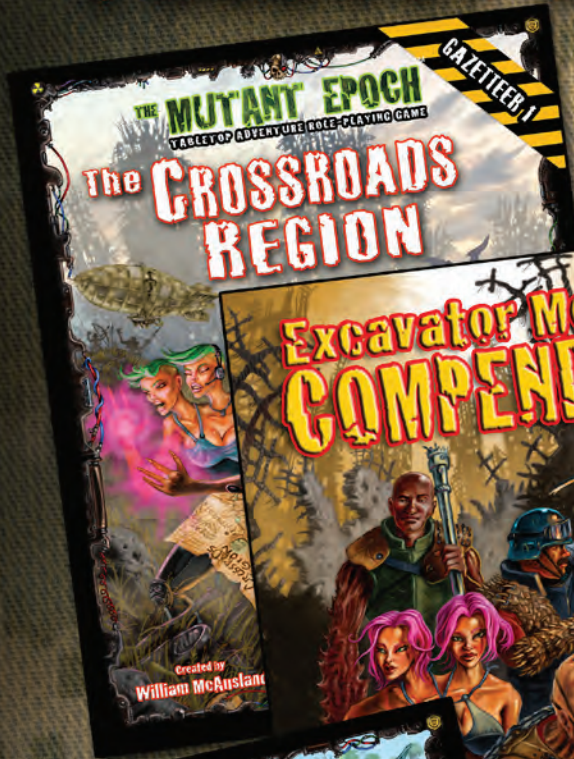
# THE MUTANT EPOCH

TABLETOP ADVENTURE ROLEPLAYING GAME

## PRODUCT CATALOG

FALL 2015 EDITION

Outland  
Artes .com



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

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.

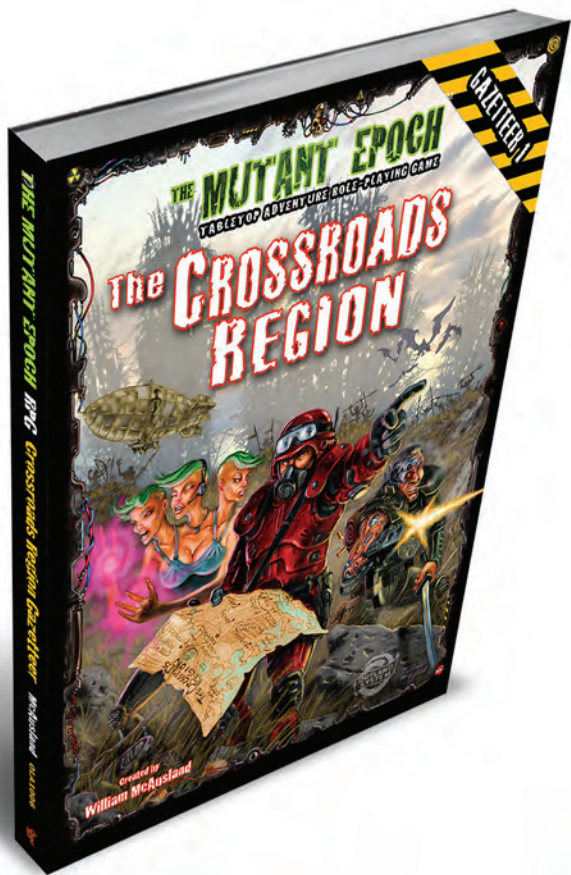
Inside this lavishly illustrated book you will find all the rules, art and content to generate characters, challenge them with perils, and then reward them with potent relics.

**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 Crossroads Region Gazetteer One

**OLA1006**

448 pages

**Print Version \$36.99**

PDF \$16.99

## 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.

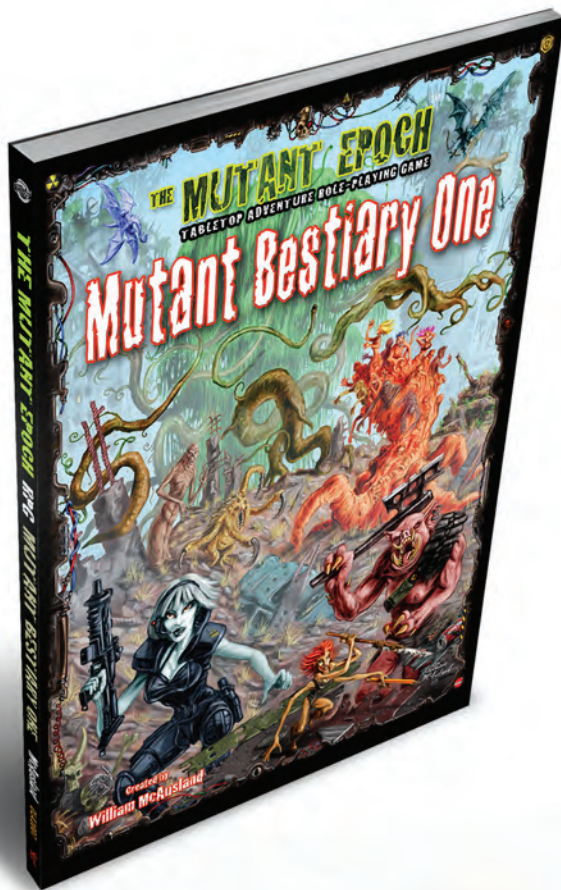
The Crossroads Region Gazetteer is the first official setting for The Mutant Epoch role playing game and contains the sprawling city of Overpass, the purist capital of Pure Hub City, the Aberrationist capital of Newburg, along with thirty one other factional and independent communities.

## 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







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 mobilmortus 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 devilkens, 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

# Mutant Bestiary One

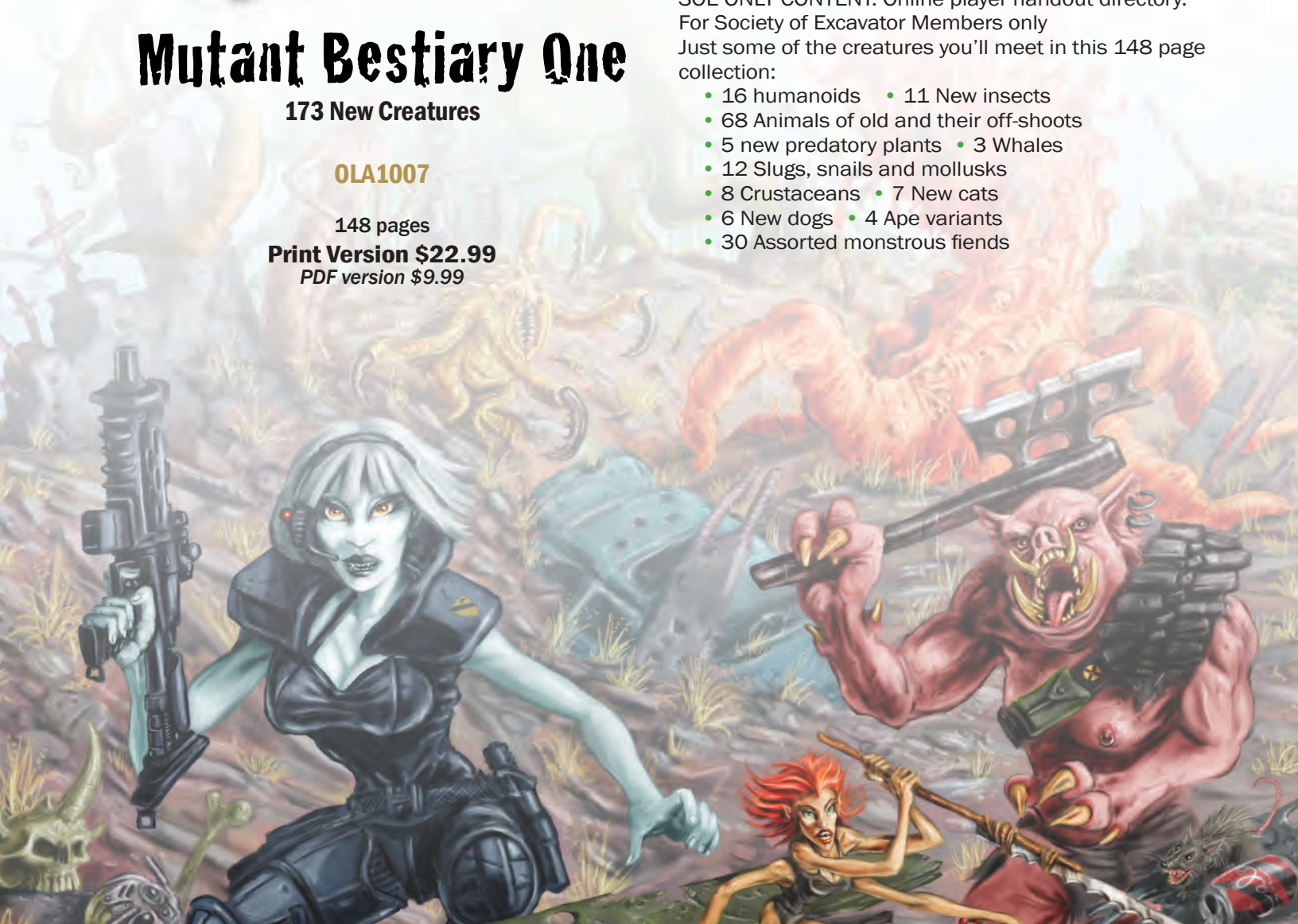
173 New Creatures

**OLA1007**

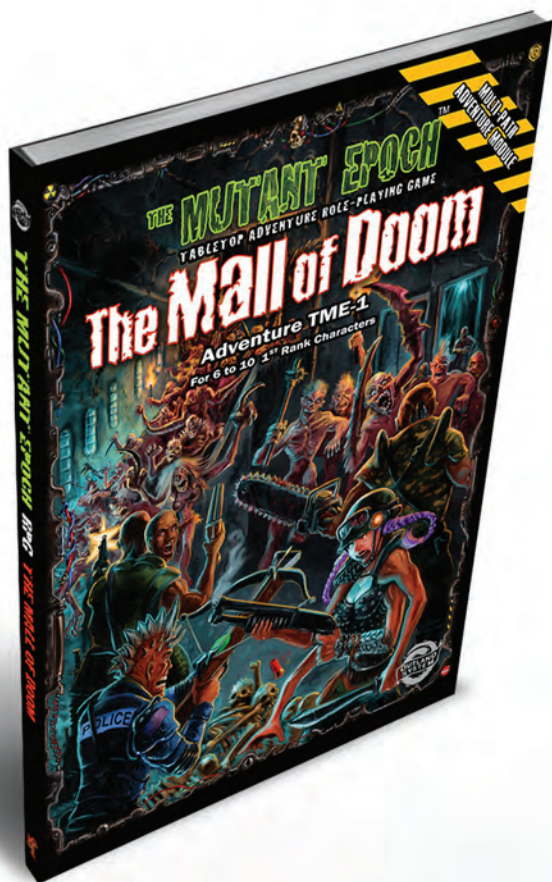
148 pages

**Print Version \$22.99**

PDF version \$9.99







# The Mall of Doom

## Adventure TME-1

**OLA1002**

136 pages

**Print Version \$16.99**

PDF \$7.99

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.

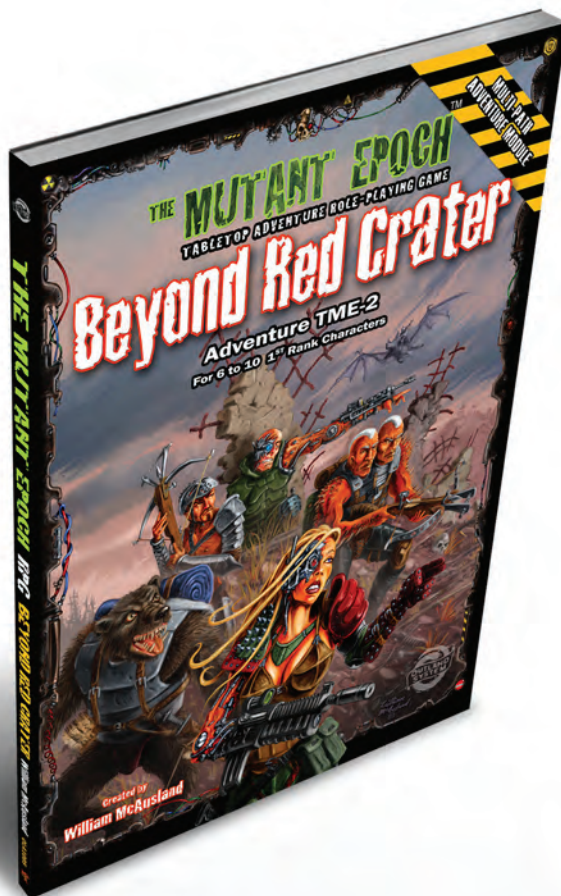
Can your characters survive the challenges that await them, or will they meet their end someplace deep below the rubble and junk of a besieged post-apocalyptic village?

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







# Beyond Red Crater

## Adventure TME-2

**OLA1005**

132 pages

**Print \$16.99**

Buy PDF \$7.99

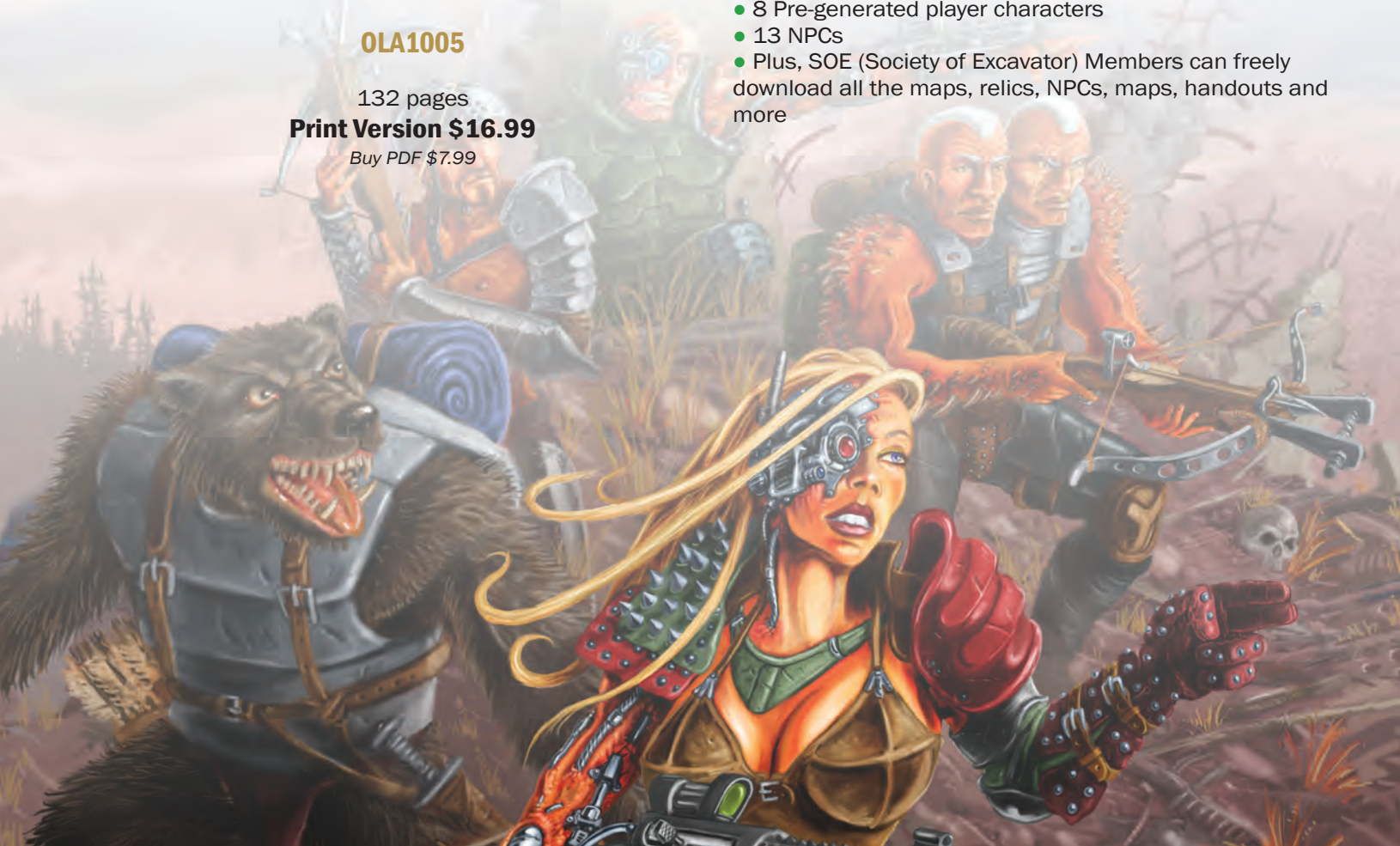
Six years ago your comrades from the town of Rust Watch were attacked on the edge of an ancient blast hole. Your militia patrol arrived back at camp too late and came upon a scene of devastation. You discovered that while a dozen of your people were taken captive, most were slain by the skullocks of 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.

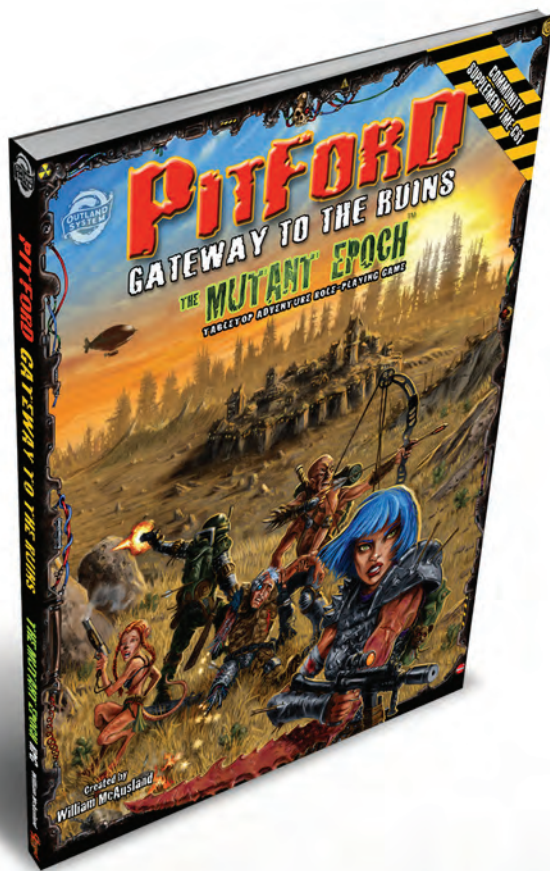
Designed for 6 to 10 first rank characters, this module isn't setting specific and can either be dropped into a game master's own campaign region or take place in the Crossroads Region by substituting Rust Watch for the fortified town of Pitford.

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







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

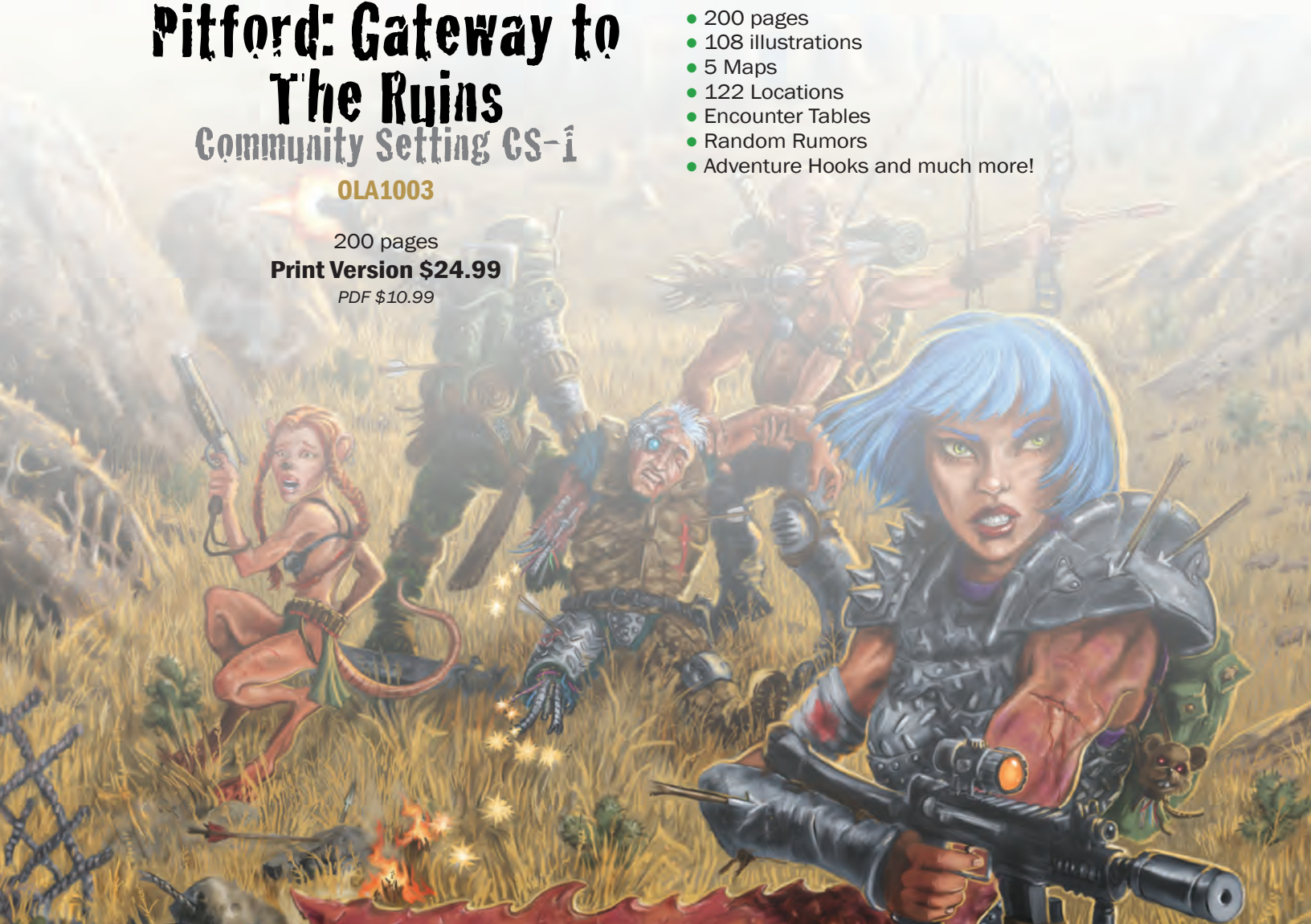
**OLA1003**

200 pages

**Print Version \$24.99**

PDF \$10.99

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





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

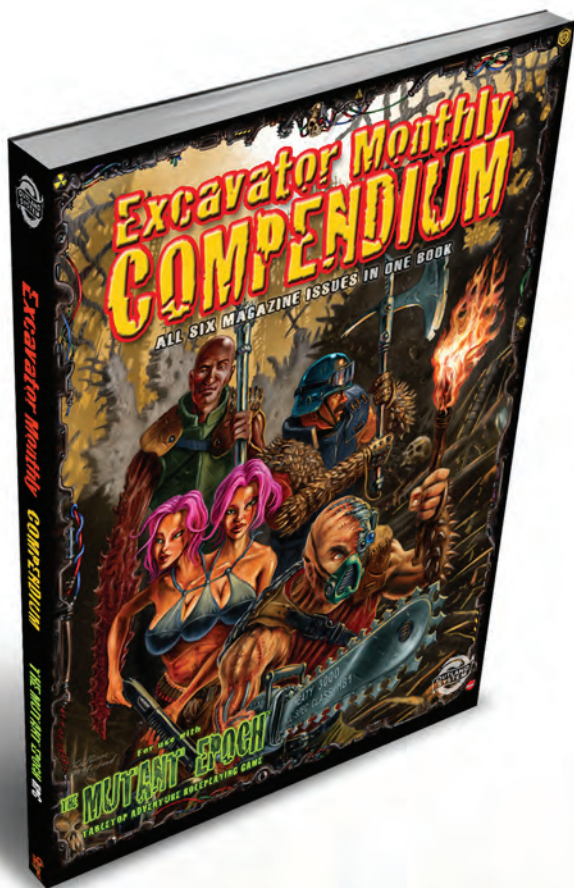
104 pages

**Print Version \$14.99**

PDF version \$6.99







# Excavator Monthly Compendium

All six magazine Issues in one book

**OLA1004**

260 pages

**Print Version \$26.99**

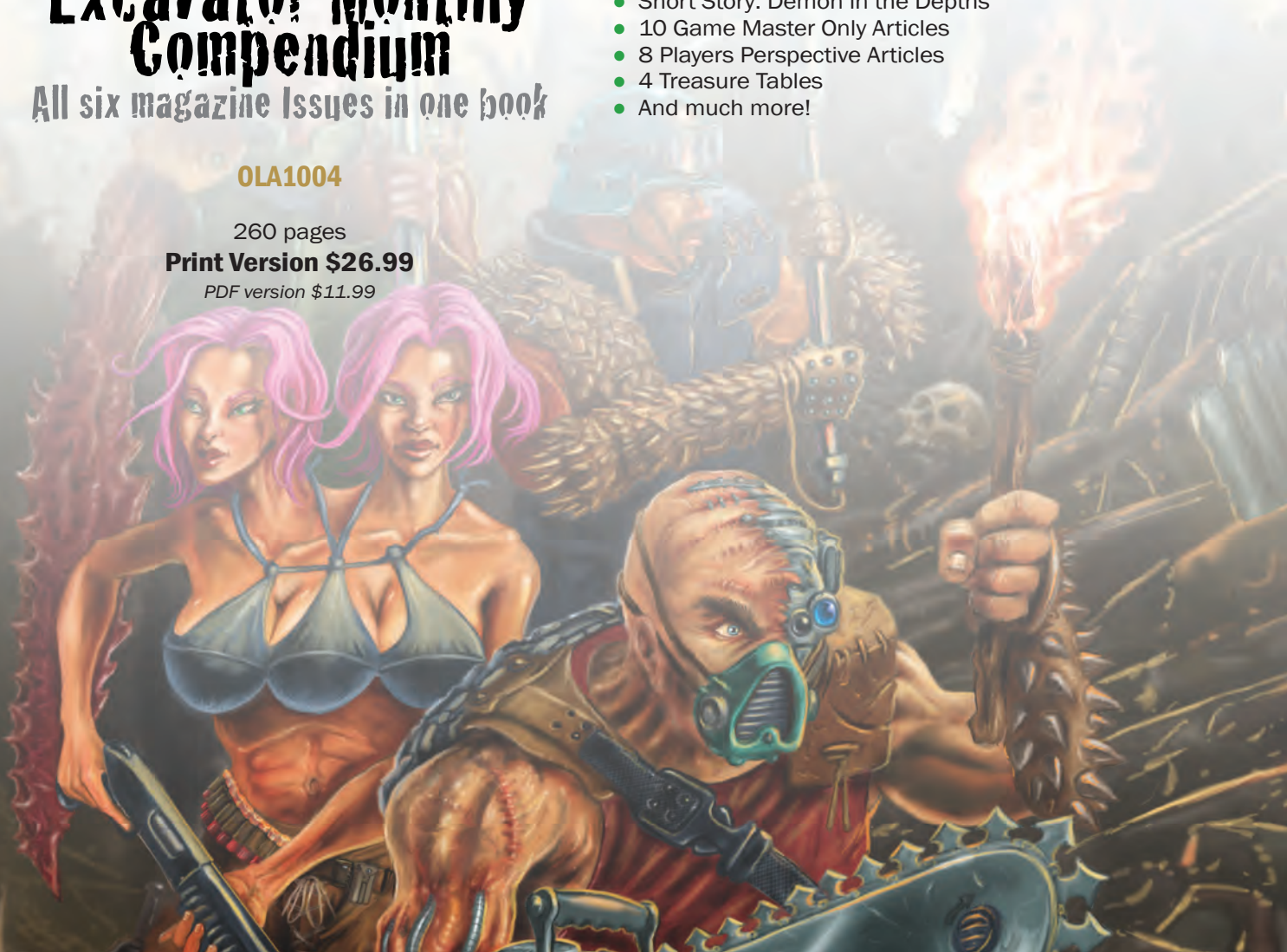
PDF version \$11.99

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.

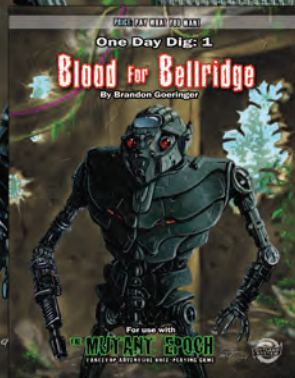
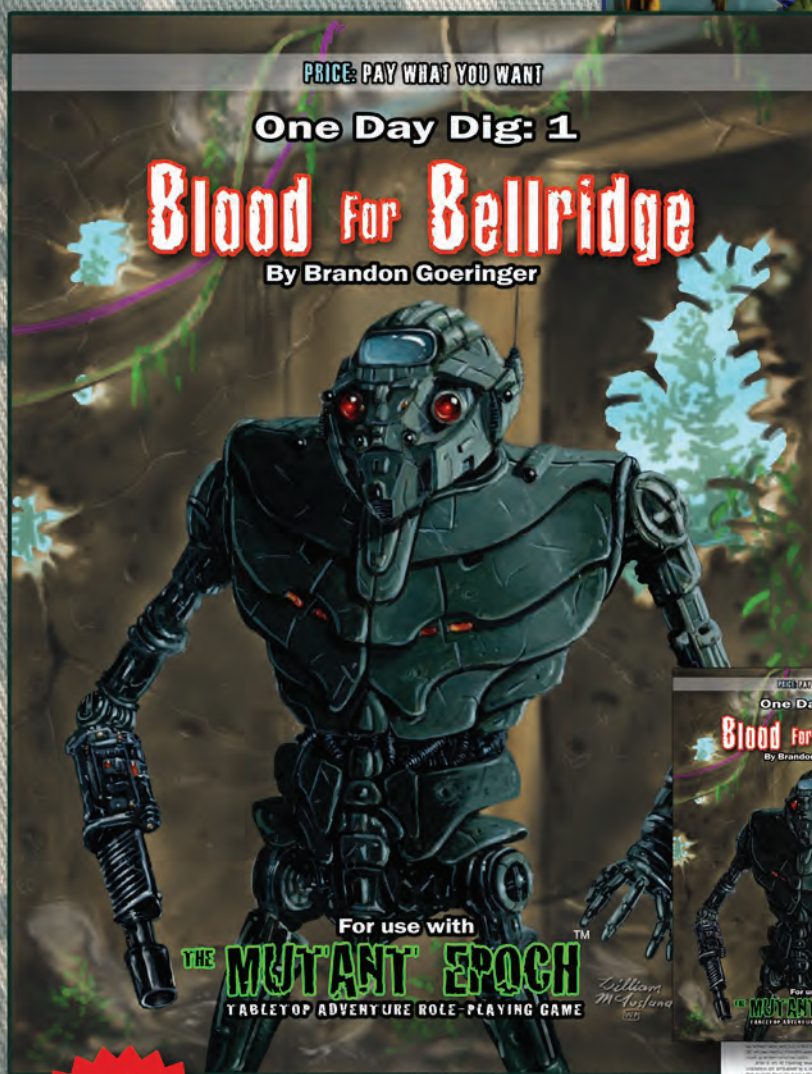
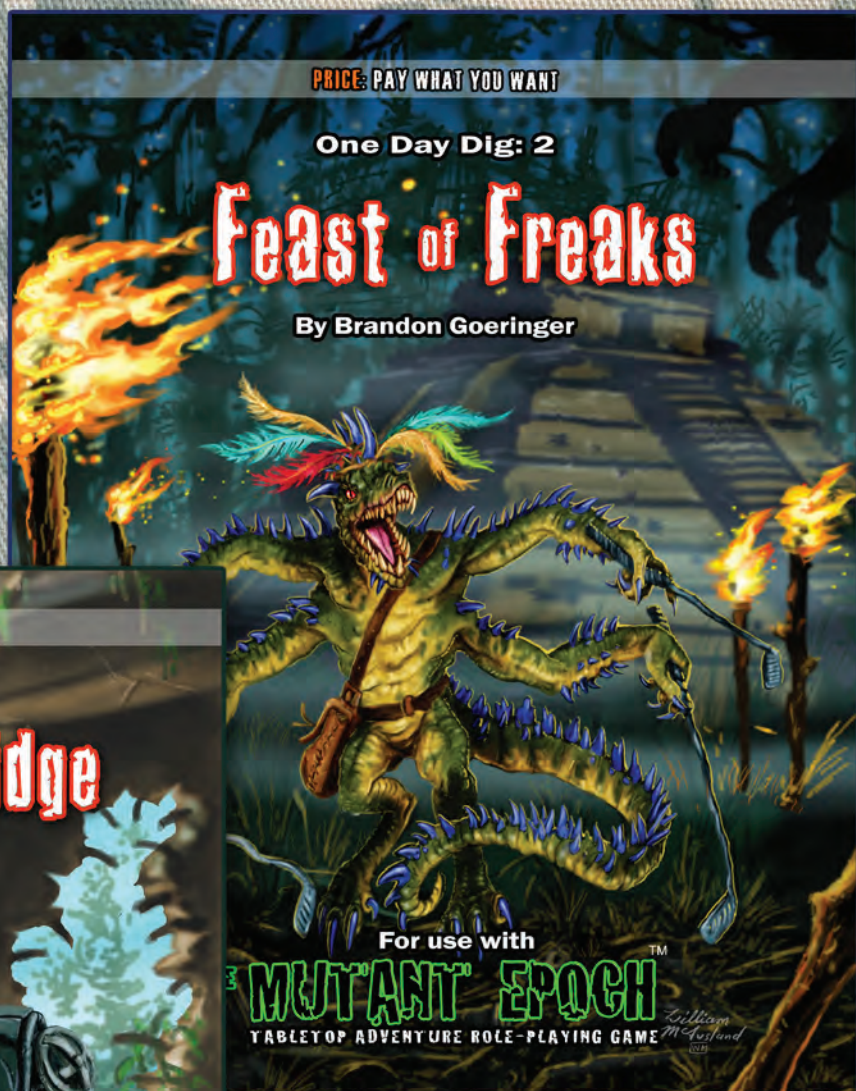
Excavator Monthly Compendium includes:

- 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!

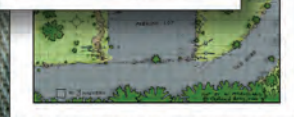




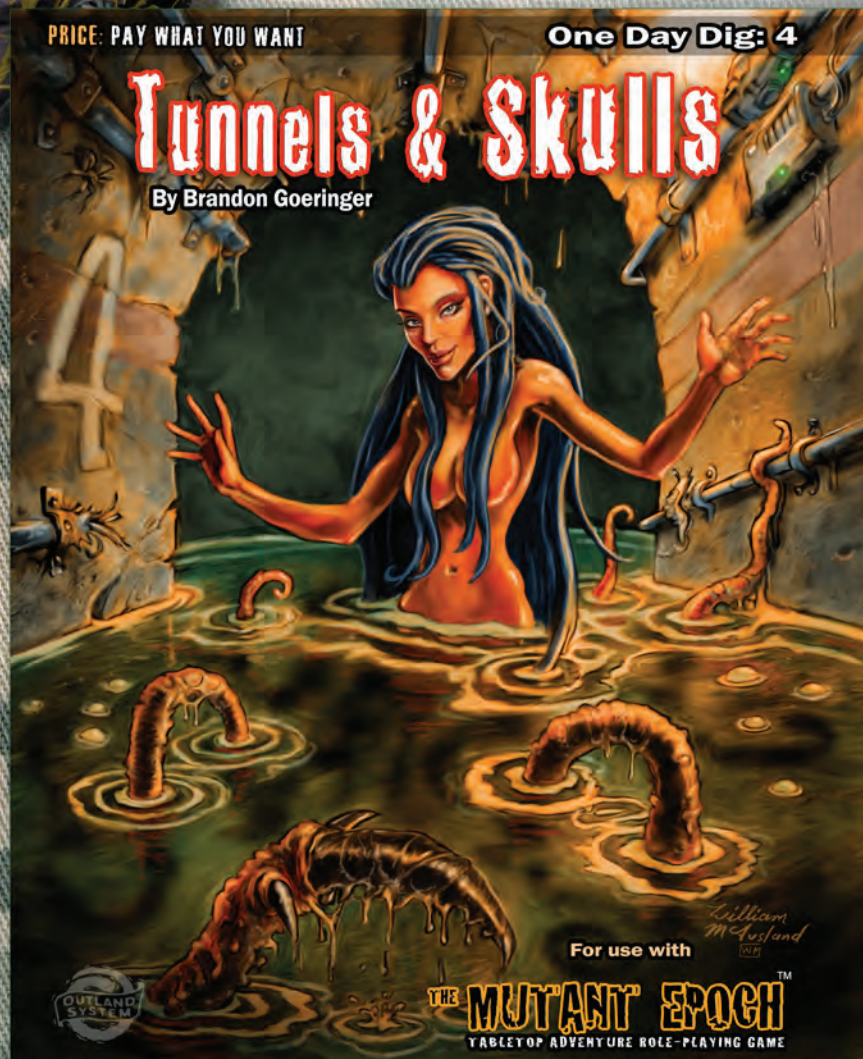
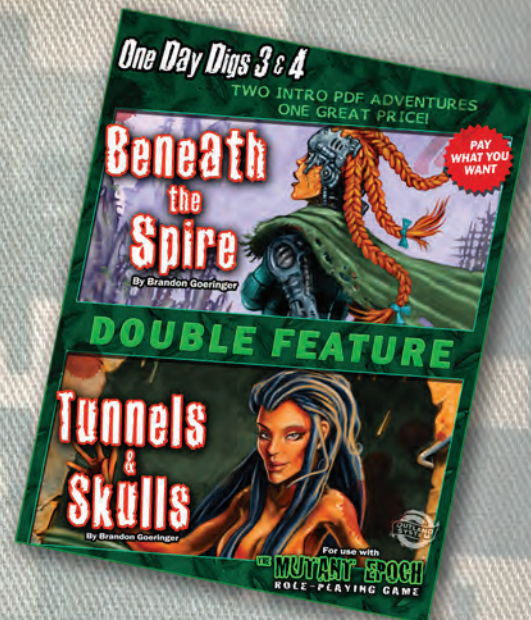
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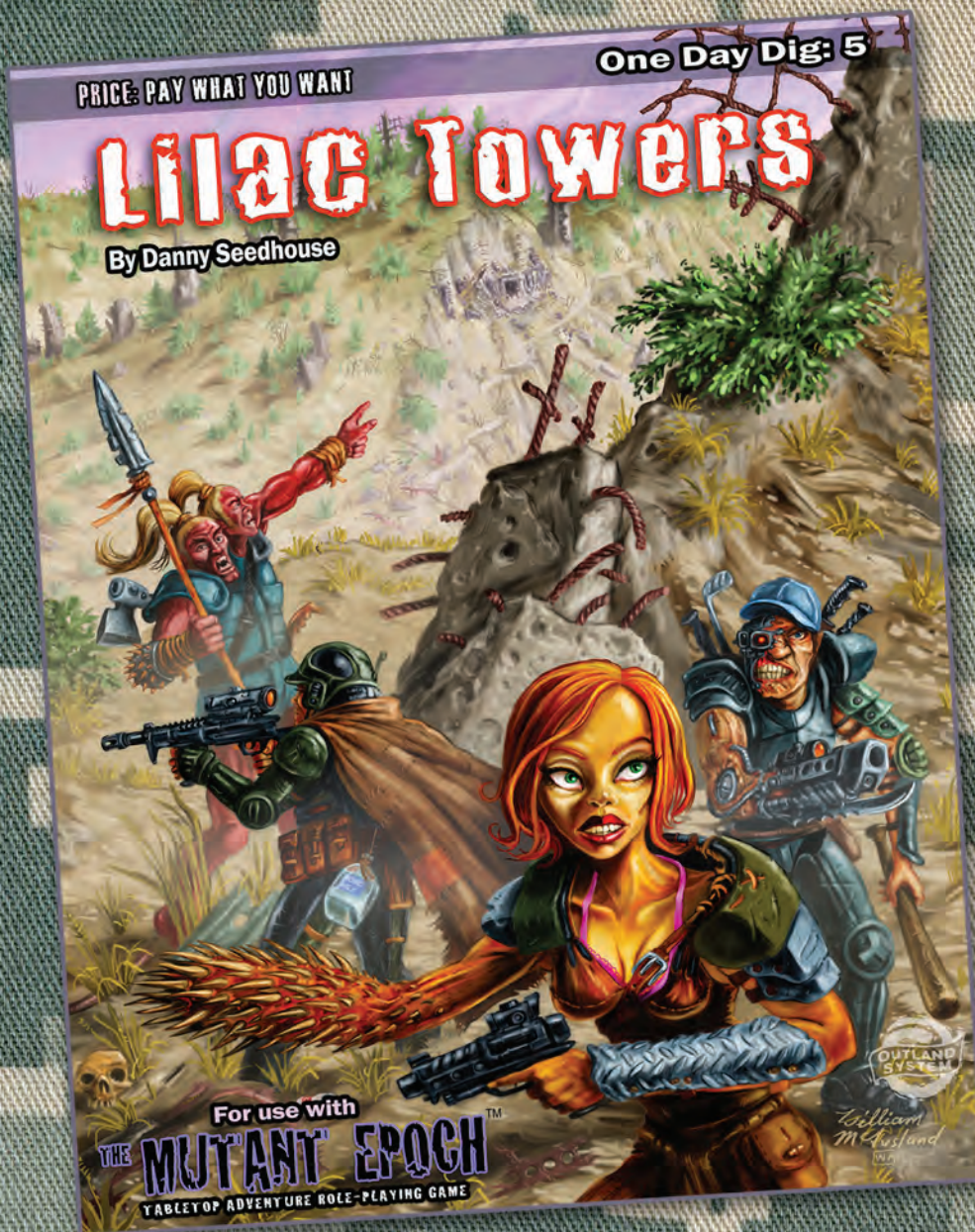






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## One Day Digs 5



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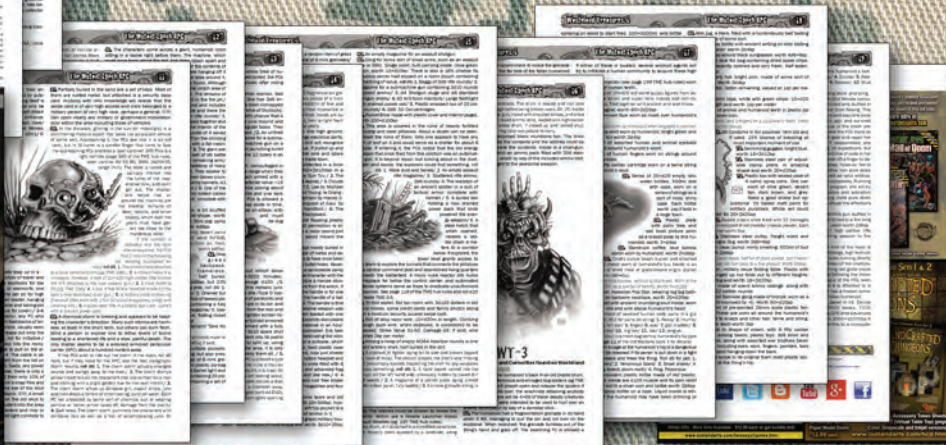


Here's What's inside  
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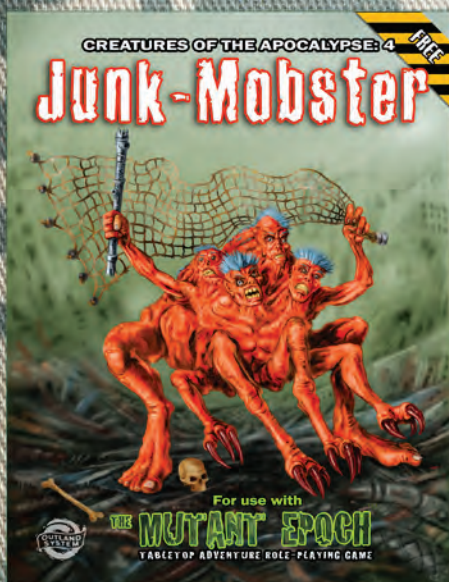
# Wasteland Treasure Tables 1





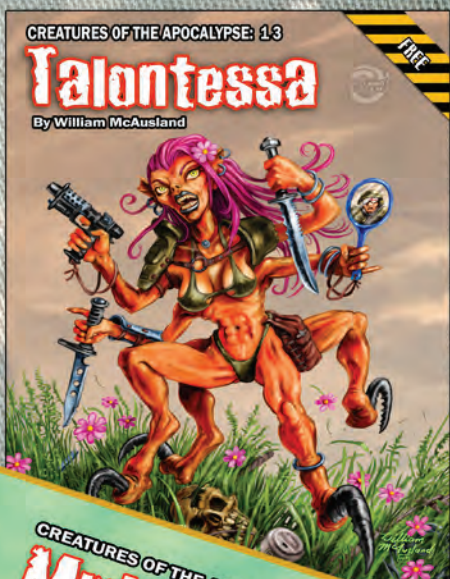
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Creatures of the Apocalypse  
**Mutant Manual**  
All these freaks  
plus 6 never before seen  
creatures

Will be available in  
Full Color and B&W print plus PDF





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OLA1003	Pitford: Gateway to the Ruins	\$24.99	-50%	\$12.49 each		
OLA1004	Excavator Monthly Compendium	\$26.99	-50%	\$13.49 each		
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OLA1008	The Flesh Weavers, <i>adventure TME-3</i>	\$14.99	-50%	\$7.49 each		
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Notes:

