

THE STRANGE

Beneath the orbits and swirls of our natural universe lies the Strange, a network of dark energy and matter. Those who have learned to access and navigate this chaotic sea have discovered an almost endless set of “recursions” in the shadow of our Earth: Replicant worlds with their own laws of reality, reflected from human experience or imagination, given form in the swirling nothingness of the Strange. Worlds teeming with life, with discovery, with incredible treasures, and with sudden death.

Worlds often jealous of our own.

The secret plunder of these worlds beckons the brave, the daring, and the unscrupulous—and it draws dangerous enemies from these recursions back to our Earth.

And slowly but inexorably, it attracts the attention of beings from beyond Earth’s shoals—beings of unfathomable power and evil from the unknown reaches of. . .

THE STRANGE

EXPLORE

DEFEND

CREATE





AUGUST 2014

From the minds of Bruce Cordell and Monte Cook, two of the most celebrated designers in RPGs today.

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MCG028
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11", 416 pages plus
poster map



PLAYER'S GUIDE

The Strange Player's
Guide
\$19.99
MCG031
978-1-939979-18-6
Softcover, 8-1/2" x
11", 96 pages



AUGUST 2014



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The Strange Player's Guide
MCG031 \$19.99
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