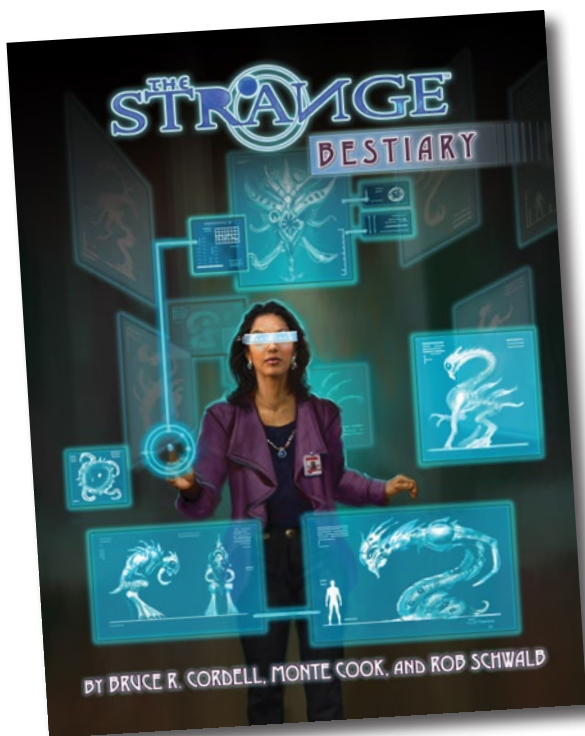


The Strange Bestiary



November 2014
Sourcebook

The Strange is a roleplaying game of exploration that takes characters to diverse and exotic pocket dimensions that lie within the shoals of Earth. The Cypher System—the game engine that drives **The Strange** as well as the **Numenera** RPG—makes it easy to port content from one game to another. **Numenera** players will find **The Strange Bestiary** an appealing purchase that can easily be used in their games too!

150 new creatures for The Strange from the exotic recursions lying in Earth's shoals

Featuring more than 150 creatures and characters, **The Strange Bestiary** is lavishly illustrated and wildly imaginative. Find creatures encountered on Earth along with those native to the recursions of Ardeyn, Ruk, Crow Hollow, Atom Nocturne, and others. Plus scores of creatures that fit any recursion operating under the Laws of Magic or Mad Science, or from worlds seeded by Earthly fictional leakage. Monument spiders, data sentinels, octopus sapiens, extereons, blobs, kaiju, and killer robots are just the beginning for the diverse and incredibly creative settings of **The Strange™**.

- The first hardcover supplement for **The Strange**, from RPG superstars Monte Cook and Bruce R. Cordell
- Monster books are always popular—expect this to be the best-selling supplement for **The Strange**, and an evergreen title for the life of the line
- Continues the MCG tradition of incredible artwork and beautiful, groundbreaking layout. These books sell themselves!
- **The Strange** is almost 100% compatible with **Numenera**—and this book has loads to offer **Numenera** players and GMs. Double your sales!



THE STRANGE™

Game Line: The Strange
MSRP: \$39.99
Stock Code: MCG049

ISBN: 978-1-939979-28-5

Specs: Hardcover, 8.5" x 11", full color, 160 pages