

The Dark Spiral



September 2014
Adventure Supplement

The Strange is a game of exploration that takes characters to diverse and exotic pocket dimensions that lie within the shoals of Earth. **The Dark Spiral** takes the PCs from Earth, to the more commonly encountered recursions of Ruk and Ardeyn, to a number of stranger, more exotic worlds. It's a perfect showcase for **The Strange's** unique feel.

96 pages of adventure to kick off your players' campaigns

The Dark Spiral wraps several distinct adventures in a thrilling, hard-driving frame story—run them as a mini-campaign, or ignore the frame story and use them as standalone adventures. They give gaming groups a taste of the dangerous and exotic settings of **The Strange**.

Spiral Dust is the latest threat on the street. Following the winding path from junkie to dealer to distributor propels characters off Earth and into recursions both known and wholly new. While Ardeyn and Ruk offer dangers stiff enough to faze even veteran players, PCs eventually must face the Dustman, a “malign sandman” whose true nature is almost too alien for human minds to comprehend.

- Several linked adventures in a hefty package!
- Your customers will be hungry for new content following the August launch of the highly anticipated **The Strange** RPG.
- Helps your customers kick off their game campaigns—which mean more sales of supplements in 2015 and beyond!
- MCG is already heavily promoting this as one of the early titles for gamers to look out for shortly after launch.
- By Bruce R. Cordell, one of the most celebrated adventure designers in RPG history.

THE
STRANGE™

Game Line: The Strange
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