## CYPHER S A S T E M High Noon at Midnight



## **MAY 2025**

High Noon at Midnight MSRP \$49.99 MCG402 ISBN 978-1-950568-61-1 224-page hardcover

More info about the Cypher System at www.cypher-system.com

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## **Explore dusty dimensions where fortunes** are decided one cursed bullet at a time...

The outlaw's rotting husk shambles from its grave, seeking vengeance. Better hope your ghost-banishing rounds are chambered, partner! Because you're riding across a west where hungry tumbleweeds roam, cursed beasts slink through arid canyons, demons in spurs drink whiskey, and, just maybe, justice rides a horse made of hellfire.

High Noon at Midnight is the definitive guide for building, running, and playing Cypher System games set in an uncanny world of sixshooters and wanted posters, card games in smoke-shrouded saloons, and showdowns at high noon—all tainted by magic, horror, and even advanced tech.

- ◆ Loads of advice, character options, creatures and gear, and other items for campaigns in western settings.
- ◆ Includes a richly detailed setting for a complete campaign—or drop elements (or the whole thing) into your own game world.
- Western horror is an easy sell to customers looking for an alternative to classic fantasy.
- ◆ Got customers looking for a new RPG? The Cypher System is well-supported with a line of great supplements like this one that are easy to learn, easy to play—and easy to sell!

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