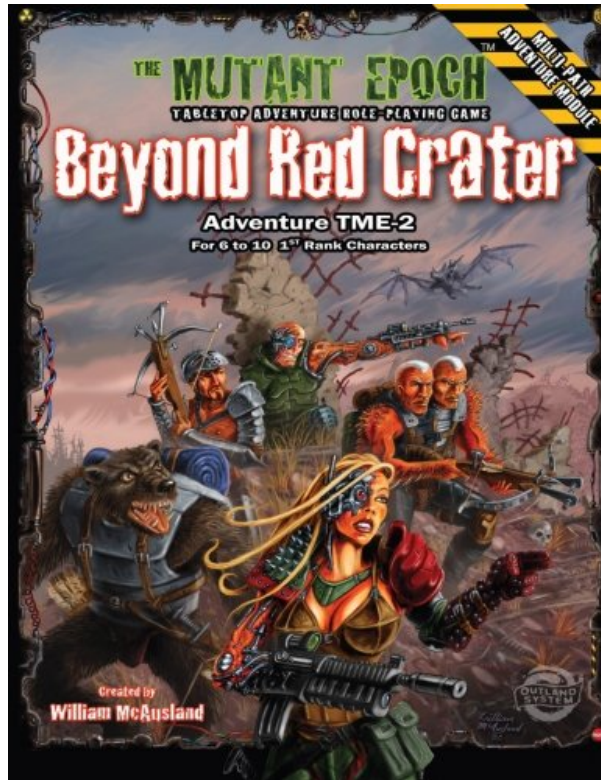
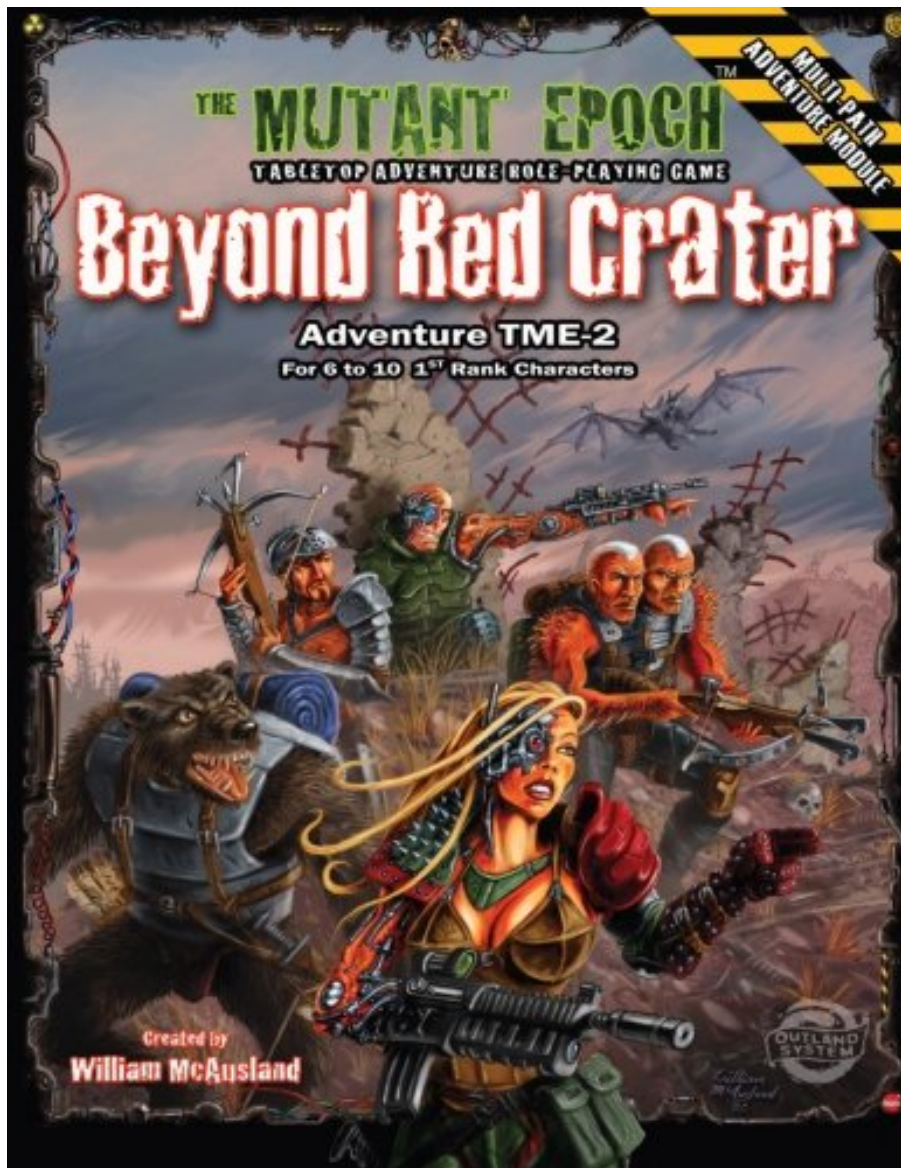


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Six years ago your comrades from the town of Rust Watch were attacked on the edge of an ancient blast hole. Your militia patrol arrived back at camp too late and came upon a scene of devastation. You discovered that while a dozen of your people were taken captive, most were slain by the skulllocks 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 at www.mutantepoch.com Video Overview: <https://www.youtube.com/watch?v=ftxWhbKCvU>

- Sales Rank: #1650705 in Books
- Brand: Brand: Outland Arts
- Published on: 2013-01-20
- Original language: English
- Number of items: 1
- Dimensions: 11.00" h x .30" w x 8.50" l, .72 pounds
- Binding: Paperback
- 132 pages

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A great TME adventure!

By Thomas Riccardi

Rustwatch has always been your home and while the settlement has not been much to look at you are proud to call it home. Serving in the militia seems the best thing to do as thirty of your fellow villagers had gone out as a show of force. Your team of eight had been dispatched to do some reconnaissance to the west when shortly after your radio erupts in a stream of chaos and screams. As you all rush back to the village you see that it has been completely destroyed and everyone killed as someone burned this place to the ground. The only survivor is your leader three fisted sammy and as he is dying he makes you keep a promise to come

back to this very spot prepared and equipped as he gives you a map to explore a dome that lies beyond the cursed red crater.

This is the beginning of the latest adventure released from Outland Arts and if there was ever any interesting hook to get me playing a game this would be it. It's not just a quest for relics, glory and money this time .. it's also a quest for revenge and to do right for the people that were slaughtered by a band of skullocks that call themselves the Bloodpath Clan. Now while I do not want to give away the bulk of the story I can say that most of the adventure takes place in and around this giant crater and the dome that lies beyond it.

What makes this adventure excellent and highly replayable is that it is written in a choose your own path style. Meaning you could play this solo or you could run your group through this adventure and have it go a different way multiple times. And what is different from the first adventure is that there are eight pre-generated characters that you can use to play in this scenario. However lets say that you have your own characters and you want to use those in this adventure. That's not a problem as there is an appendix that shows the GM how to work other characters other than the ones that were generated for this adventure into the story. There are also tons of adventure ideas as well as a jumping off point for a new campaign.

This adventure also has tons of handouts and great art throughout the entire book. These were all done by the writer as well William McAusland as his art style shows off the bleak and desolate wastelands and the horrific creatures that inhabit it. There is also a new monster that has been introduced in this book called a Neo Ogre and lets just say this is something that you do not want to run into while you are in the ruins.

If you have just bought yourself a copy of Mutant Epoch and want a starting adventure to introduce your players to this new game system then look no further than Beyond the Red Crater. With it's engaging story, pre generated characters and a replayable module it is clear to see that this is your best choice for starting up a new game of Mutant Epoch.

1 of 1 people found the following review helpful.

Chose your own adventure

By Amazon Customer

Honestly I like TME but the choose your own adventure style of this suppelement makes for a hard read, and it even harder to understand what is going on and how area A links to area B. The adventure often allows your party to head down 3 or more routes all of which are detailed to one degree or the other. I would have preferred few choices, more detail, and more over view. That said there is enough here for an extended expedition into the Red Crater to last months for a weekly gaming group.

0 of 0 people found the following review helpful.

FANTASTIC!

By chad kanishock

If you want an adventure for a Post-Apoc game, then this is it. Great art & lots of fun. All the Mutant Epoch titles are really good. Even if you play Gamma World , Mutant Future, or something else, these books can be used with a little work.

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