

MUTANT

CHRONICLES

V



MÖDIPHÜS™
ENTERTAINMENT

ART BOOK

FFFO™



VISIONS OF DARKNESS

From the Big Scream and the ending of humanity's golden era, to the culmination of the Second Dark Legion War and the dawning of a new age, the *Mutant Chronicles* have spanned a timeline that stretches across millennia. Multiple editions, campaigns, and sourcebooks have enabled players to delve into the dieselpunk future of our solar system like never before.

For the first time ever, the stunning visuals that have helped to define a setting like no other are collected into one enormous tome. Tour the solar system and gaze upon the delights that the megacorporations have to offer, but beware, as the terrors of the Dark Legion stand ready to snare your soul.

◀▶ **Epic Scope:** Artwork drawn from across every iteration of *Mutant Chronicles*, spanning multiple timeframes across the intervening years.

◀▶ **Megacorporate Affairs:** A grand tour of the megacorporations, taking a look at arms, armour, architecture, and historic imagery.

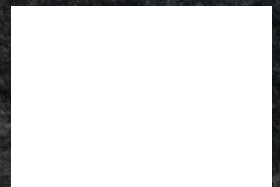
◀▶ **Dark Perspective:** The imagery of the Dark Legion in all its infernal glory. Each Apostle is featured, along with the minions and tools of destruction.

◀▶ **Character Focus:** The characters that serve as the driving force of the setting are all collected in one place.

MÖDIPHÜSTM
ENTERTAINMENT

A-A-ATM

CABINET[†]





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Find out more about Mutant Chronicles at www.mutantchroniclesrpg.com,
www.facebook.com/mutantchroniclesrpg and www.modiphius.com

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CABINET™

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A VISION OF LIGHT & DARK

Welcome to the collected artwork for the **Mutant Chronicles** setting. Within these pages you will find art both old and new drawn from the across the worlds, corporations, and all-devouring Darkness of the solar system.

Presented in chapters that offer an insight into how the setting came to be, the visual journey starts at the very beginning of the **Mutant Chronicles** timeline before wending its way through each of the major corporations, the Cartel, and the Brotherhood. The vile legions of the Dark Legion lay are then splayed open for all to see, followed by a pictorial tour of the grim architecture and baroque vehicles that are part of everyday life for the citizens and military personnel of this diesel-punk infused future. Of course, no visual expedition across the **Mutant Chronicles** setting would be complete without an in-depth study

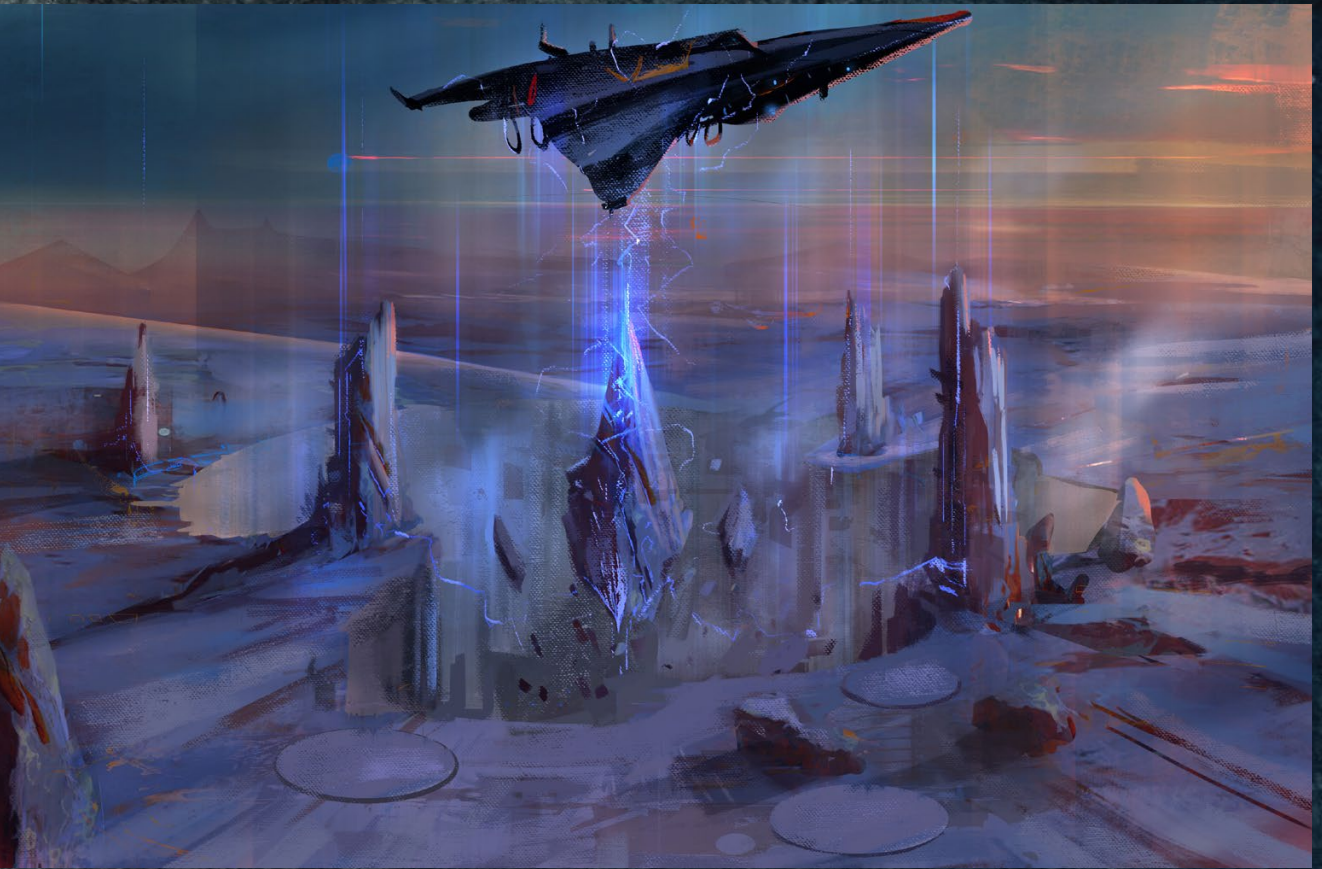
of the weapons of war that humanity and the Dark Legion use to rain destruction upon each other. The book finally wraps up with a graphical exploration of the design process — from concept to final illustration — and an exploration of some of the sites revealed across the campaigns and sourcebooks.

Since its inception, **Mutant Chronicles** has inspired numerous outlets of creativity — from board games and RPGs, to miniatures games and a movie — all of which were enthused by a detailed background and lavish artwork that visually captured the setting. Now, for the very first time, the artwork that has galvanised humanity's champions to join the fight against the Dark Soul has been collated into one mighty tome. Tread carefully, however, for those who gaze too long upon the Darkness leave themselves open to insidious corruption...





THE BEGINNING





THE BEGINNING

THE BEGINNING





THE BEGINNING





THE BEGINNING

THE BEGINNING





BAUHAUS

































CAPITOL

Red Bank















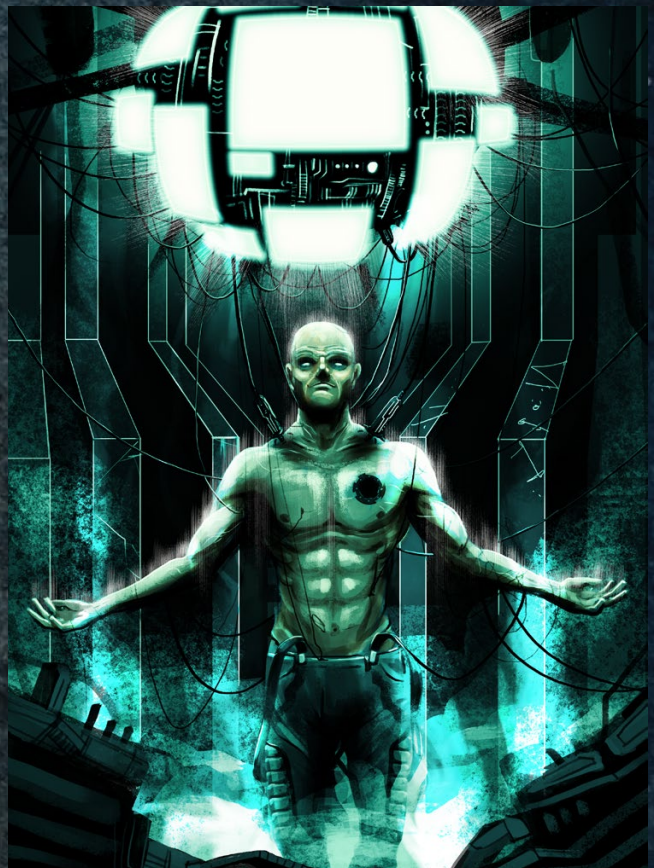
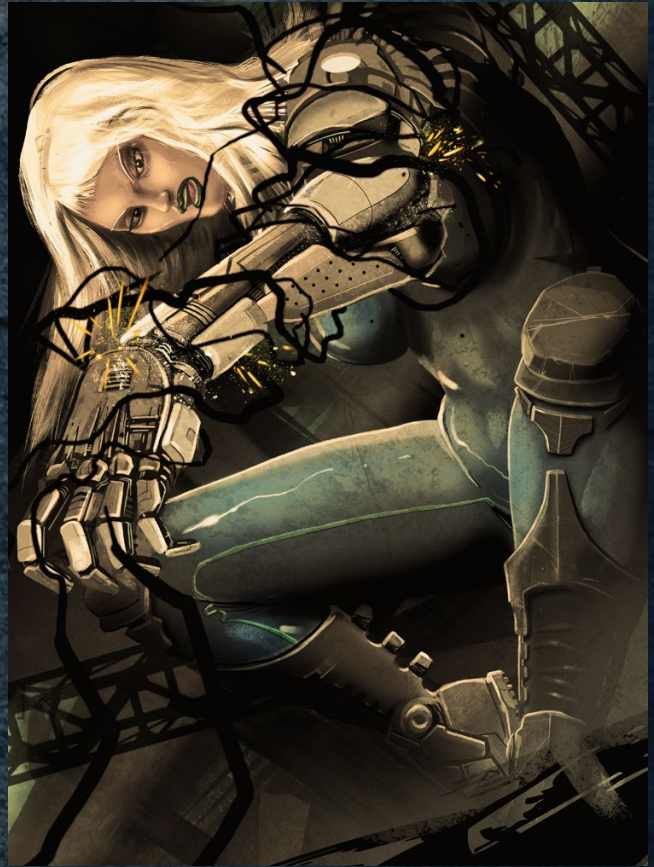






























IMPERIAL





IMPERIAL





IMPERIAL

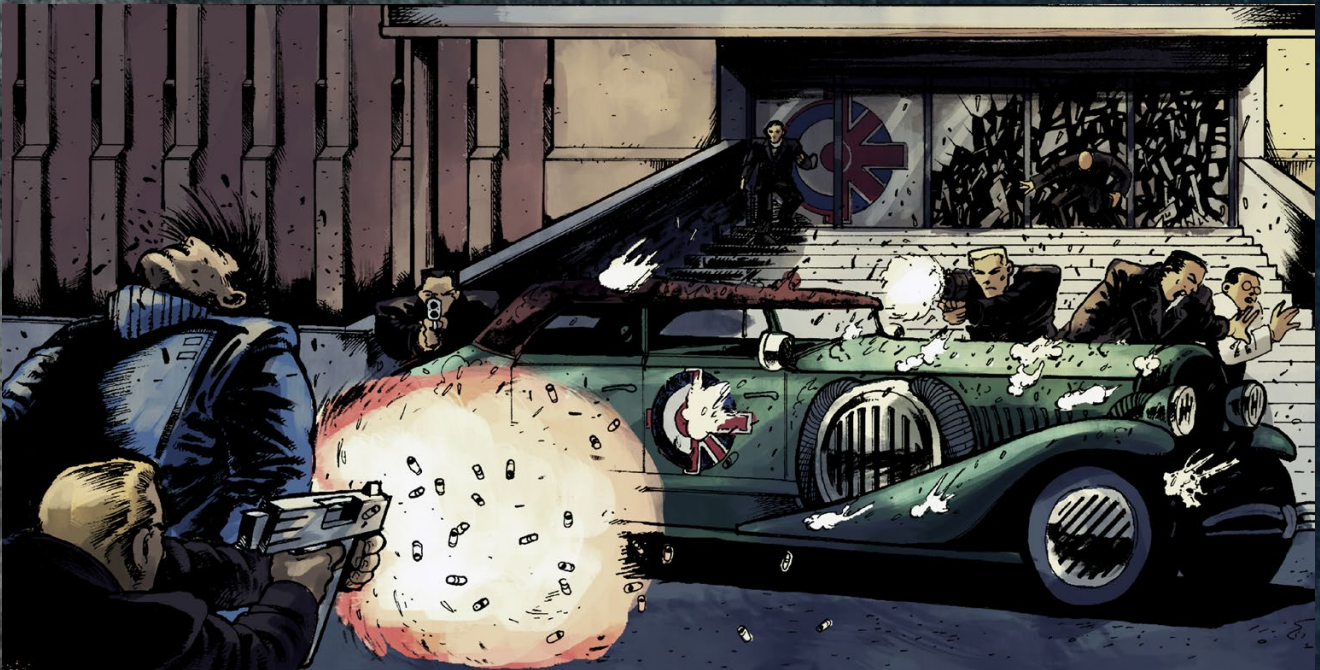




IMPERIAL









MISHIMA





MISHIMA





MISHIMA













MISHIMA

















WHITESTAR

Borja '15







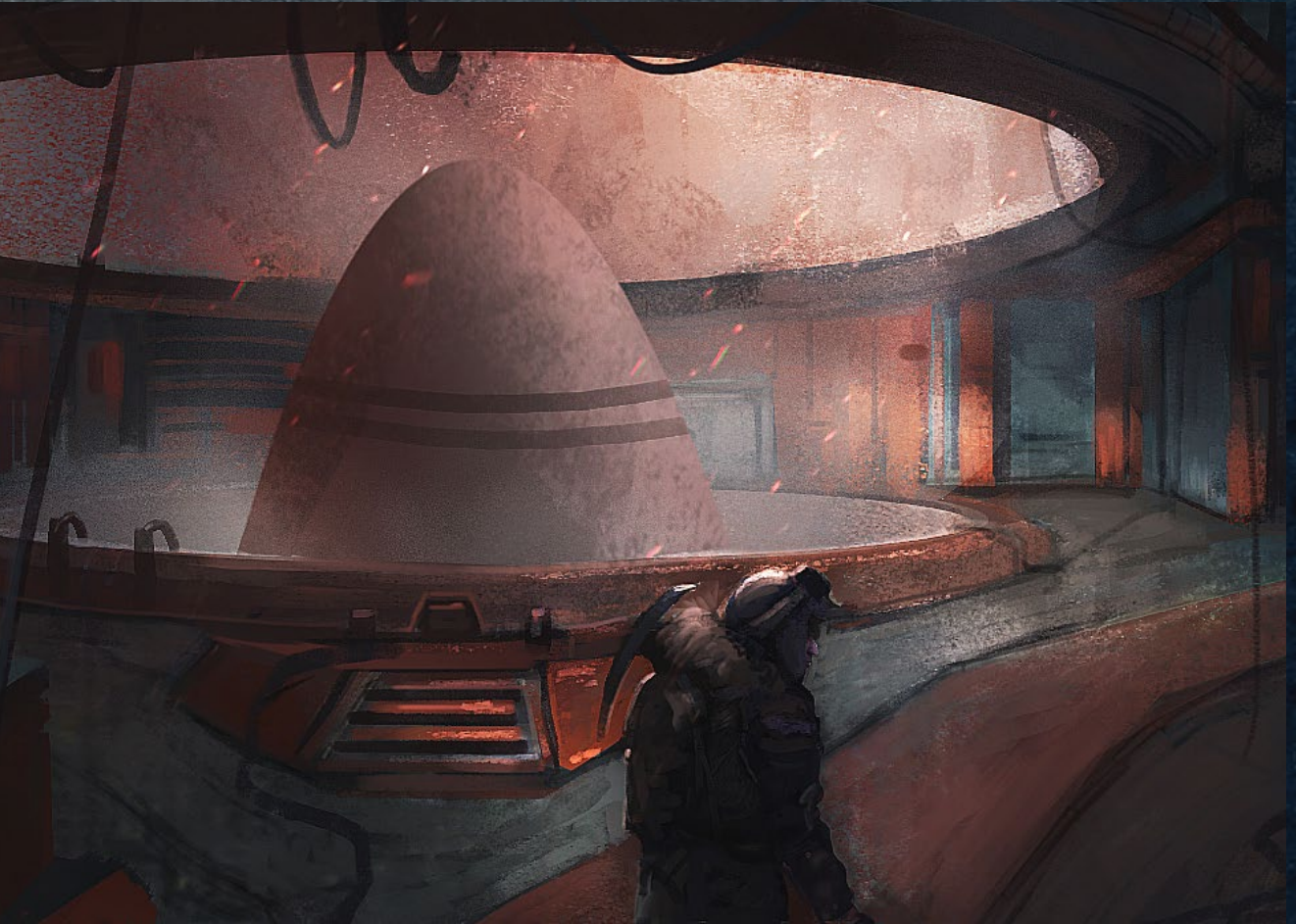












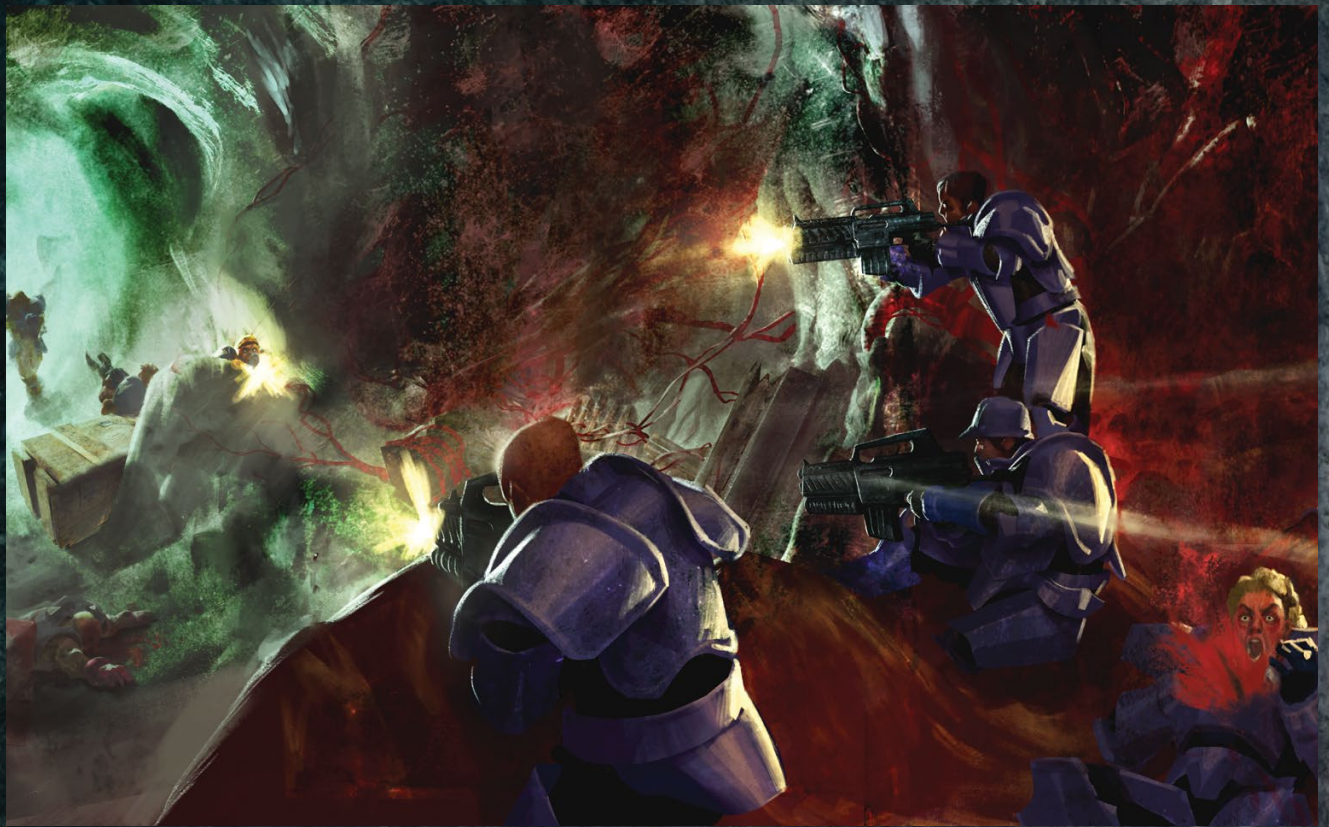




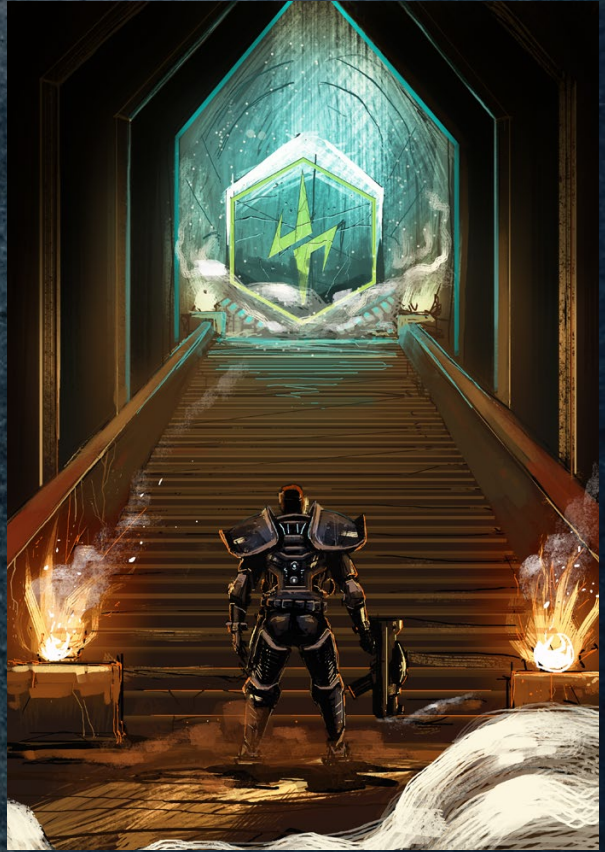


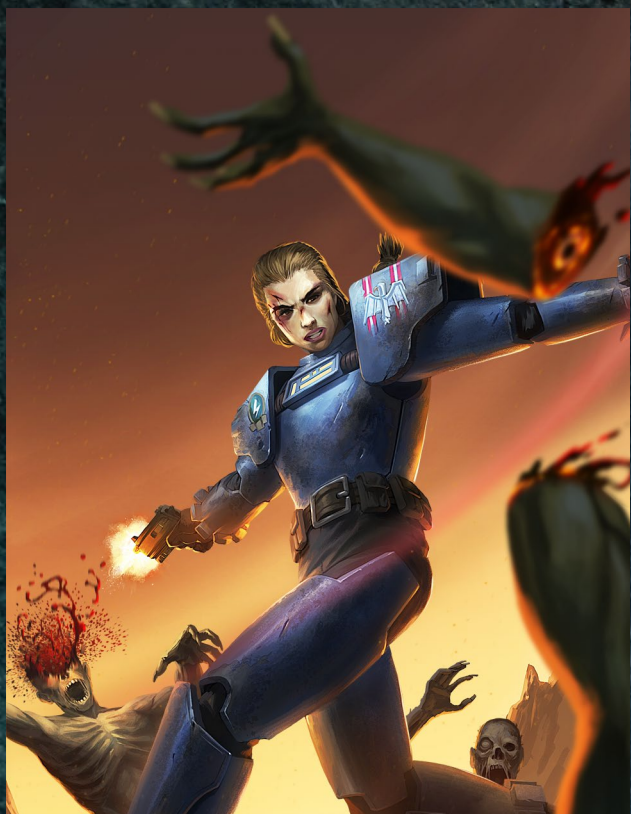
CARTEL





CARTEL





CARTEL

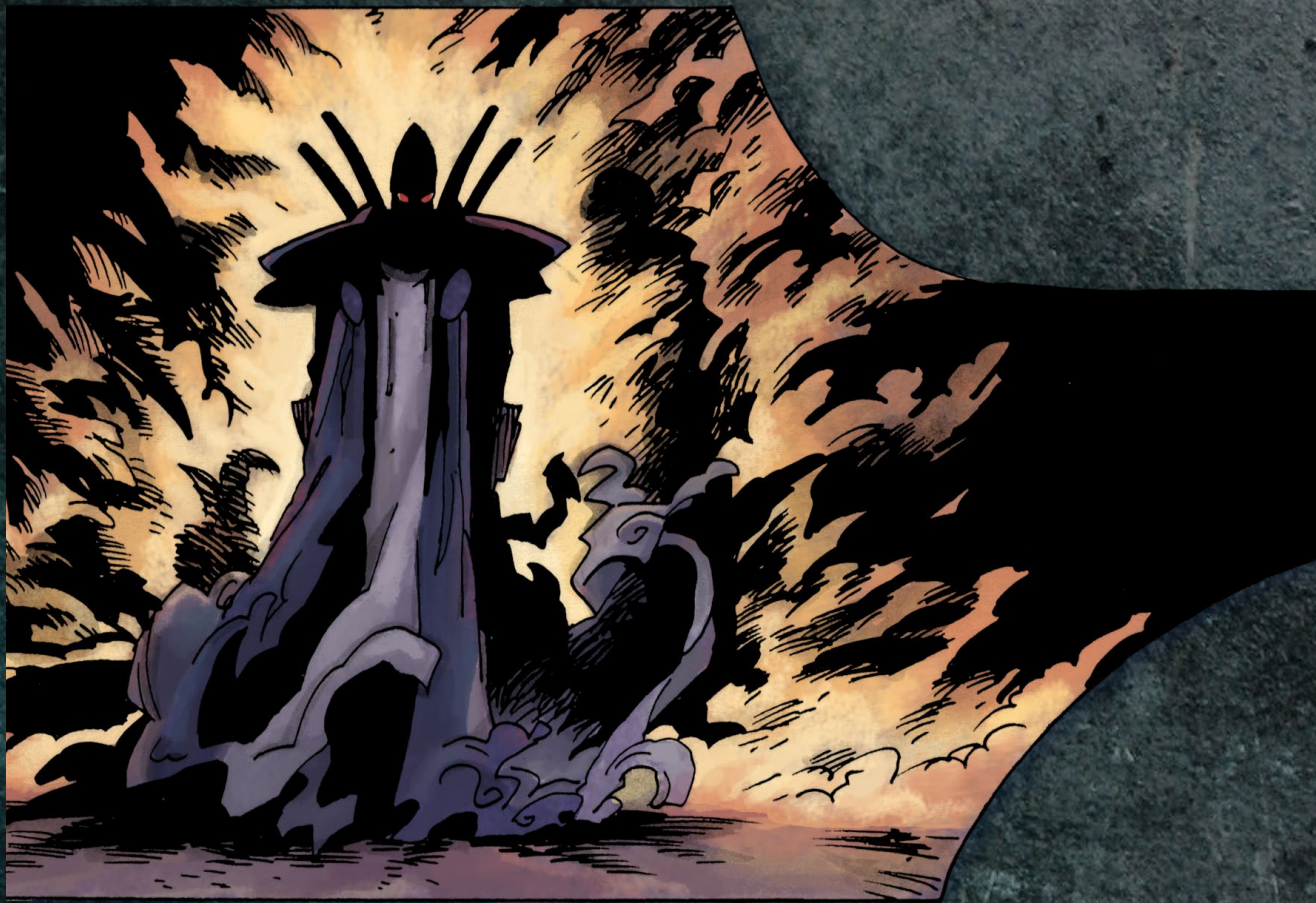
CARTEL

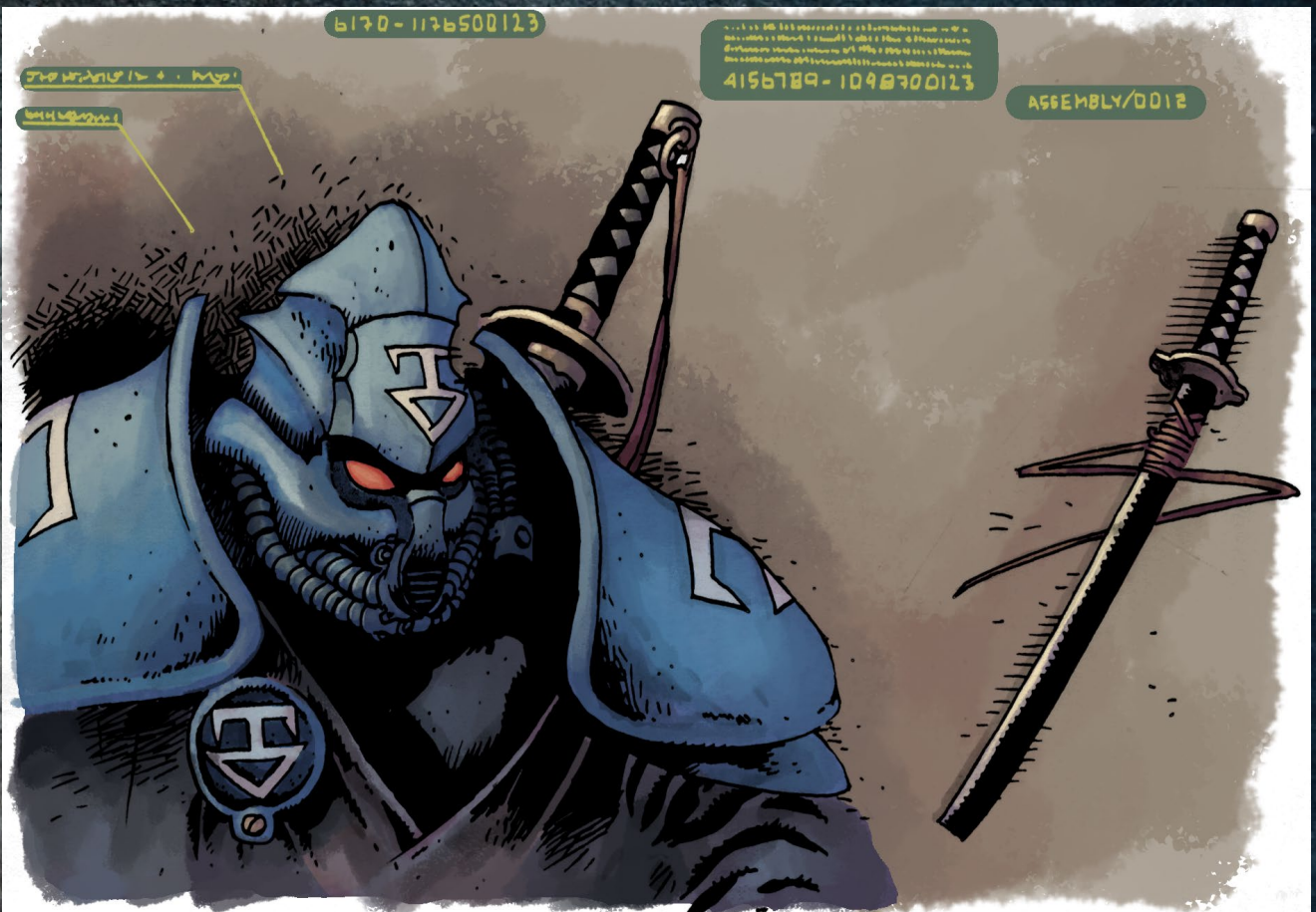


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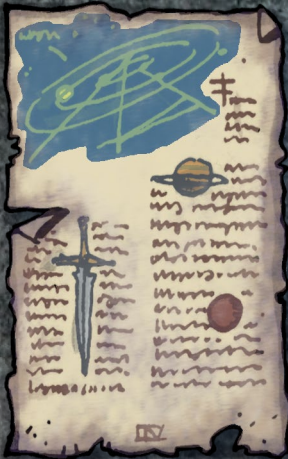




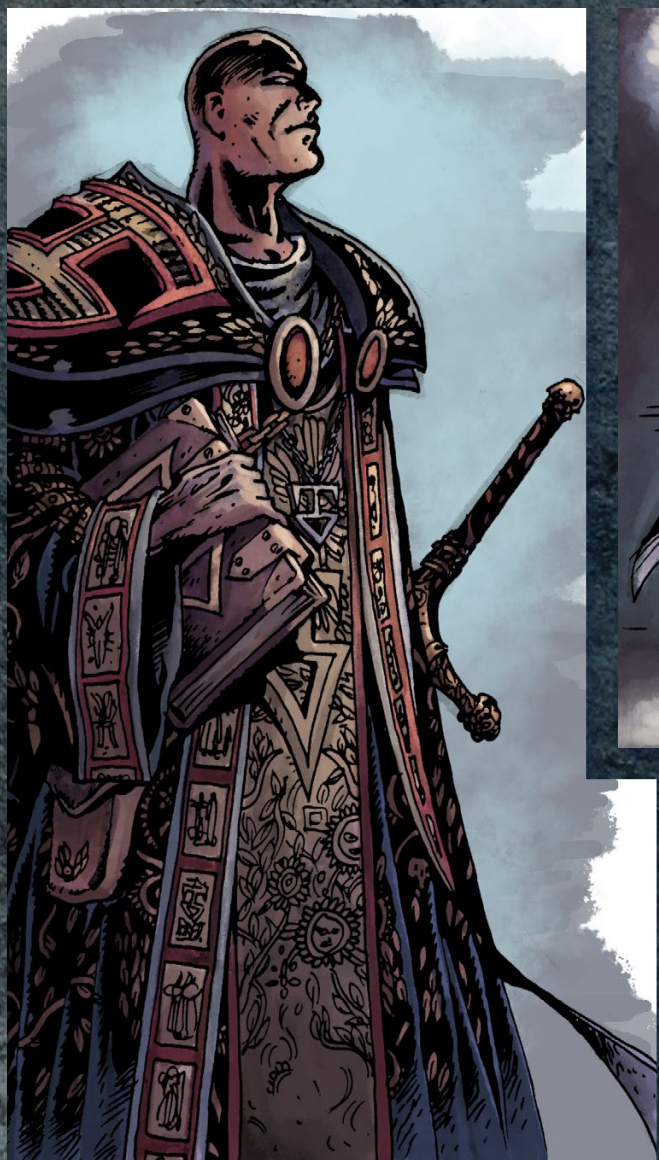






























DARK LEGION















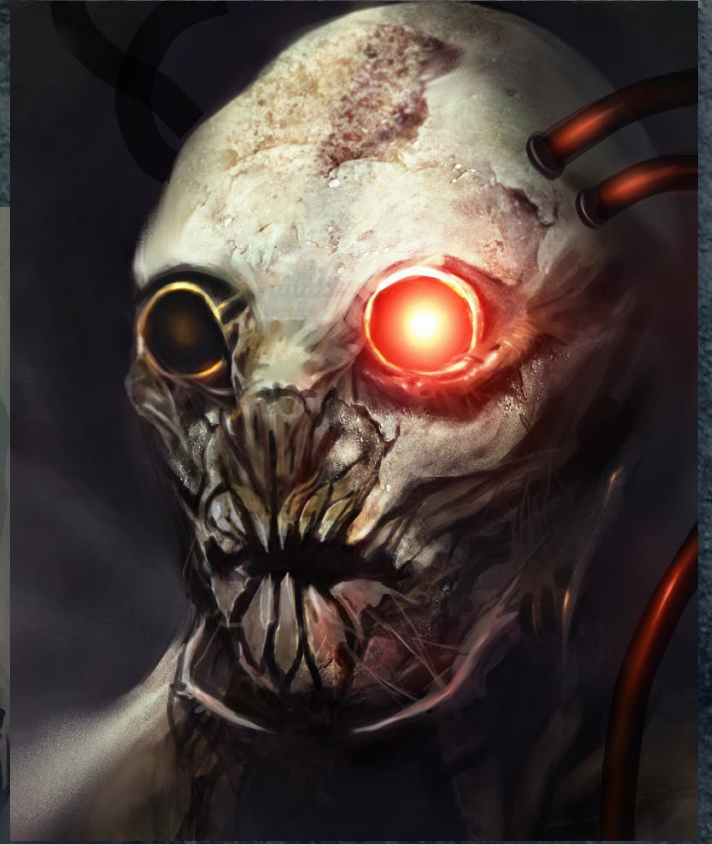


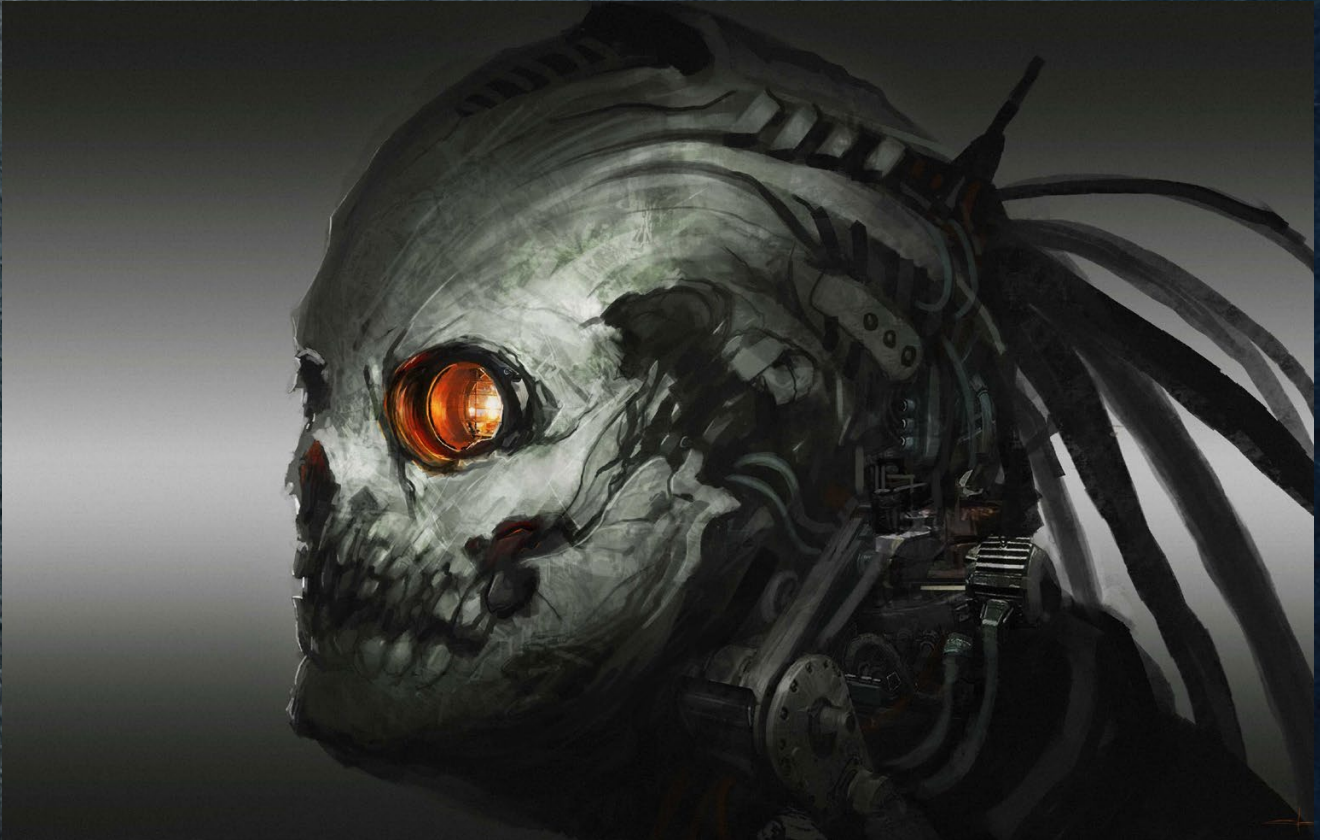




DARK LEGION









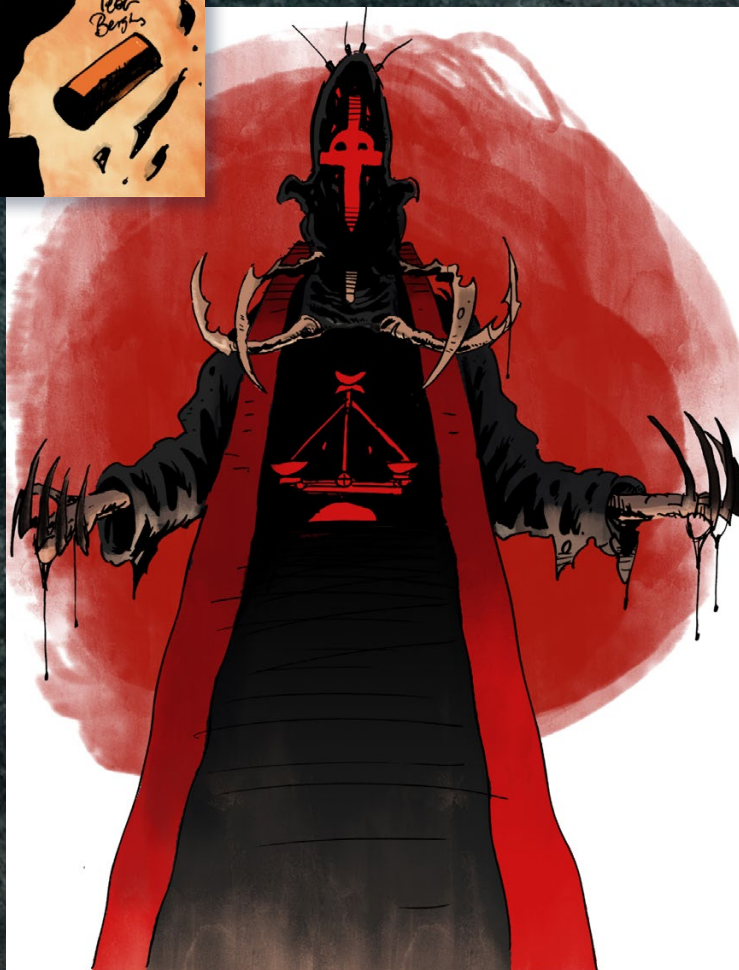
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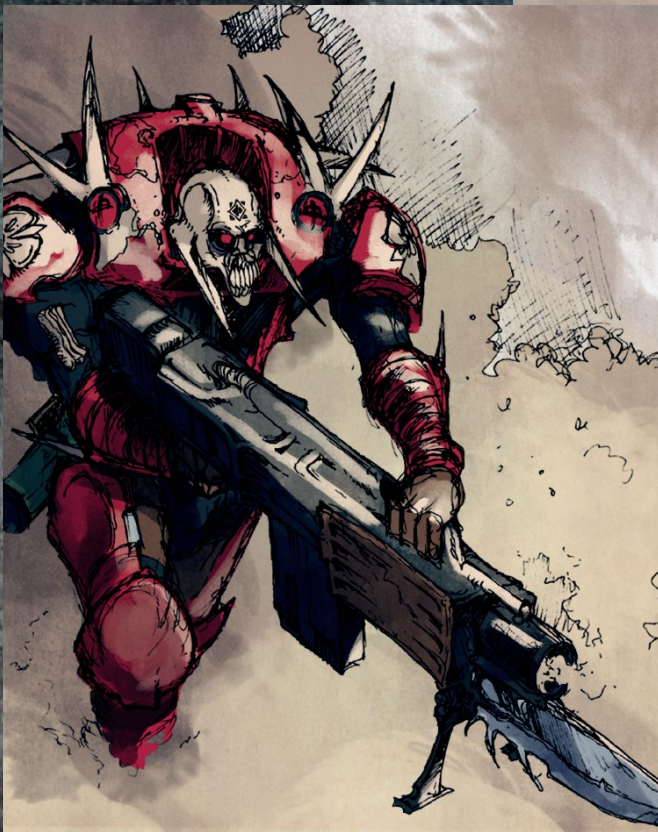


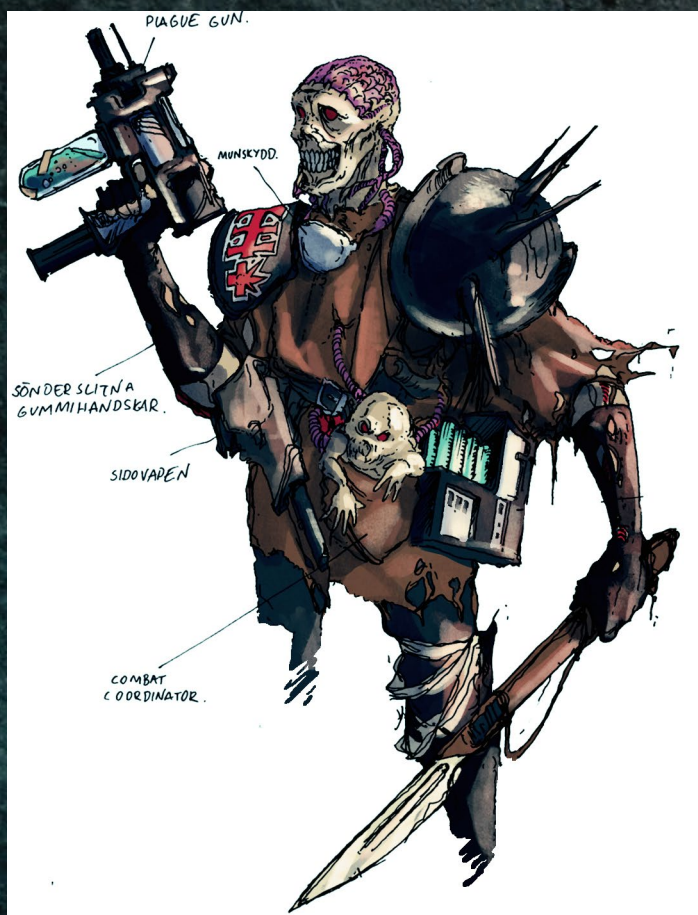


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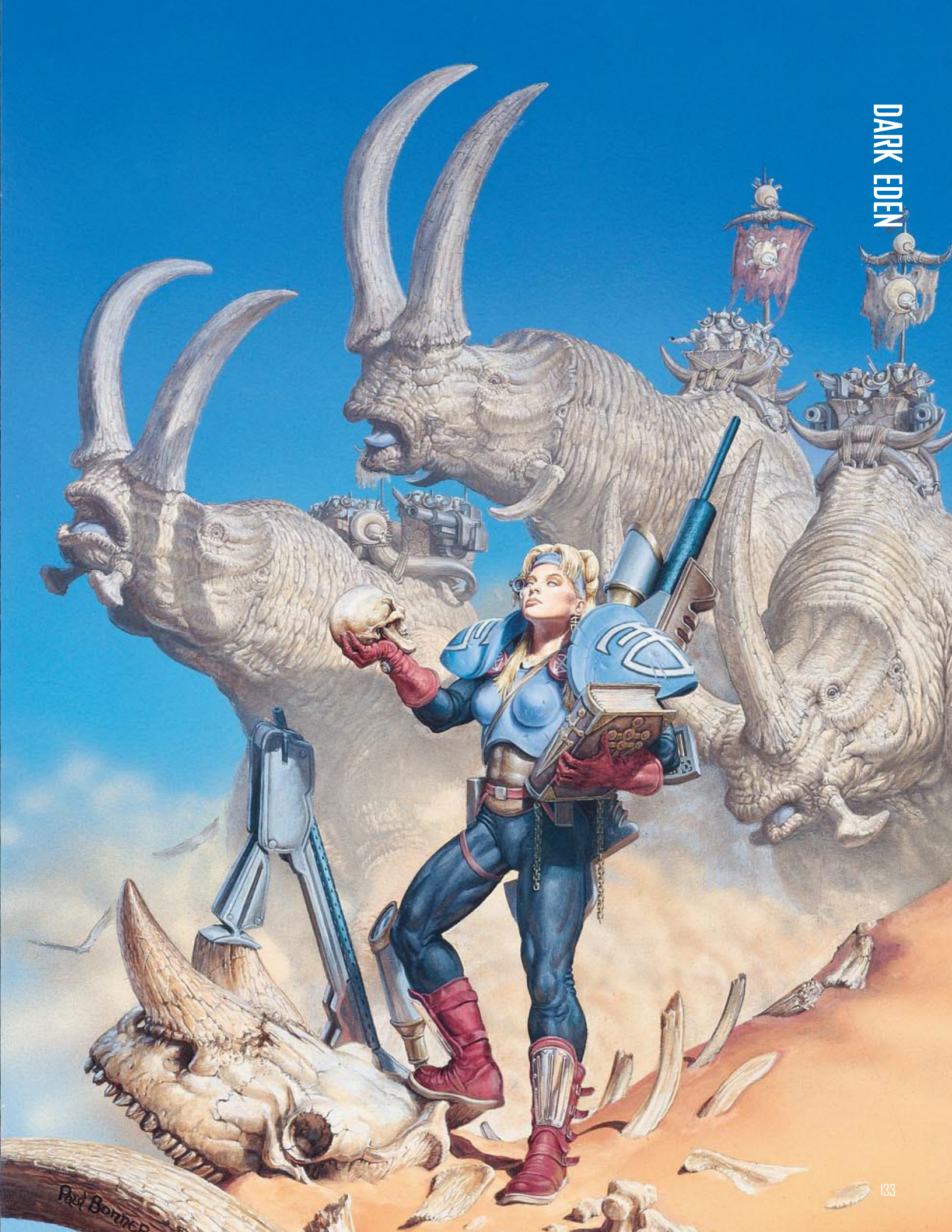






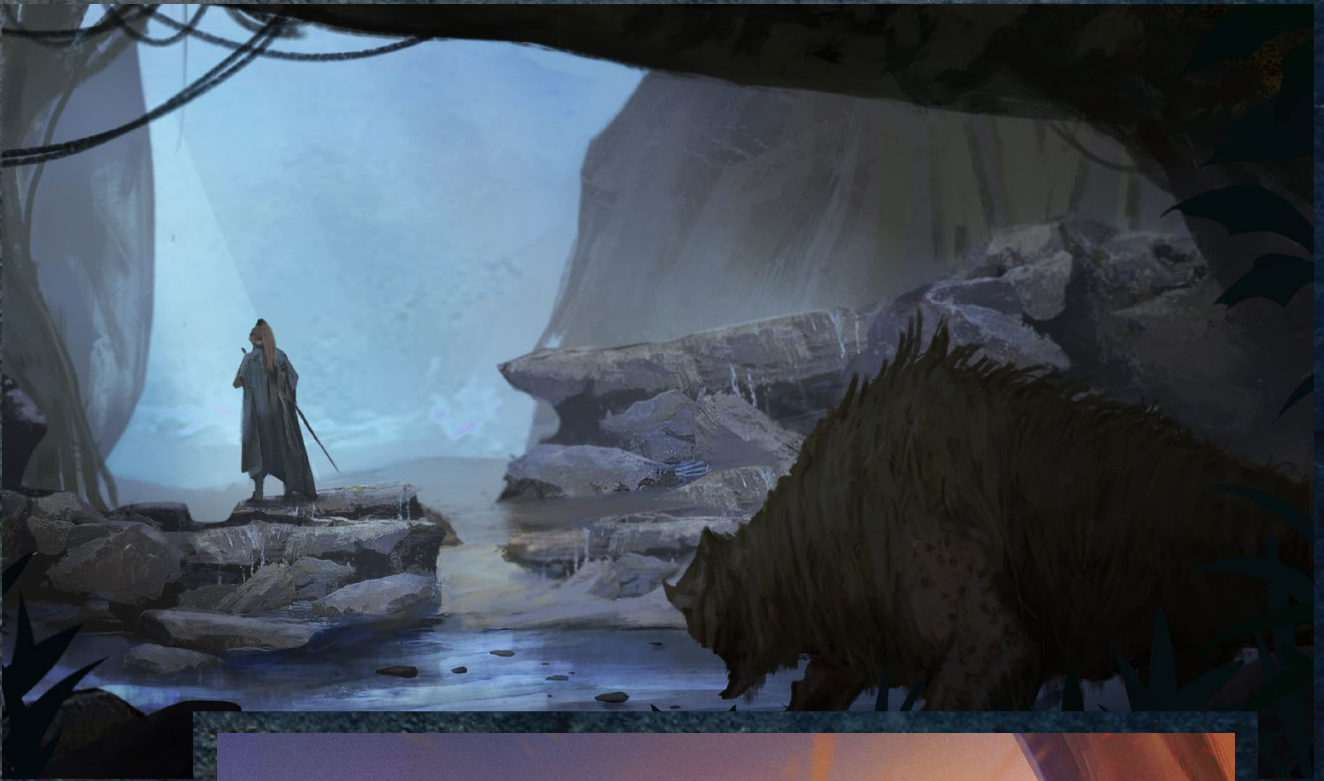






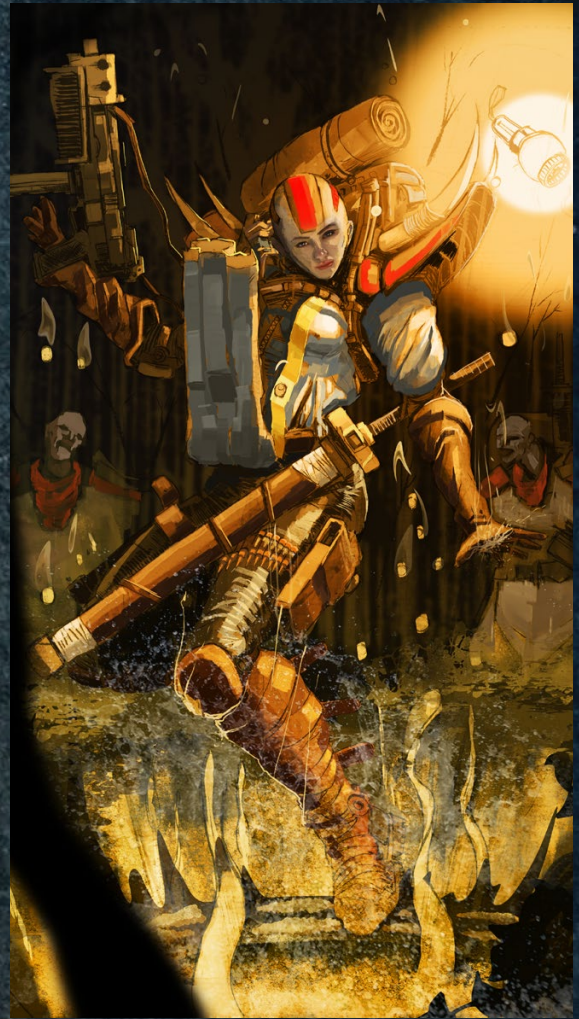


DARK EDEN



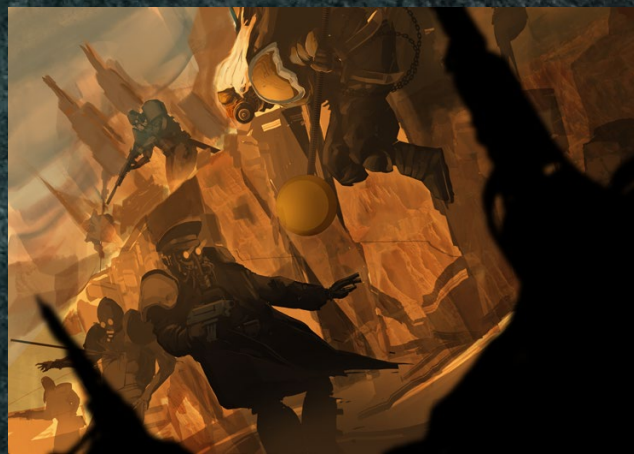


Paul Bonner

























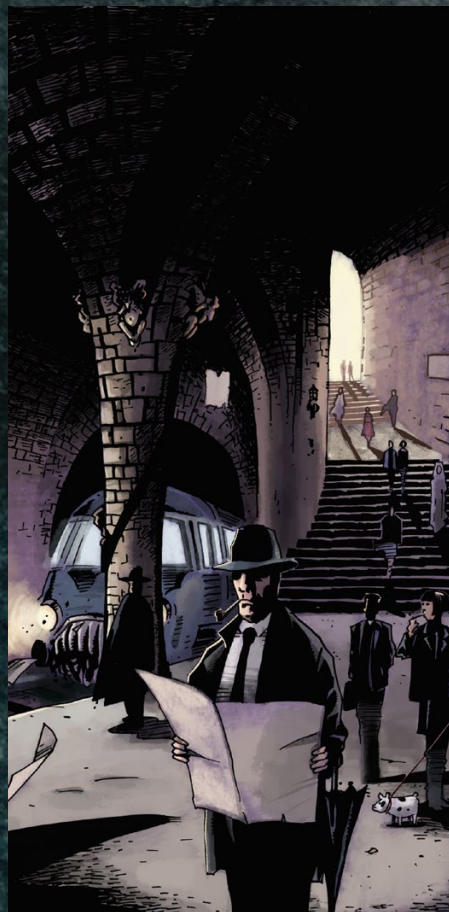




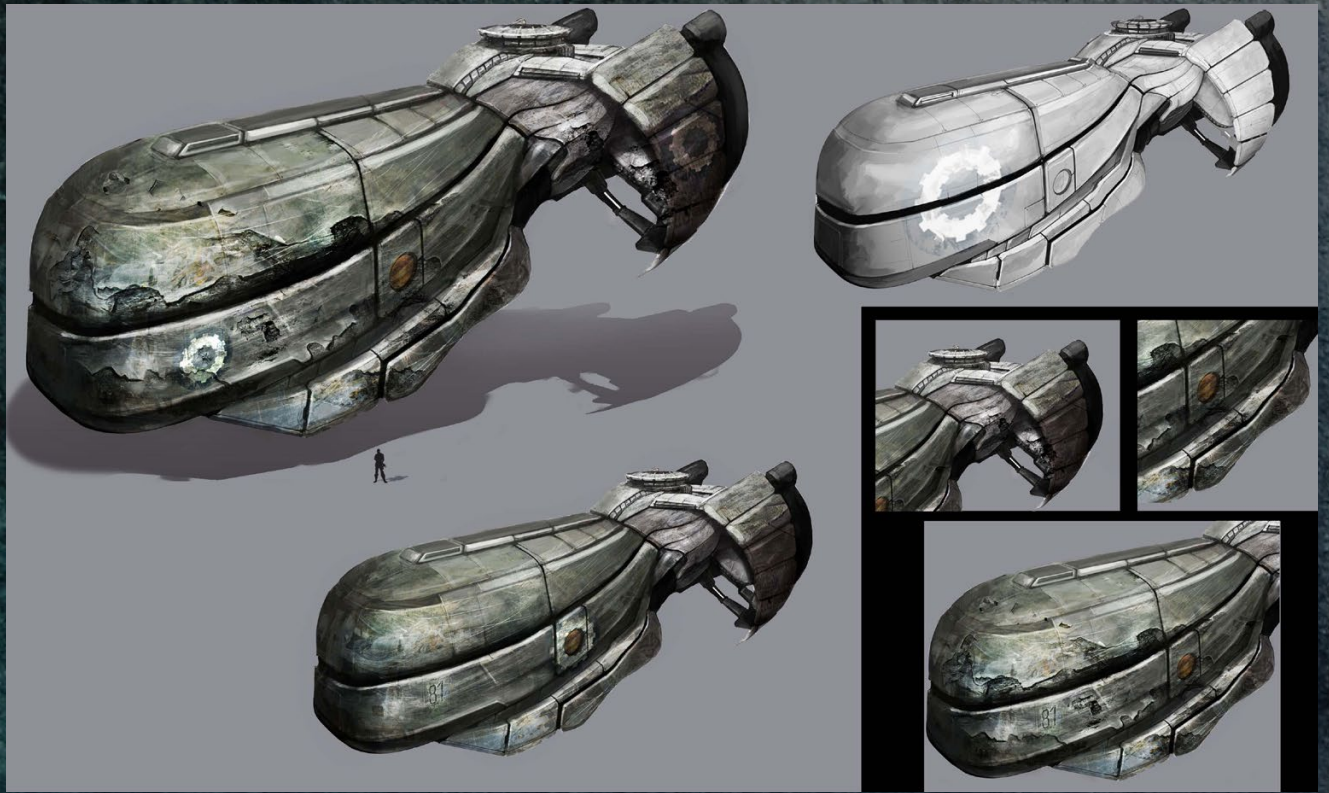


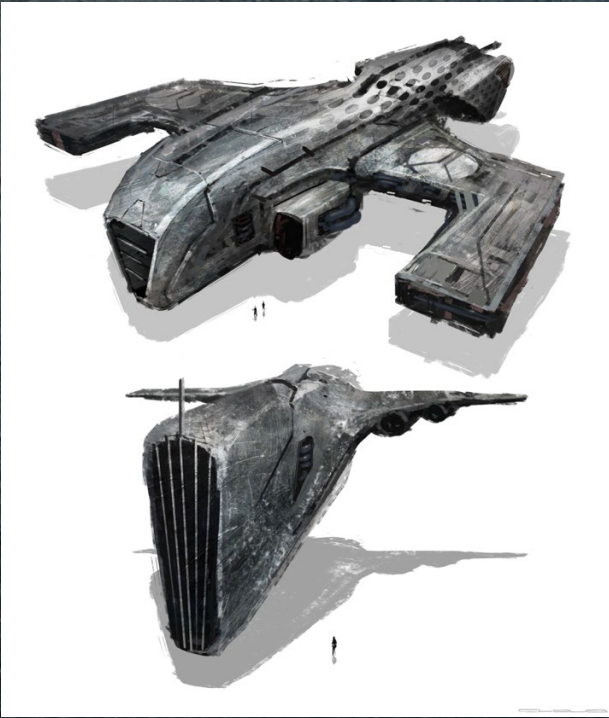










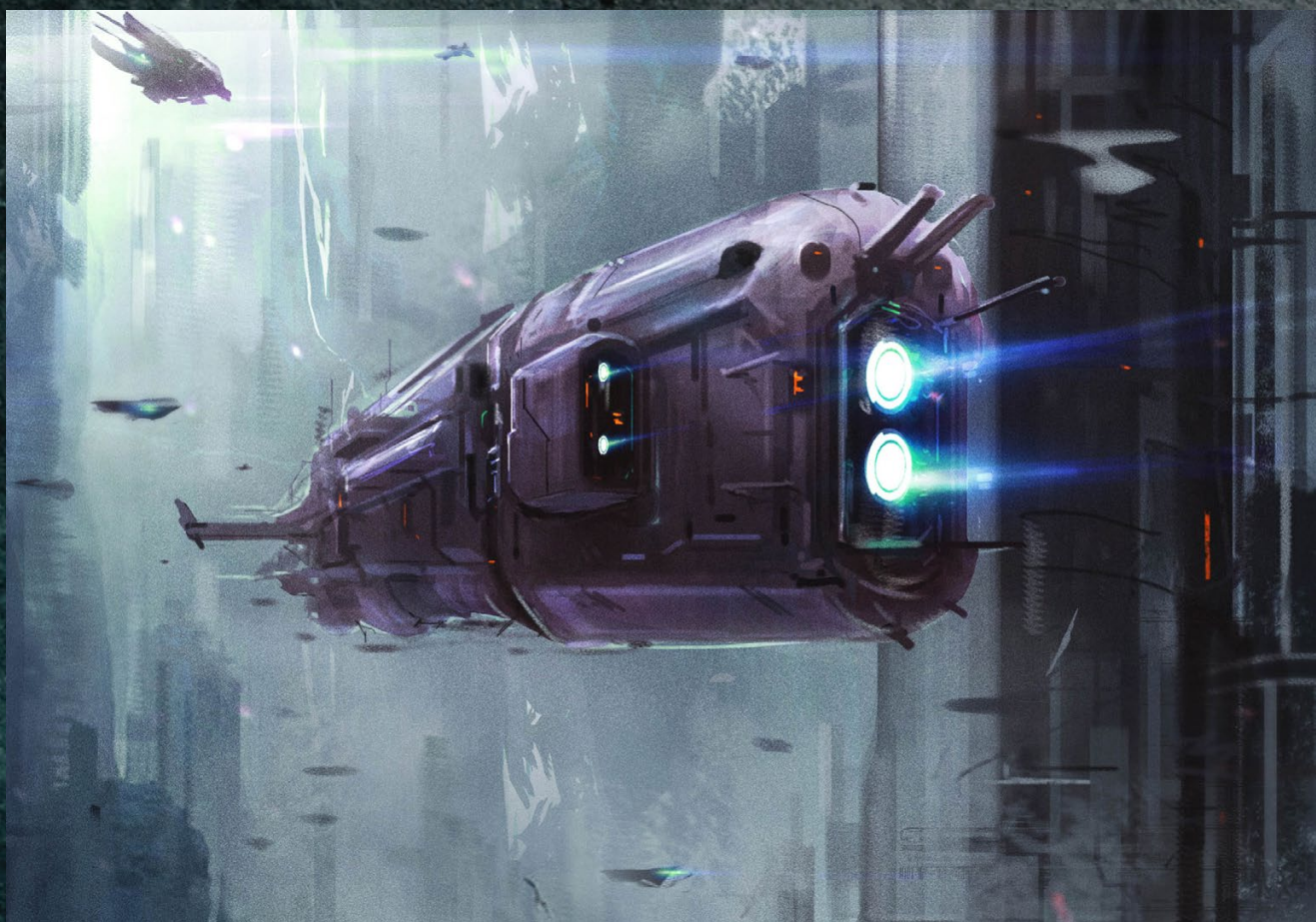
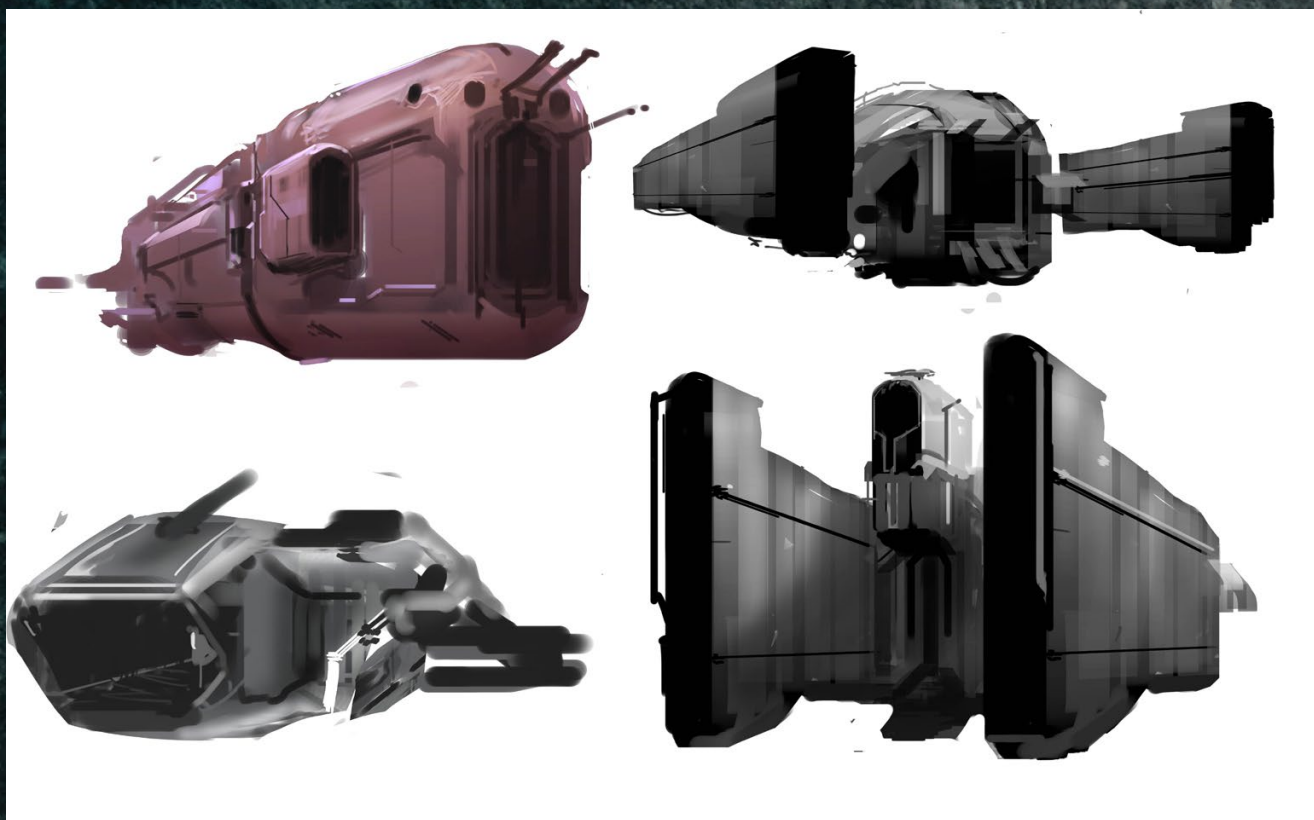




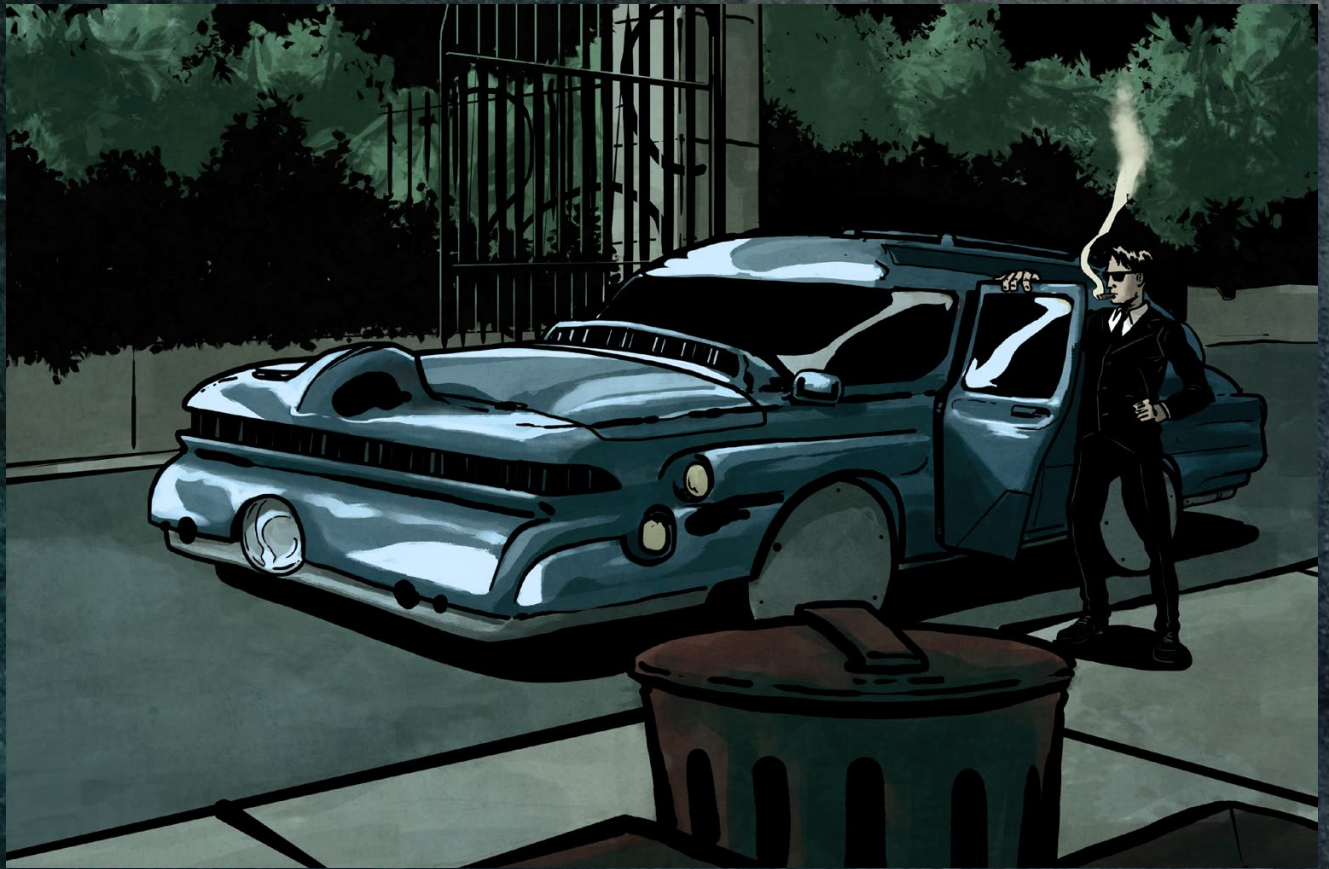
























GUNS AND GEAR



.74 M13
'BOLTER' 



.45AP NO.3
'RONIN' 



P1000 



PSA MK. XIV
'AGGRESSOR' 



.55G M15
'IRONFIST' 



PIRANHA
HANDGUN 



P60
'PUNISHER' 



IRON HAND
AUTOPISTOL 



 CAR-24 CLOSE ASSAULT RIFLE



 MP-105



NO. 4 'WINDRIDER' 



CAW2000 



SMG MK. III
'INTERCEPTOR' 



 MP-105GW



 MP-103
'HELLBLAZER'



SMG MK. IVP
'PLASMA INTRUDER' 



M50 ASSAULT RIFLE 



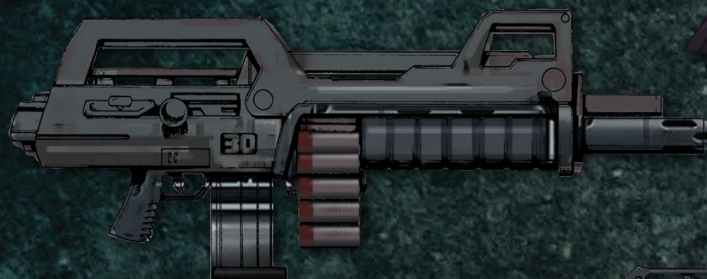
NO. 1 'SHOGUN' 



MK. XLIII
PLASMA CARBINE



AR3000 



 MK. XII 'INVADER'
BATTLE RIFLE



ZHIVOTNOYE
MAT TYPE 2
INFANTRY WEAPON 



AG-17
'PANZERKNACKER' 



SANCTUS AG-19 'VOLCANO'
ASSAULT RIFLE 



SR-50 'MANSTALKER' 



NO. 15 'ARCHER' 



SR3500 



SR MK. XII 'ASSAILANT' 



PSG-99 



MEPHISTO SNIPER RIFLE 



OKHOTNIK 778 



M606



NO. II 'KENSAI'



TSW4000



LMG MK. XXIII 'DESTROYER'



MG-40



REBROV LIGHT MACHINE GUN



AC-40 'JUSTIFIER'



IMPROVED M89



NO. 45 'DRAGONFIRE'



SSW4200P



HMG MK. XIXB
'CHARGER'



MG-80



AC-41 'PURIFIER'



NOVA VESNA HEAVY
MACHINE GUN

M516S



M516D

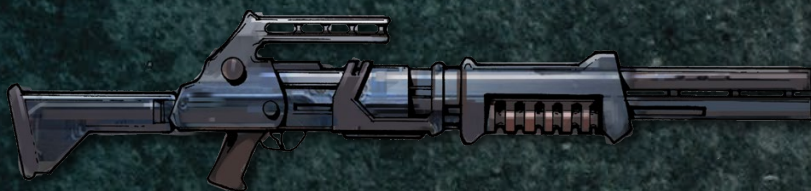


TAMBU KEIRETSU 50/50
'AIRBRUSH'



SG7000 / SA-SG72001

MK. XIV 'MANDIBLE'



HG-14



BRYZGI SAWN-OFF



SAWN-OFF HG-14



ZHUKOV 4 TUNNEL CLEARER



CA-451 'GEHENNA PUKER'
HEAVY PLASMA FLAMER





DPAT-9 'DEUCE'
ROCKET LAUNCHER



ND 86A5 'DAIMYO'
ROCKET LAUNCHER



SSW5500
ROCKET LAUNCHER



RL MK XIIC 'SOUTHPAW'
ROCKET LAUNCHER

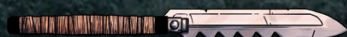


ARG-17
ROCKET LAUNCHER



PUSHKIN ROCKET
LAUNCHER





SLICER



DAGGER



BRASS KNUCKLES



SWORD



BATON



GREATSWORD



BAYONET



SPEAR



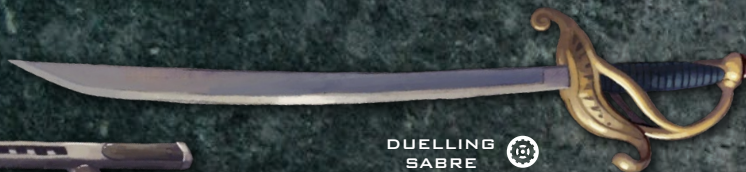
CHAINSWORD



CHAIN BAYONET



BLADED NIGHTSTICK



DUELLING SABRE



MORTIS SWORD



GUARDIAN POWER SHIELD



PUNISHER
SHORT SWORD



CSA400-SERIES
COMBAT SWORD



CLANSMAN
CLAYMORE



RAPIER CANE



DAISHO



BONE SWORD



EXPLORER'S PICK



ELECTRO-JOLT



CHAIN BAYONET



ASHREKTH (SWORD)
SCREAMING BLADES



NECRO CLAW



FIST OF MALICE



SKALAK



SECTIONER



AZOGAR



NAZGAROTH



HELLBLASTER



CHILD'S
RATTLE



CENARATH



DARK LEGION GUNS AND GEAR



META CANNON



SOULSHEARER



BLADE OF ILLIAN



DAGGERS OF ILLIAN



SINARACK



TZOTETH



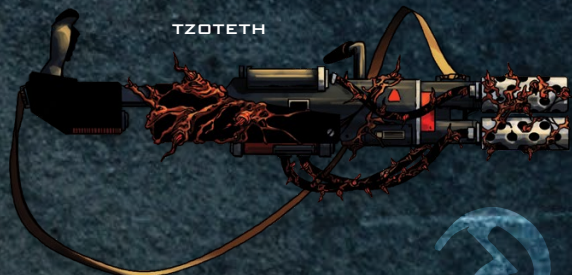
PLAGUE GUN



PLAGUE GRENADE



CURATOR SWORD



SHRIEKETH



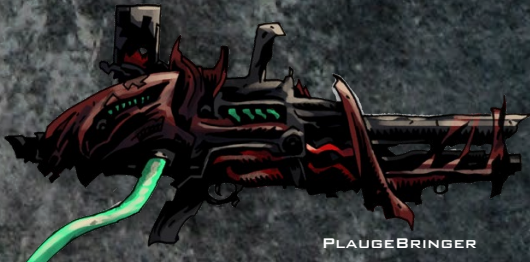
BLACK



MAGGOT



SLIME



PLAUGE BRINGER

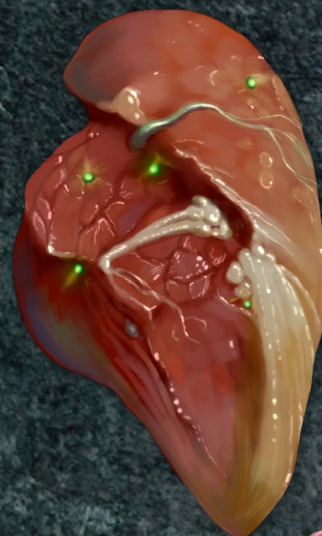




NEURAL LINK



BIOSCOPE



ADJUSTER



WEAPON GRAFT



NECROWEAVE





DARK LEGION CHARACTER



FRONT



SIDE



BACK

BIOPHAGES



DARK LEGION CHARACTER



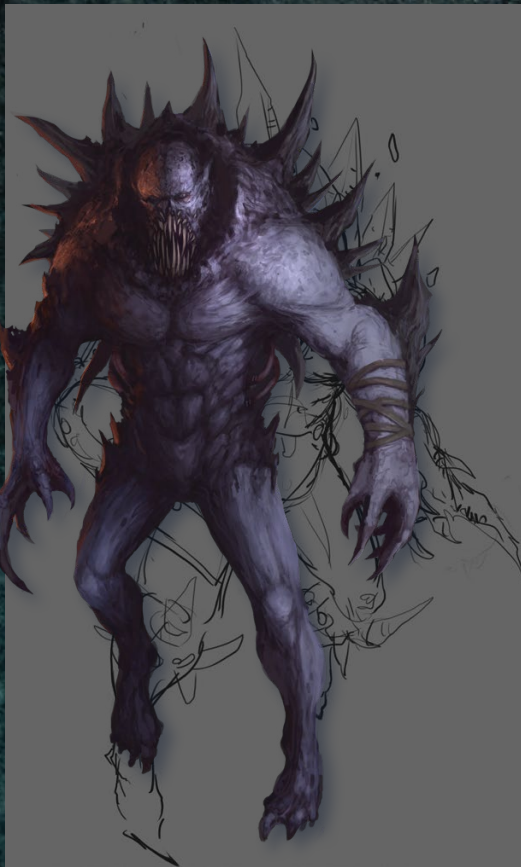
BIOPHAGES CONCEPT

DARK LEGION CHARACTER



CHILDREN OF ILIAN CONCEPT





⚡ DARK LEGIONS ⚡



DARK LEGION CHARACTER



PLAGUE VULTURE



SCRAMBLER



⚡ DARK LEGIONS ⚡

THE CORRUPTOR



⚡ DARK LEGIONS ⚡

TORN SPEWER



⚡ DARK LEGIONS ⚡

DARK LEGION CHARACTER



GRAFTERS CONCEPT

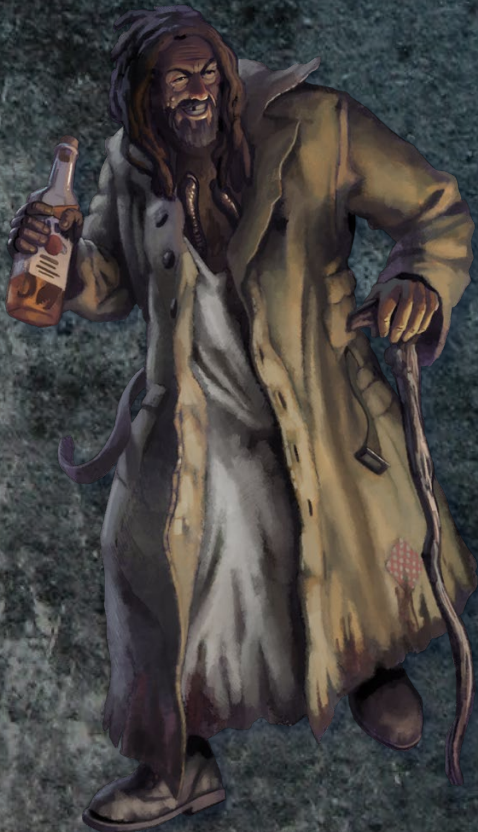








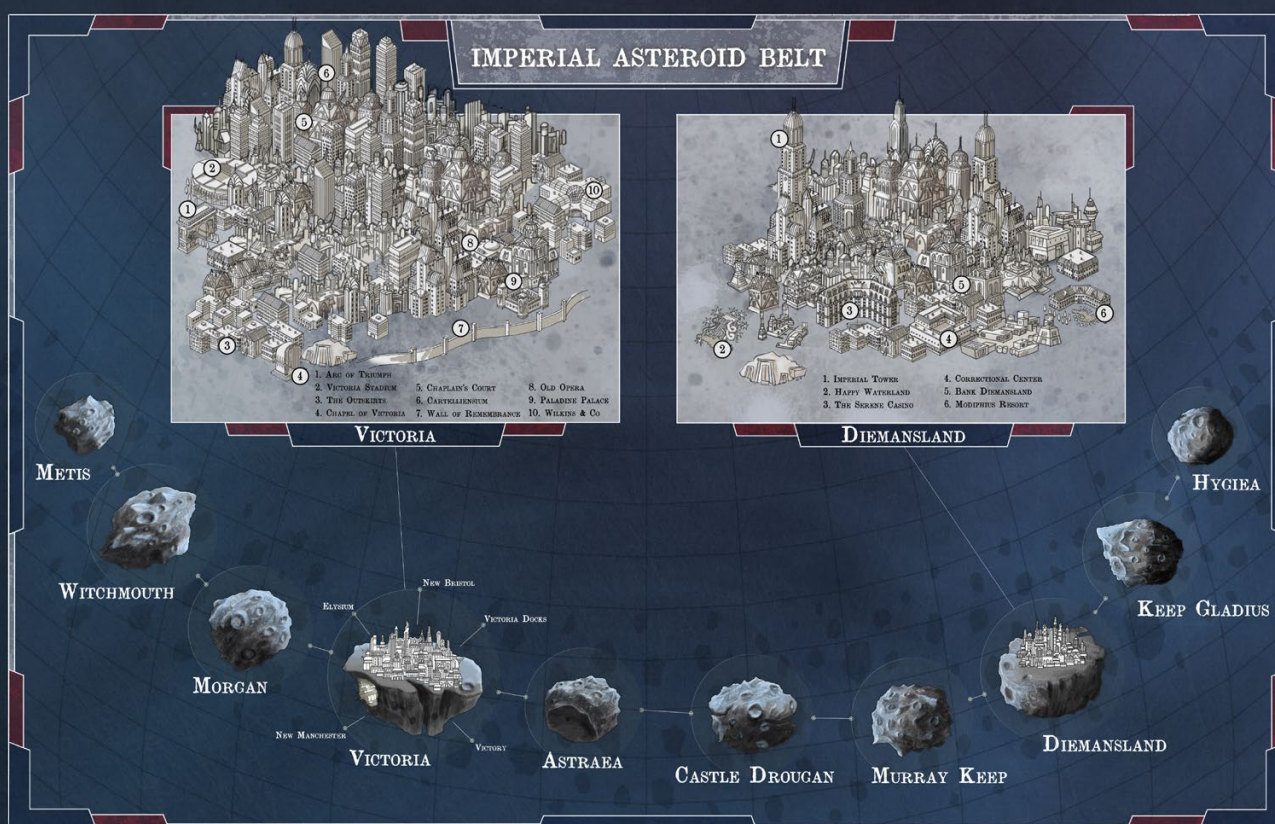












SOLAR SYSTEM

MAP SHOWING SIGNIFICANT ASTROLOGICAL BODIES
AND NAVIGATIONAL GATES

KUIPER BELT

OUTER SYSTEM

NERO

BRUTUS

PERIHELION 860,210 KM
APHELION 1,860,210 KM
PERIHELION 5,723,10 KM
APHELION 14,422,10 KM

PLUTO

CHARON

PERIHELION 44,953,660 KM
APHELION 74,460,000 KM

NEPTUNE

TITTON

PERIHELION 44,953,660 KM
APHELION 74,460,000 KM

ERIS

DYSNOMIA

PERIHELION 14,422,10 KM
APHELION 1,860,210 KM

URANUS

MIRANDA

PERIHELION 27,489,846 KM
APHELION 30,059,870 KM

JUPITER

CALLISTO

PERIHELION 7,406,844 KM
APHELION 8,166,256 KM

SATURN

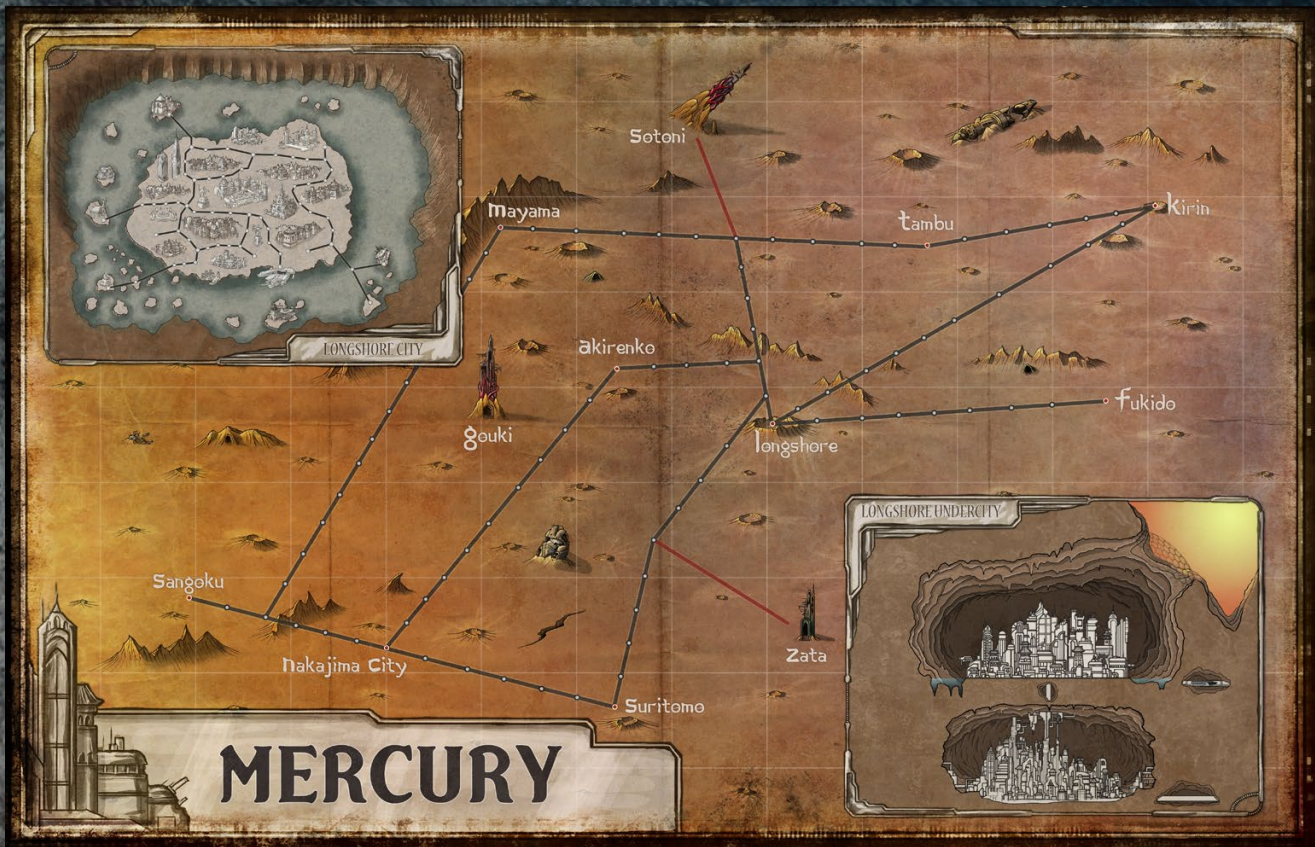
ENCELADUS

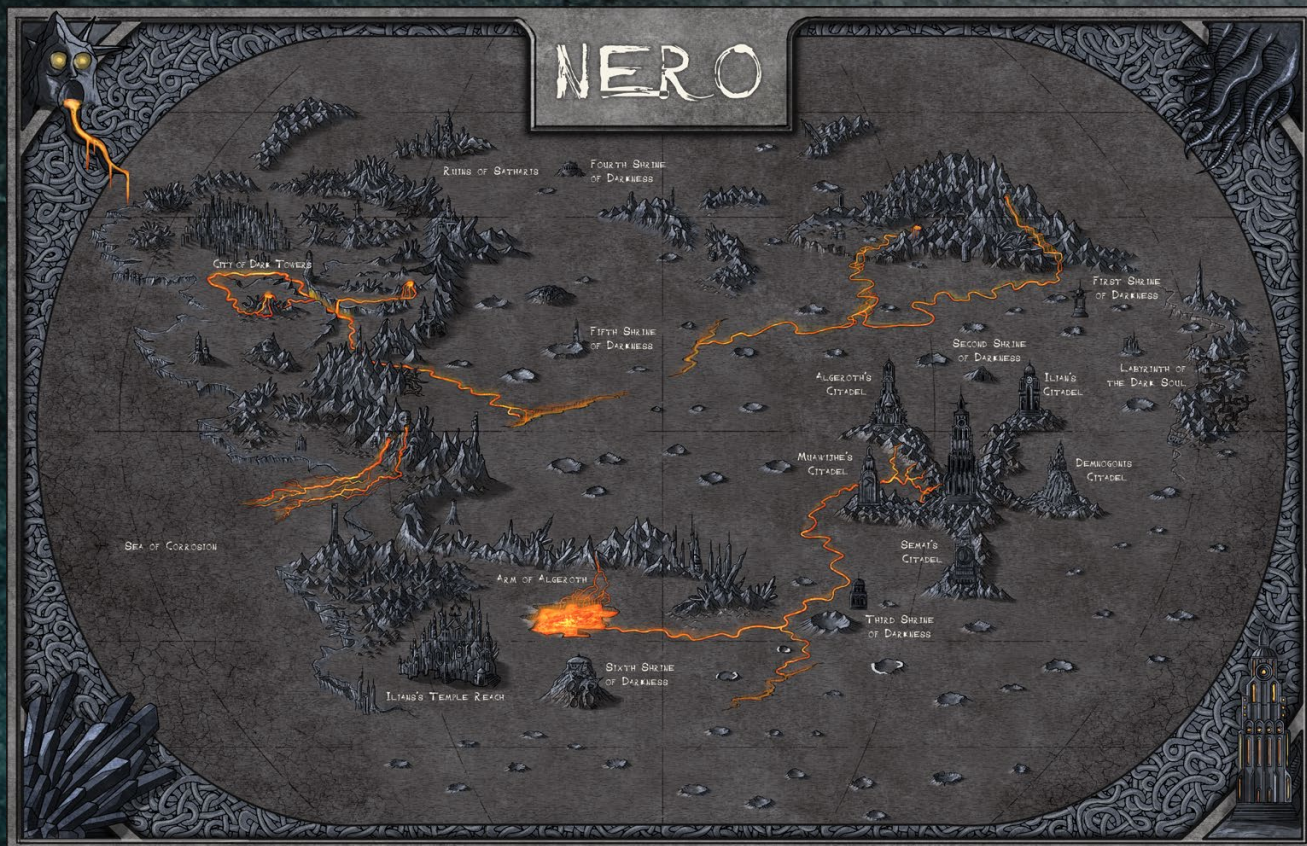
PERIHELION 135,979,506 KM
APHELION 150,939,070 KM







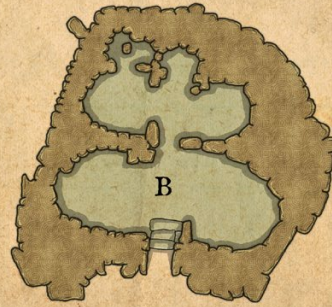




Hagar Qim Temples



0 5m



- A Primitive temple (before 3600 B.C.)
- B Northern temple (3600 - 3000 B.C.)
- C Southern Temple (3000 - 2500 B.C.)
- D Southern Temple extension
- E Apses connected to the exterior

- 1 Oracular apsis
- 2 Oracular orifice
- 3 Sacred Stone (Baetylus)
- 4 Ornate stone furniture
- 5 Ornate fireplace
- 6 Sacred Stone (Baetylus)
- 7 Relief Drawing
- 8 Niche

SAN DORADO

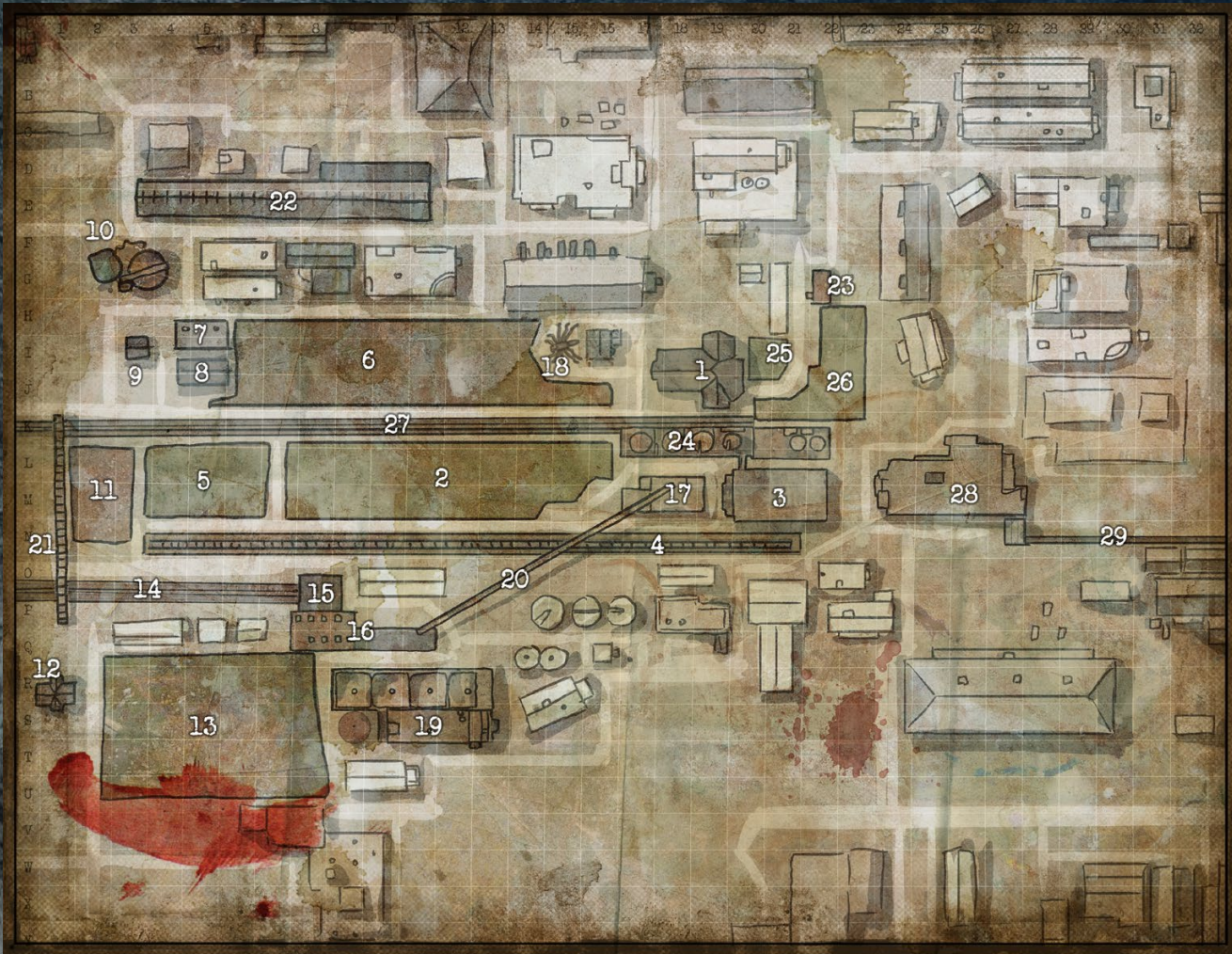
- 1. IMPERIAL WAR MUSEUM
- 2. IMPERIAL GRAND
- 3. ARCH OF VICTORY
- 4. DONALDSON RADIO TOWER
- 5. PRESIDENTIAL PALACE
- 6. THE PYRAMID
- 7. UNION HOTEL
- 8. CAPITAL CORPORATE MUSEUM
- 9. THE RIVIERA TOWERS
- 10. STATUE OF FREEDOM
- 11. SAN DORADO CATHEDRAL
- 12. COMMERCE PARK
- 13. WONDERLAND
- 14. INDUSTRIAL ZONE SEVEN
- 15. THE SPRAWL
- 16. HOUSE OF BLOSSOMS
- 17. PALACE OF THE SEAS
- 18. THE CHRISTIAN ZOO
- 19. HUNDRED PIGEON GARDENS
- 20. THE MUSEUM
- 21. VENTURIAN GARDENS

THE SHALLOON SEA

LAKE VEGA

VEGA

- 1. STAR CASINO
- 2. GENTLEMAN'S CLUB
- 3. GALLERIES OF GOLD
- 4. THE SERENE CASINO
- 5. CAPTAIN'S
- 6. NEW ALCATRAZ
- 7. DRAGON DEN CASINO
- 8. KING CARL
- 9. THE PRINCE



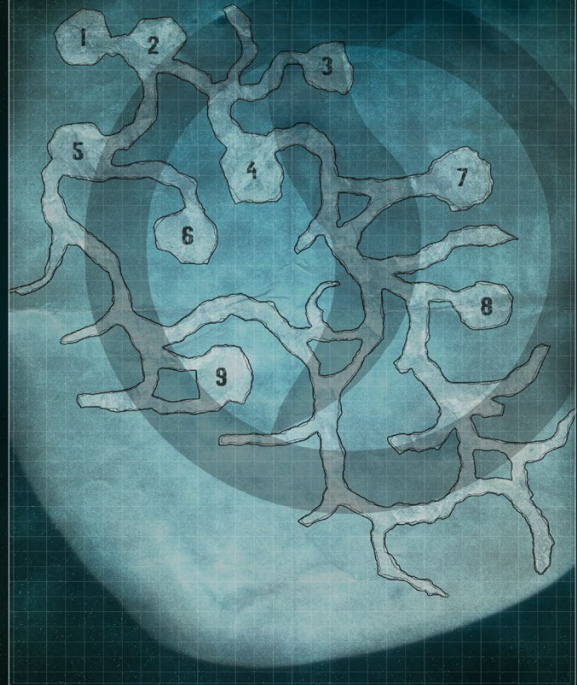
GREAT BAMAKO



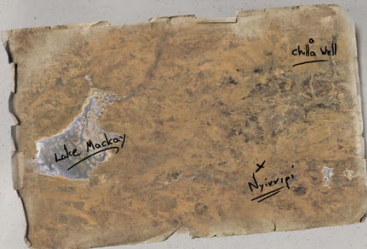
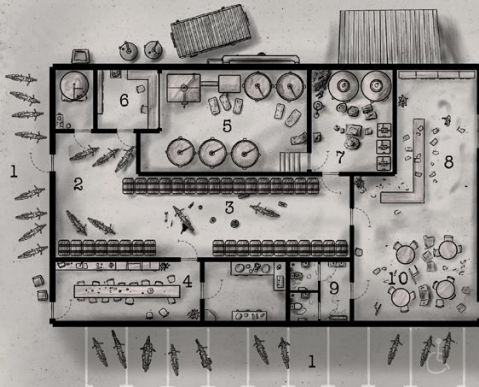
1. Bafulan - Duke Toumoro
2. Bankoni - Duke Amadou
3. Dravola - Duchess Aloha
4. Jankola - Duchess Mariam
5. Hamallaye - Duke Ali
6. Korofina - Duke Afel
7. Medina Kura - Duchess Aminata
8. Maira - Duke Djelimady
9. Quartier du Fleuve - Duchess Kadiatou
10. Sako - Duchess Nare
11. Sikoroni - Duchess Djémbou
12. Yirimanko - Duke Spangalo

DEIMOS

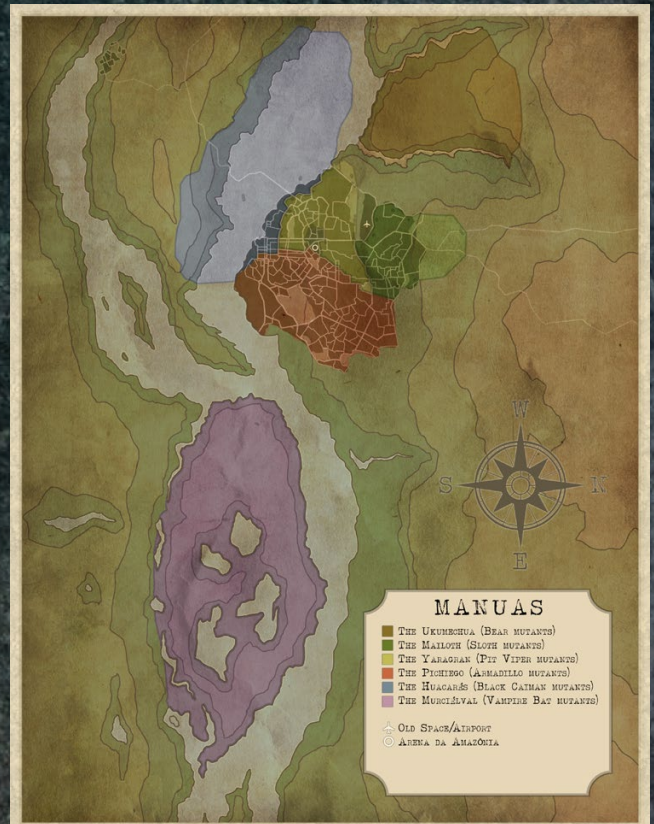
The Mines

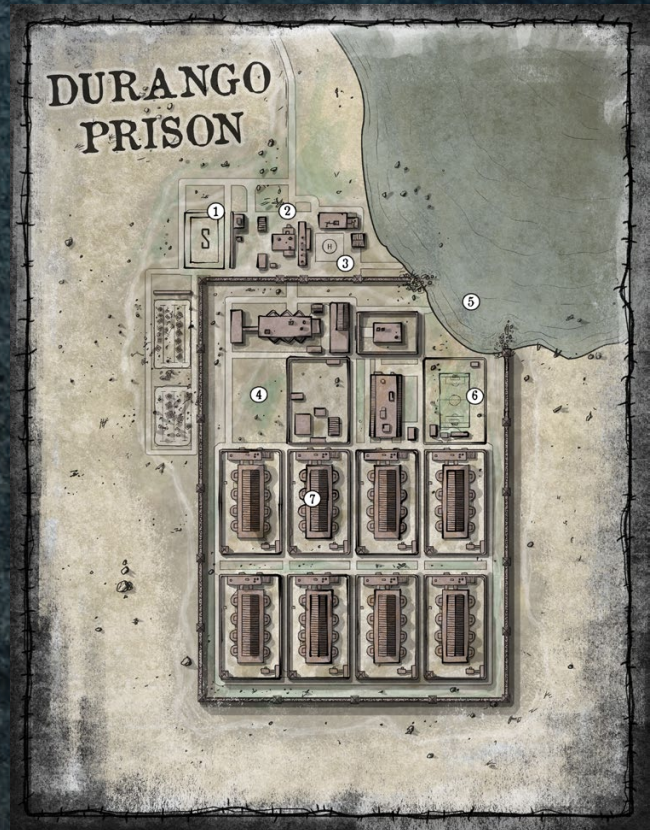
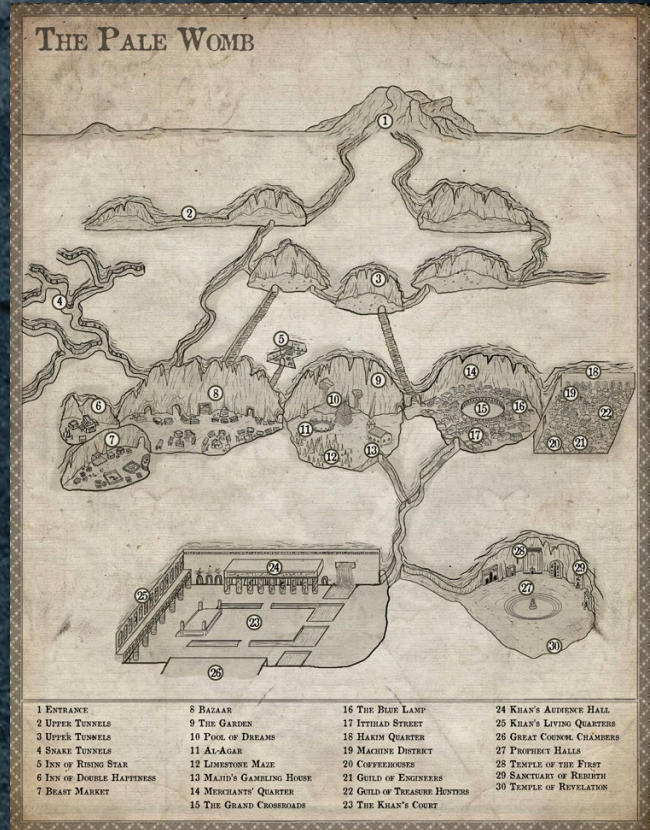


THE DISTILLERY

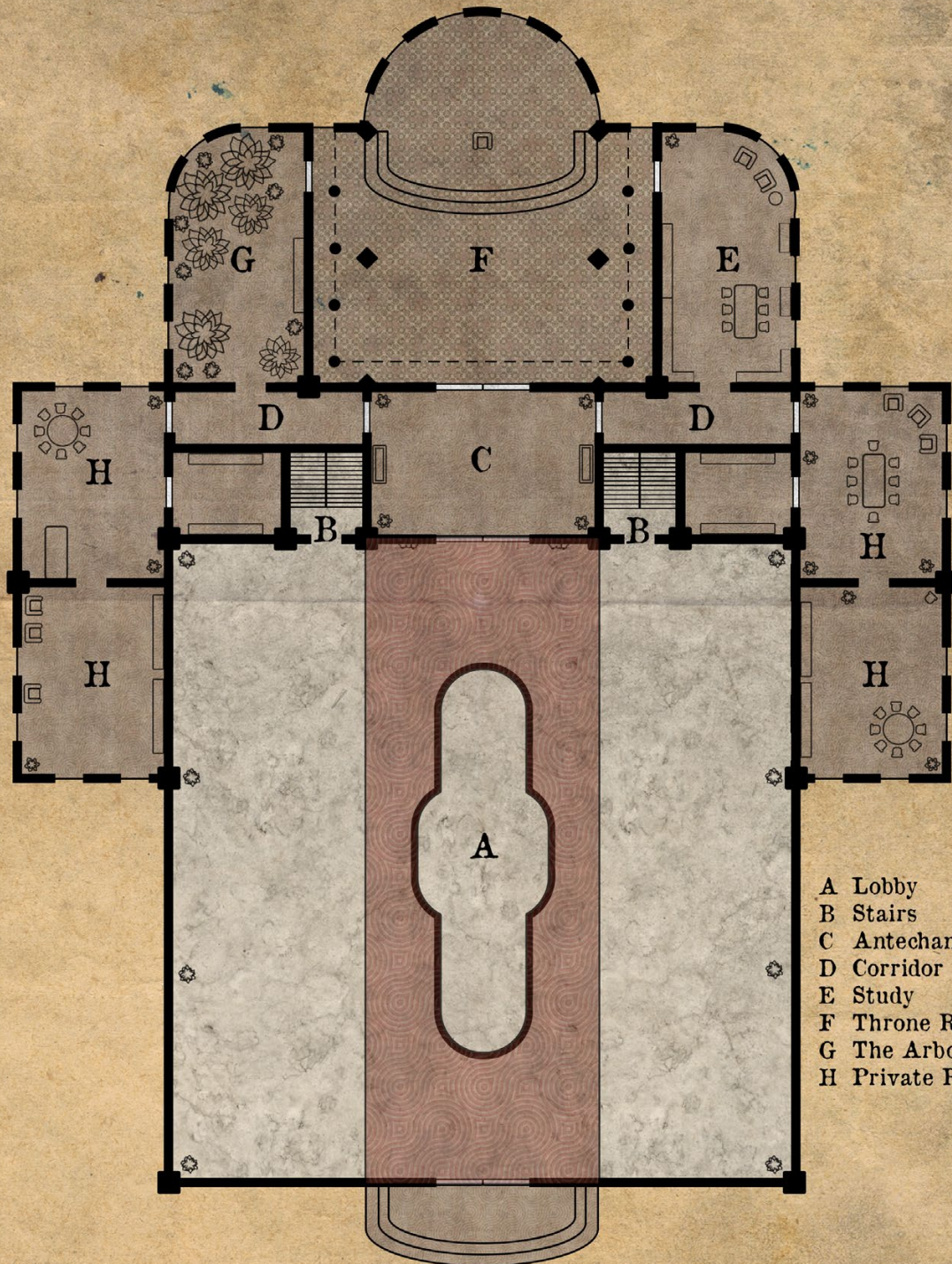


1. OUTSIDE
2. RECEIVING AREA
3. BARREL ROOM
4. BREAK ROOM
5. MASH HOUSE
6. OFFICE
7. STILL HOUSE
8. RECEPTION
9. BATHROOMS
10. WHISKEY LIBRARY





Winter Palace



- A Lobby
- B Stairs
- C Antechamber
- D Corridor
- E Study
- F Throne Room
- G The Arboretum
- H Private Rooms