

A large, dark, textured hand, possibly made of a heavy material like leather or a different skin, reaches down from the top of the frame. The hand is positioned over a wooden surface where several spent bullet casings are scattered. The lighting is dramatic, with strong highlights and deep shadows, creating a somber and intense atmosphere. The background is dark and indistinct, focusing the viewer's attention on the hand and the bullets.



ART BOOK





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[†]





ARTWORK BY

ALEX DRUMMOND, ALEX INNOCENTI, AUDREY HOTTE, BORJA PINDALO,
CHRISTIAN QUINOT, CLINT MCINALLY (MAP), DARIUSZ ZABROCKI, DOMINIK KASPRZYCKI,
EMILIEN FRANCOIS, GUNNAR ROXEN (MAP), GUNSHIP REVOLUTION, JARED BLANDO (MAP),
JEFF PORTER, JOHAN FREDRIKSSON, LORENZO MASTRIANI, MATEUSZ WILMA, MATHIEU ST-AMOUR,
MATTHEW COMBEN (MAP), MICHAEL BERUBE, MICHAEL WOLMARAN, N.R. BHARATHAE (MAP),
DILIVER WETTER, PAUL BONNER, PETER BERGTING, PIOTR NOWOJEWski, RED SCAR,
RICHARD HANUSCHEK, TOBIAS TRANELL (MAP), TOMA FEIZO GAS (ILLUSTRATIONS AND MAPS),
WILMAR BALLESPi, WITOLD TRZCIONKA, YANA DMITRUK

GRAPHIC DESIGN BY
MATTHEW COMBEN

LAYOUT BY
THOMAS SHOOK

COVER ARTWORK BY
SCOTT SCHLOMBURG

MUTANT CHRONICLES 3RD EDITION
& UPDATED FACTIONS LOGOS BY
ALEX BUND

PRODUCED BY
CHRIS BIRCH, MISCHA THOMAS, MARC LANGWORTHY

ART DIRECTED BY
MISCHA THOMAS, MARC LANGWORTHY

COMMUNITY MANAGERS
ZARINA KADYLBK, JOHN DODD

Published by: Modiphius Entertainment Ltd. 39 Harwood Rd, Fulham, London SW6 4QP. info@modiphius.com

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

MODIPHIOUS™
ENTERTAINMENT

CABINET™

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd 2015. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended.

This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

MUTANT CHRONICLES and related logos, characters, names, and distinctive likenesses thereof are trademarks or registered trademarks of Mutant Chronicles International LLC. All rights reserved. Artwork and graphics © Mutant Chronicles International LLC, except the Modiphius Logo which is © Modiphius Entertainment Ltd. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

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















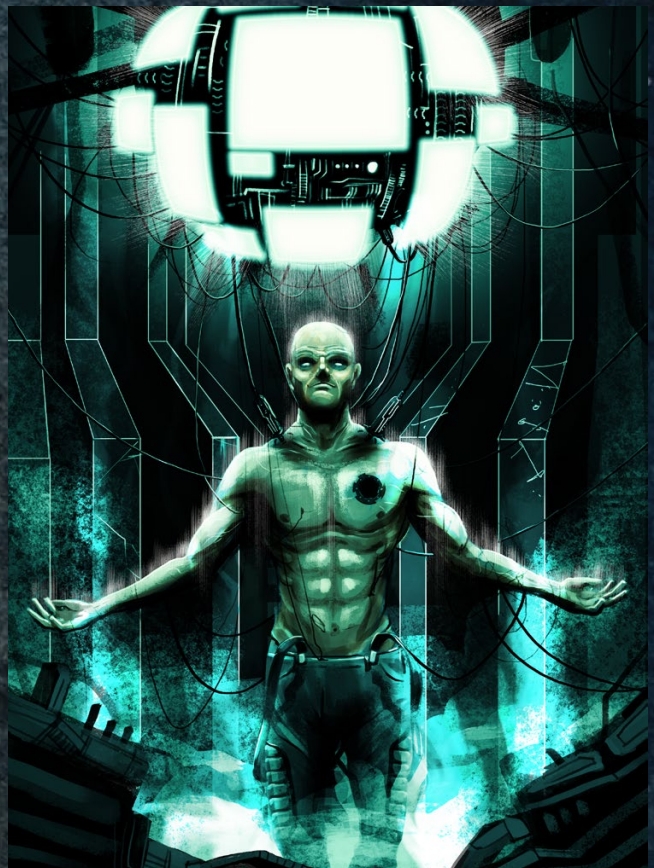
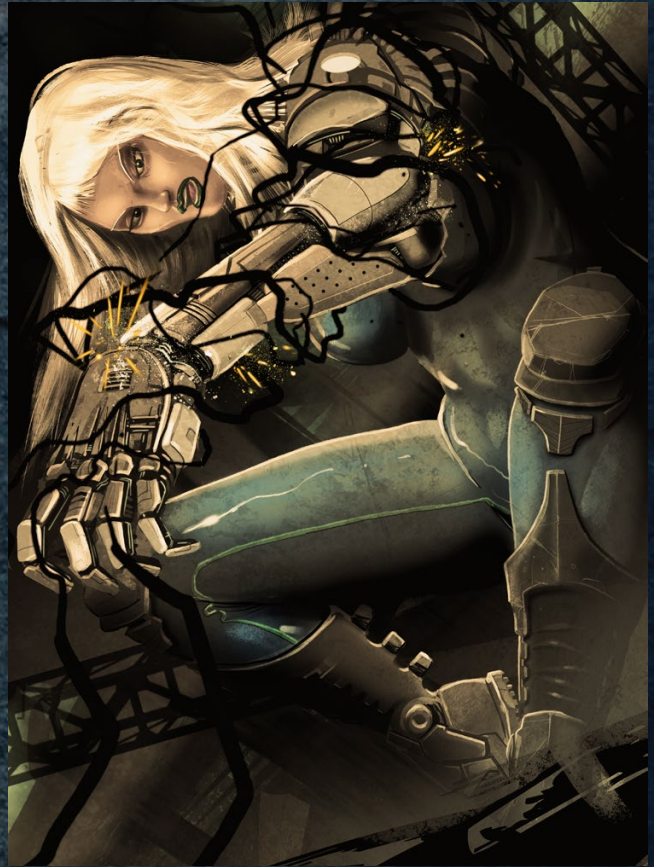












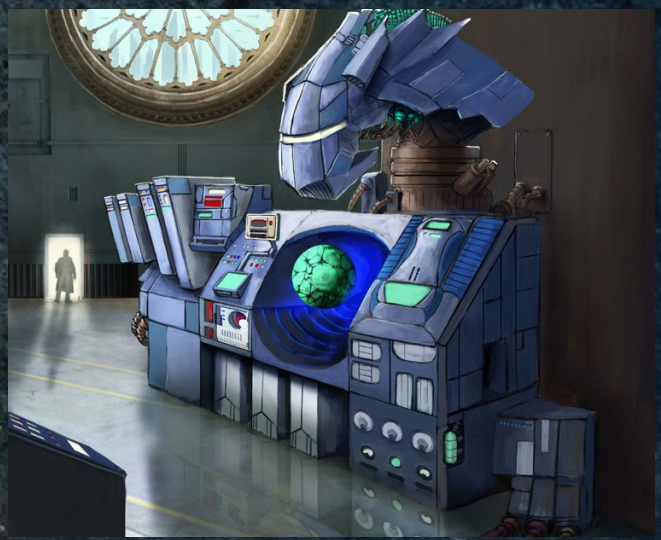


















IMPERIAL





IMPERIAL



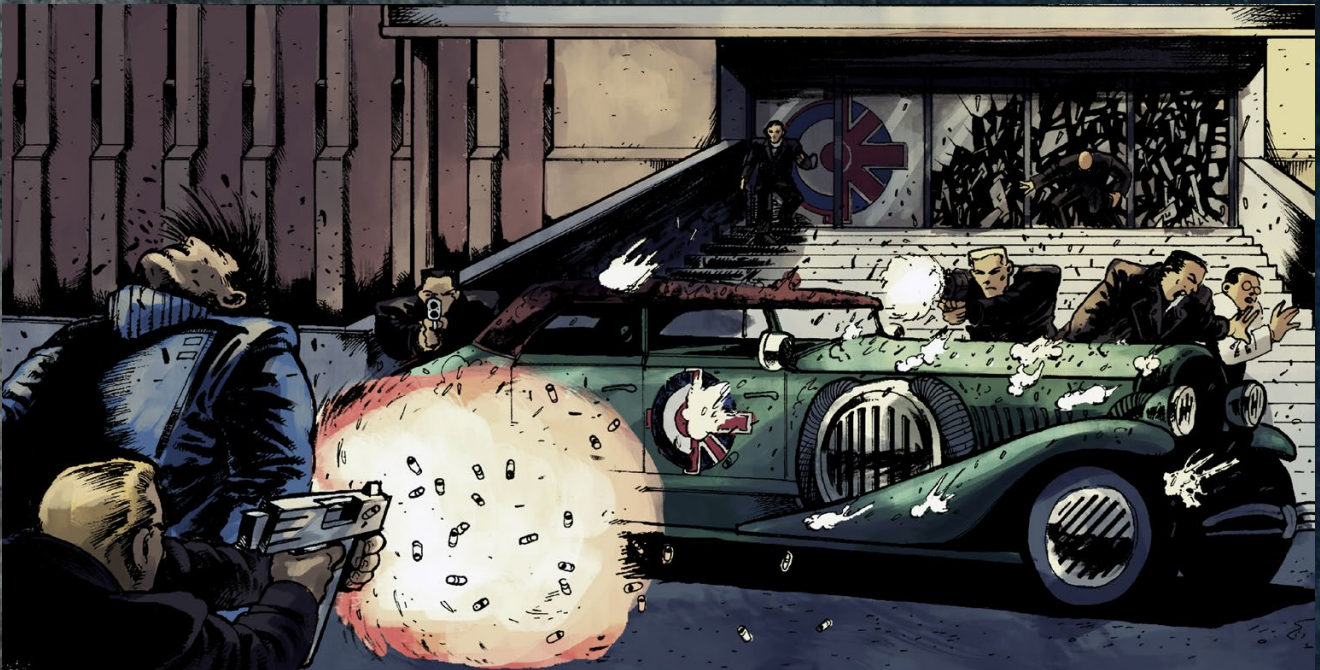














MISHIMA





MISHIMA





MISHIMA









MISHIMA





MISHIMA

















WHITESTAR

Borja '15









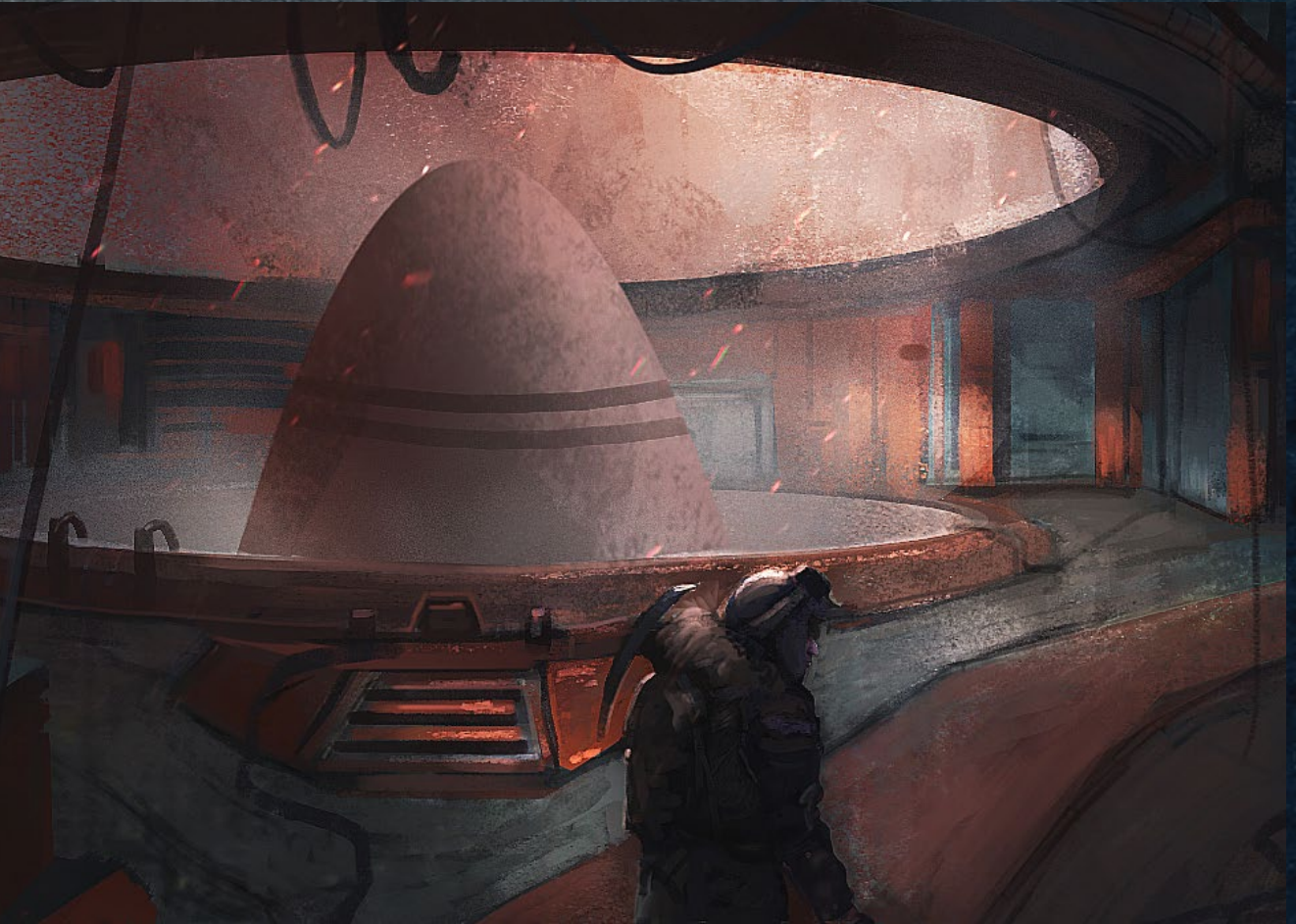
WHITESTAR











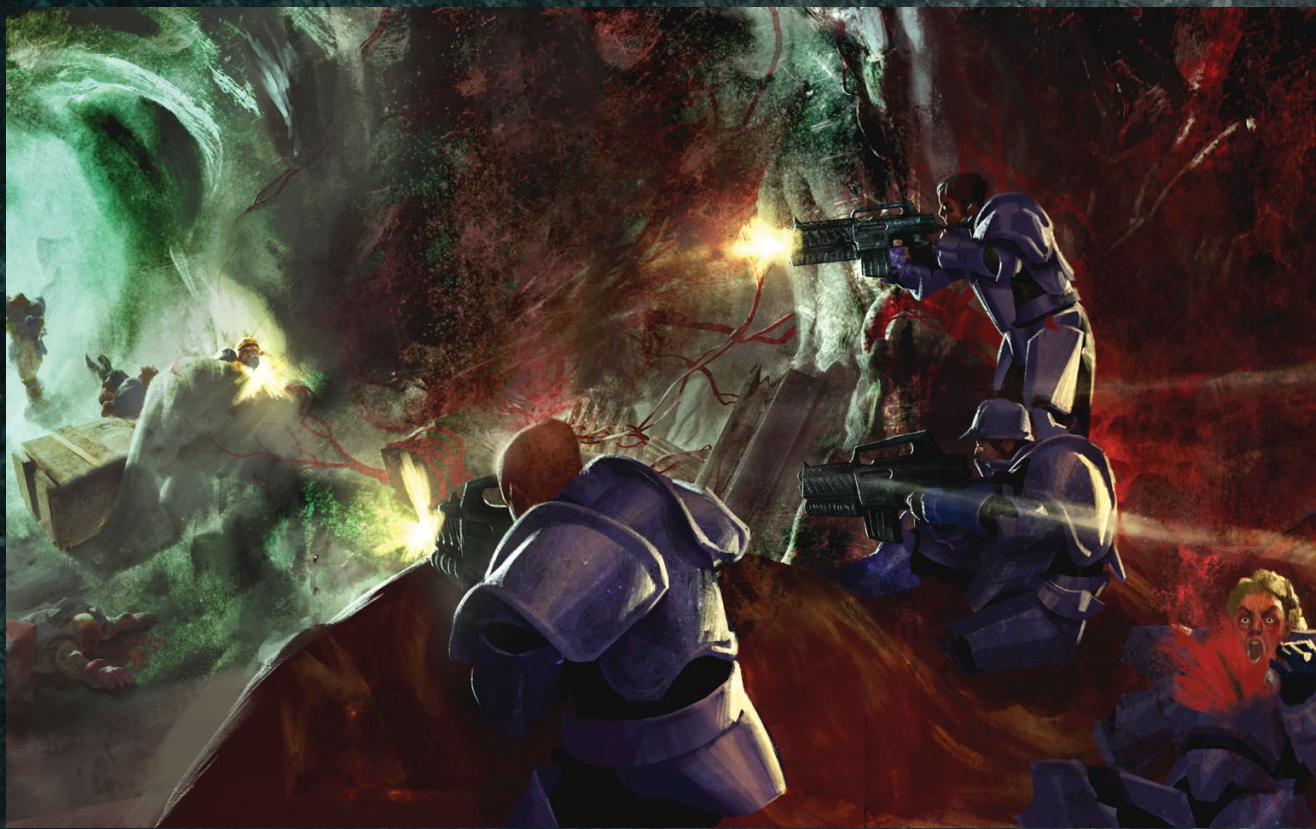




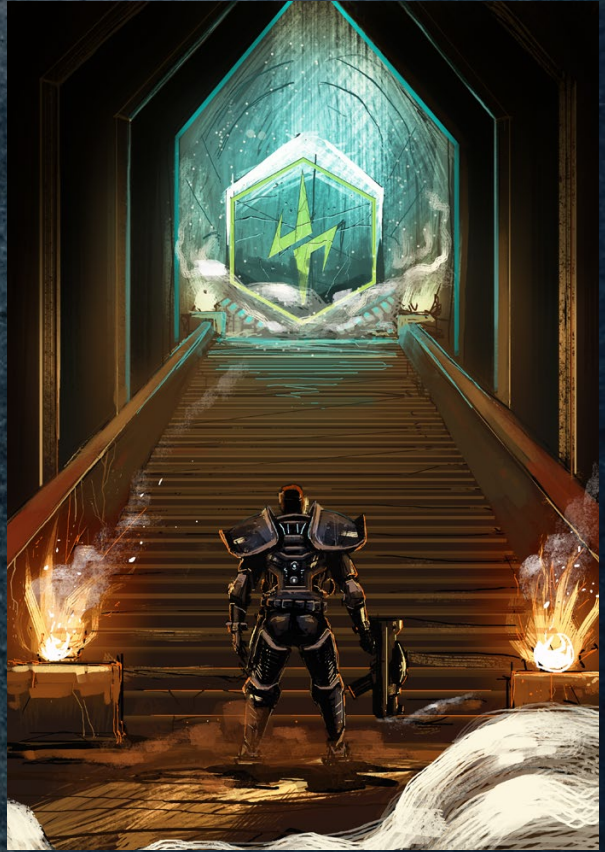


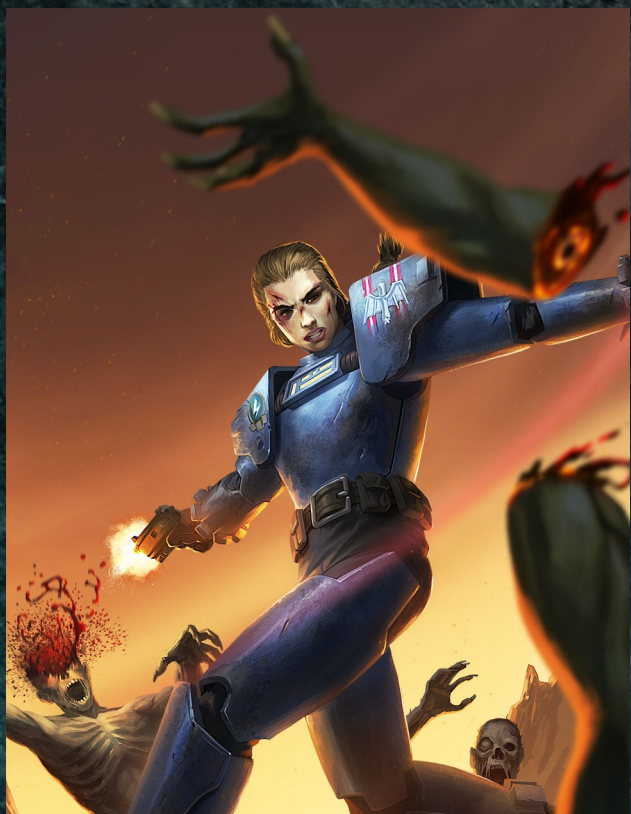
CARTEL





CARTEL





CARTEL

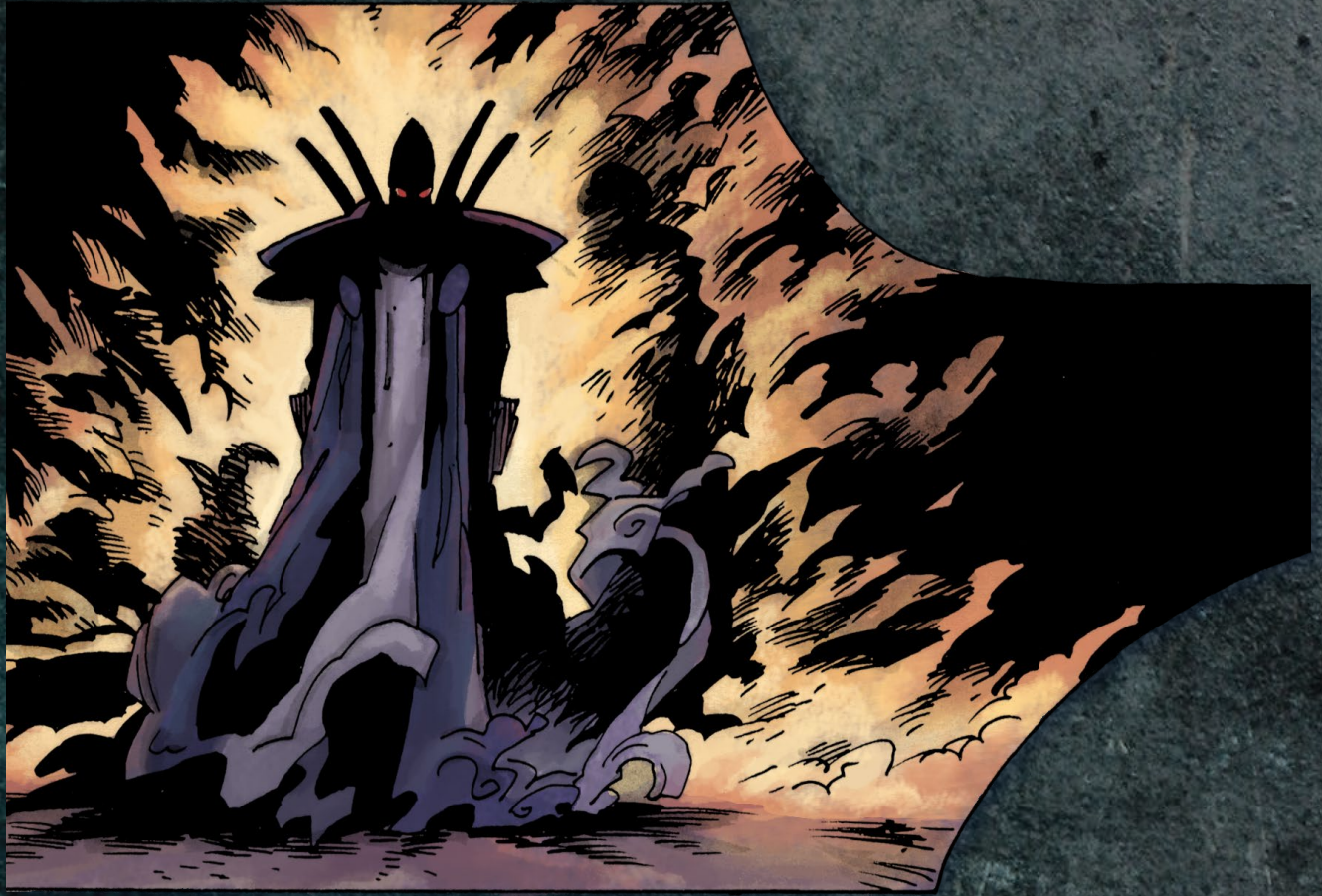
CARTEL



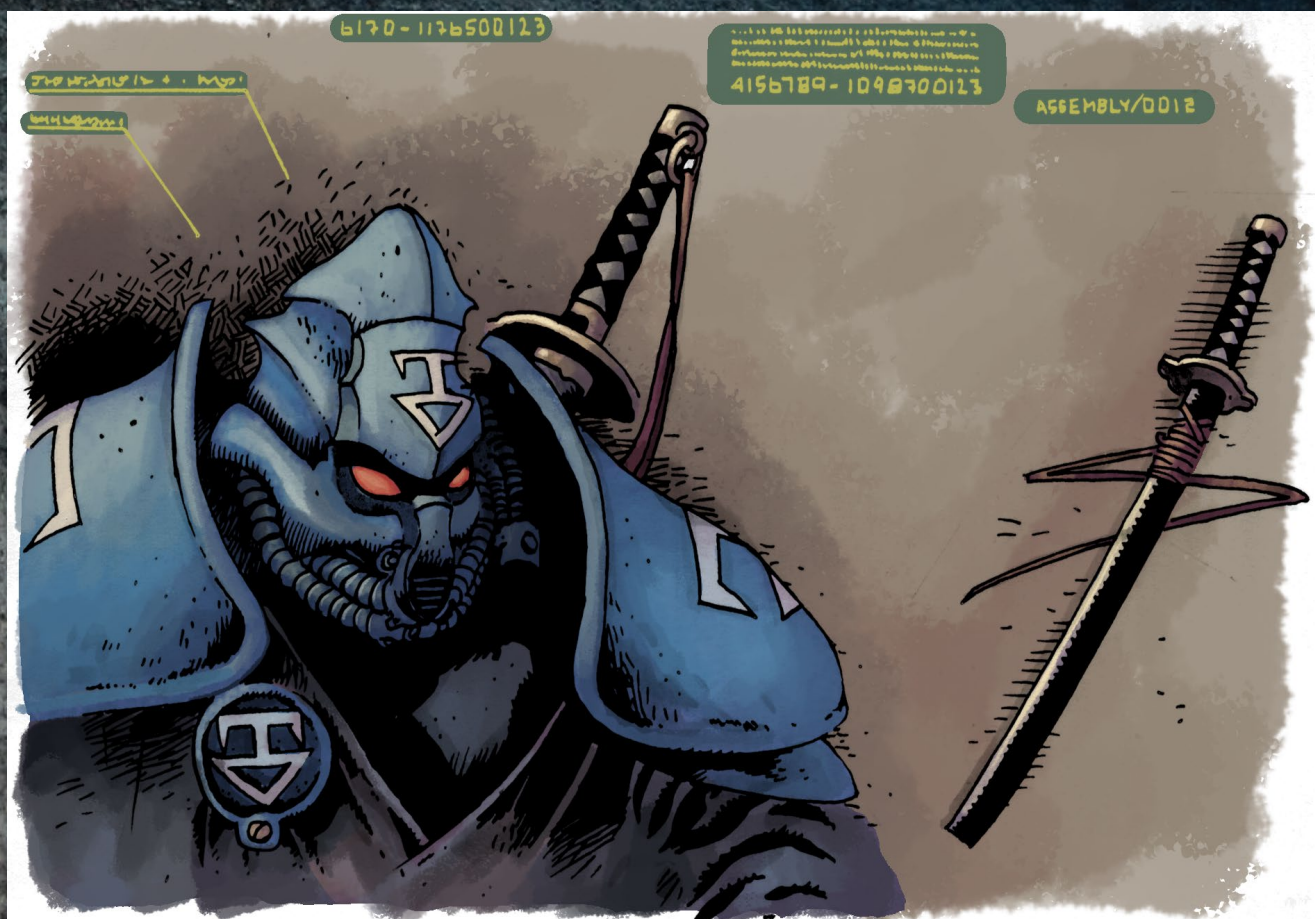
514

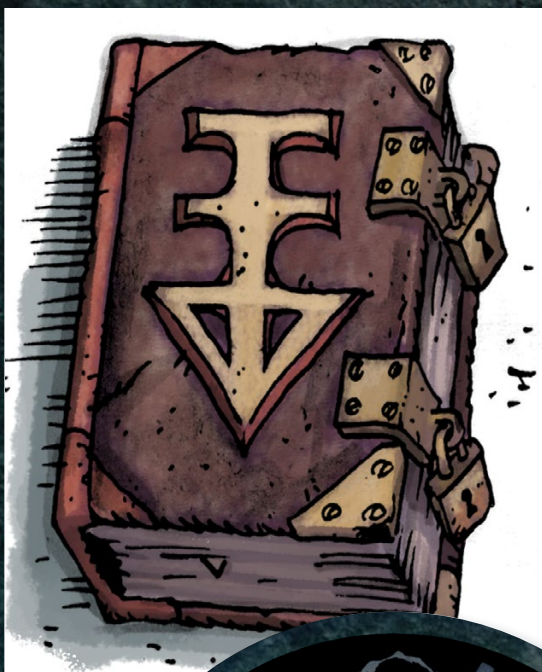






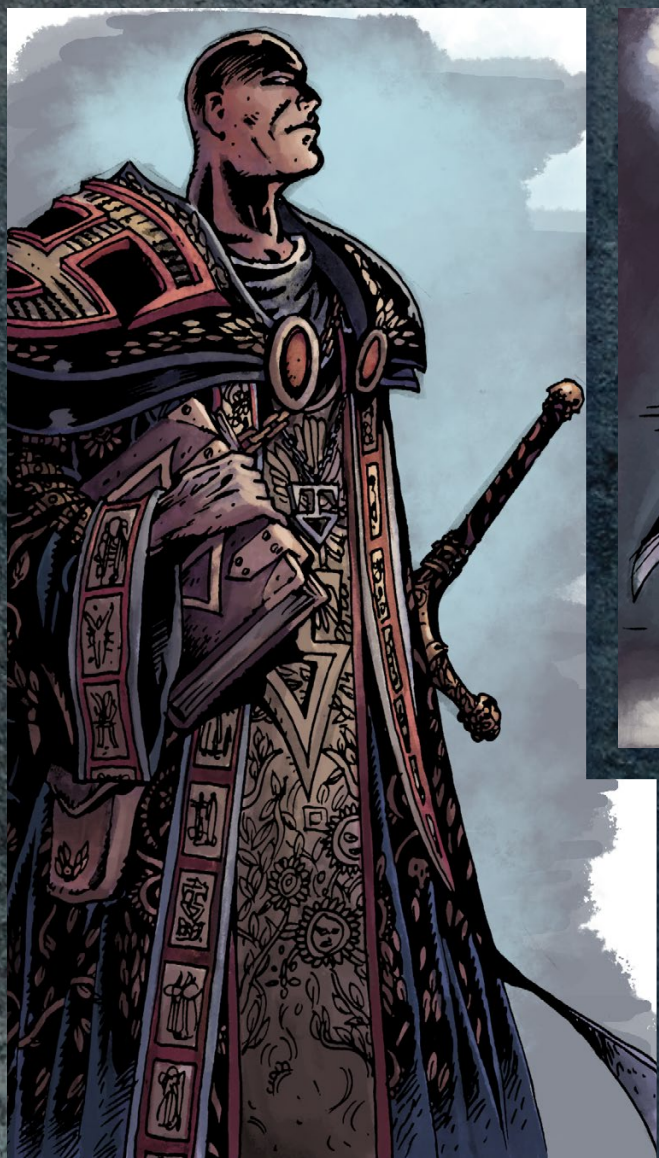
BROTHERHOOD





























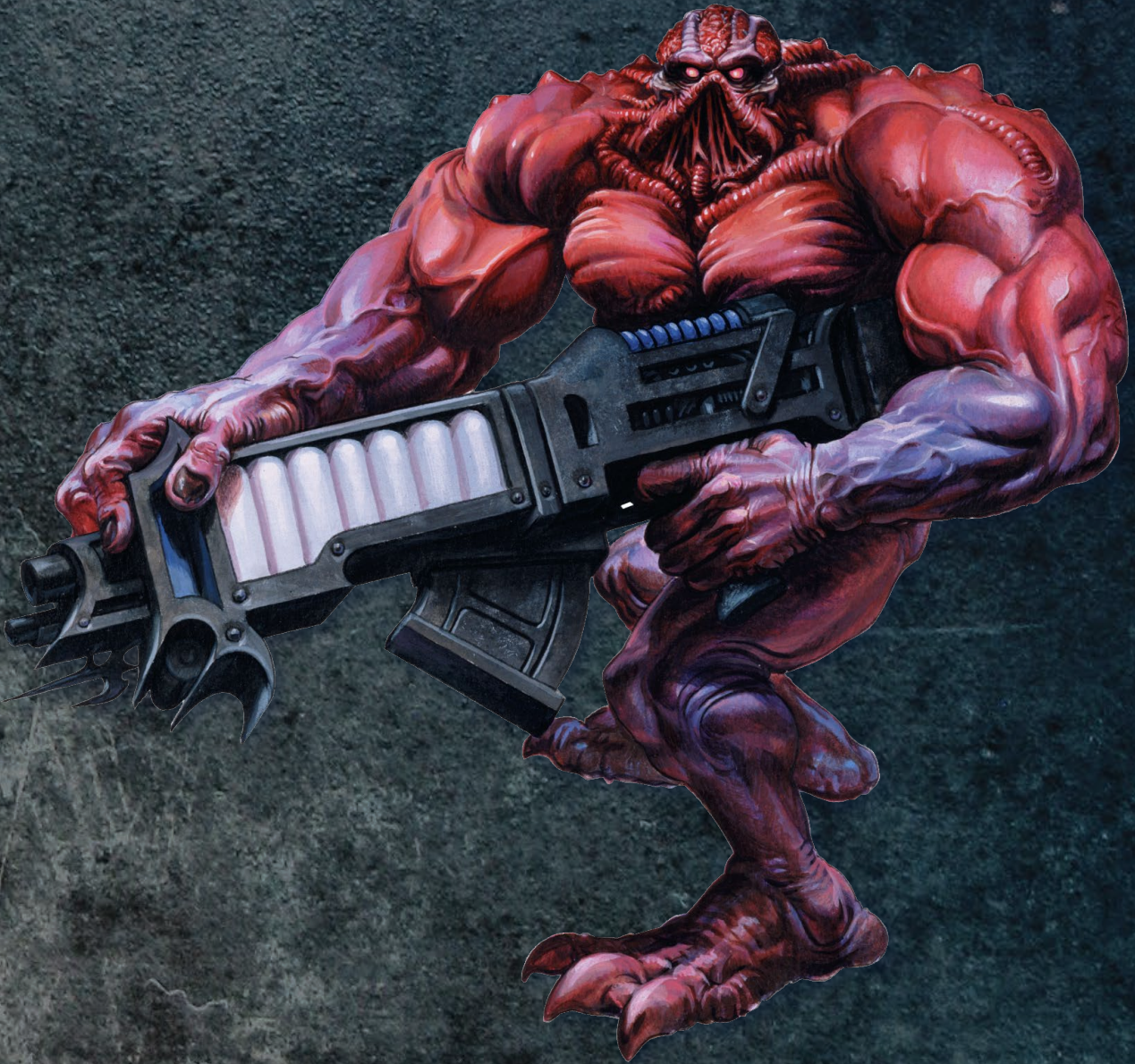
DARK LEGION















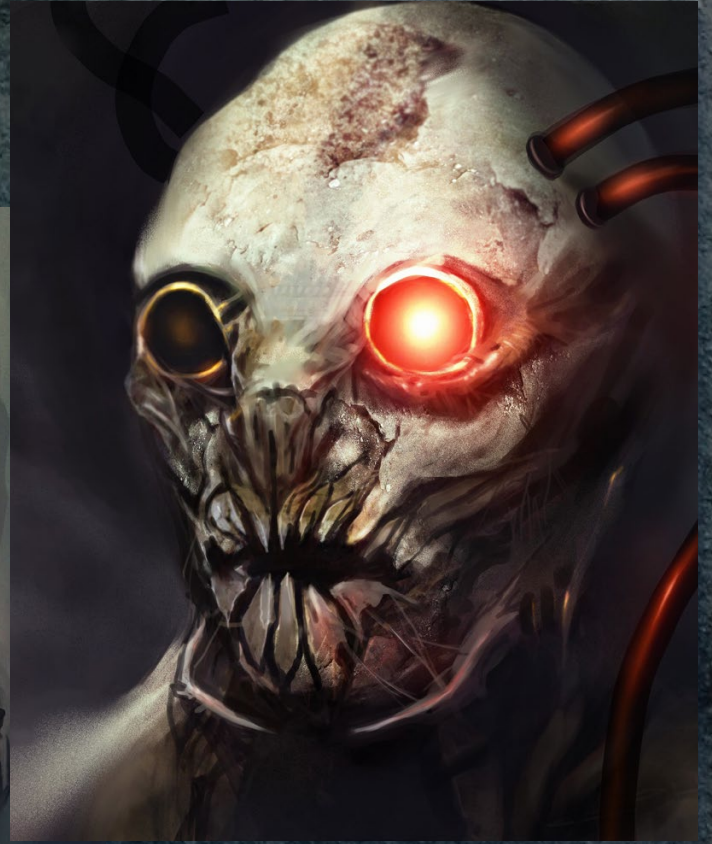


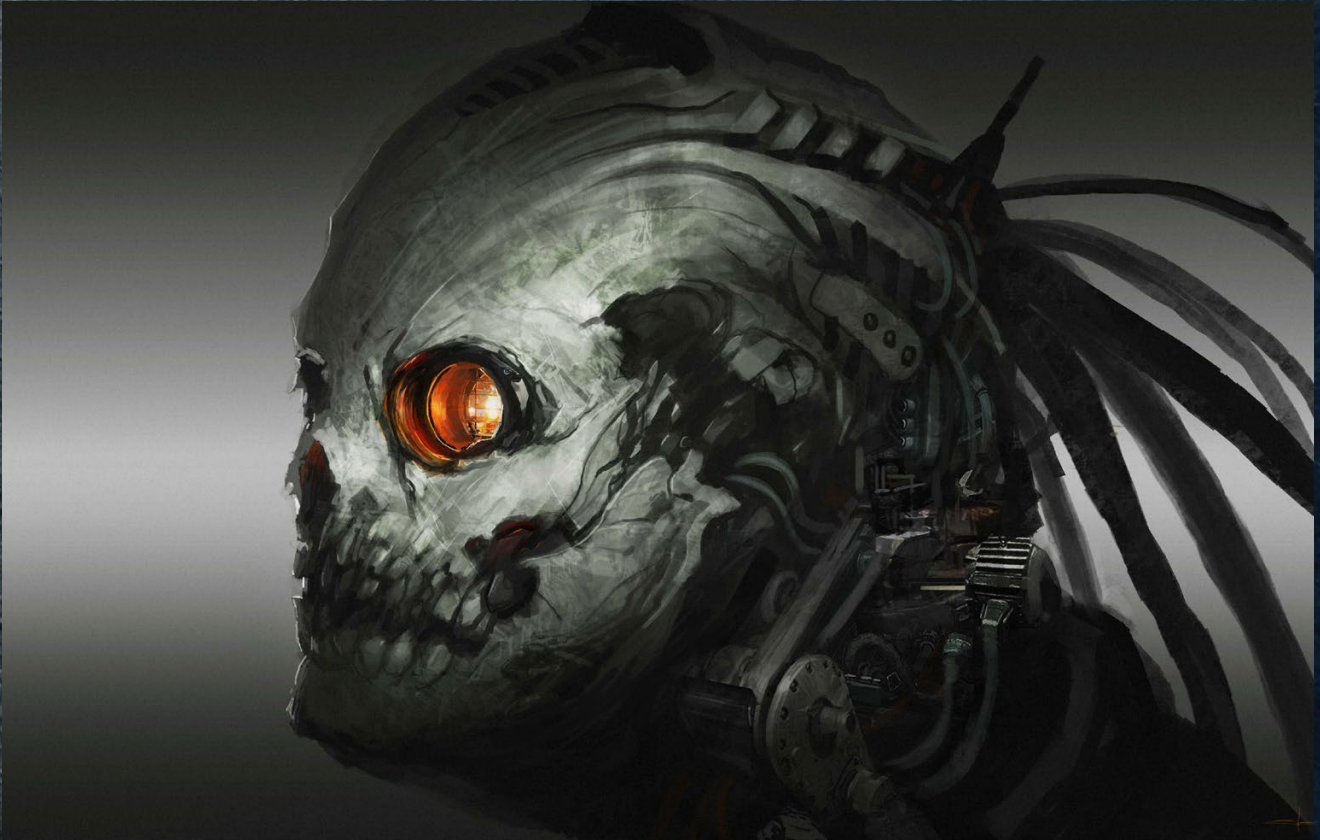




DARK LEGION









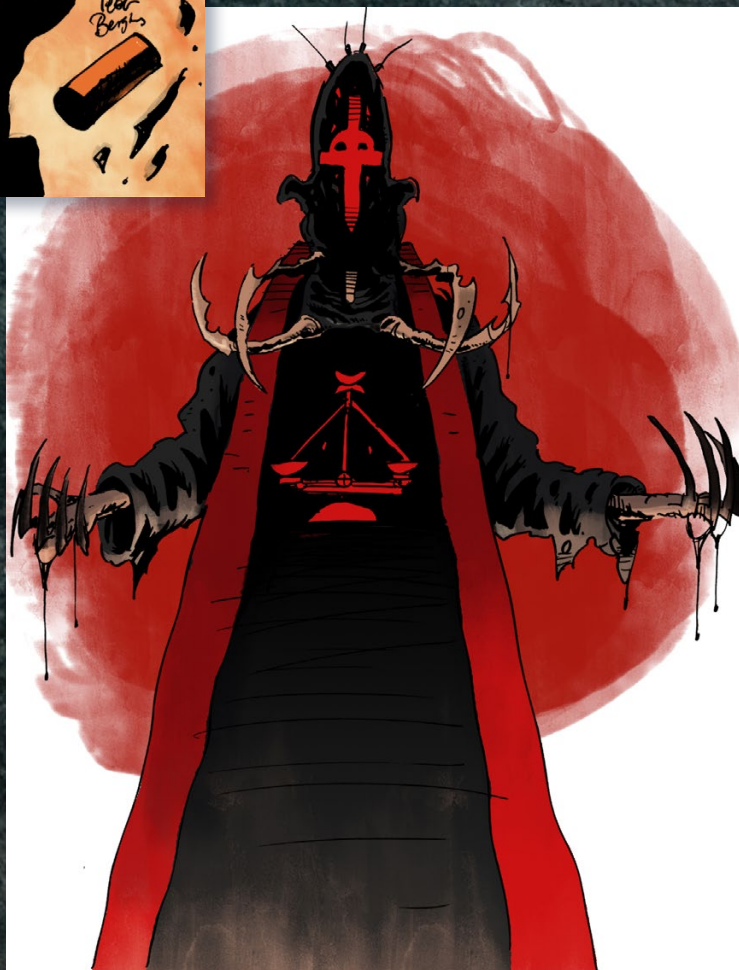
DARK LEGION

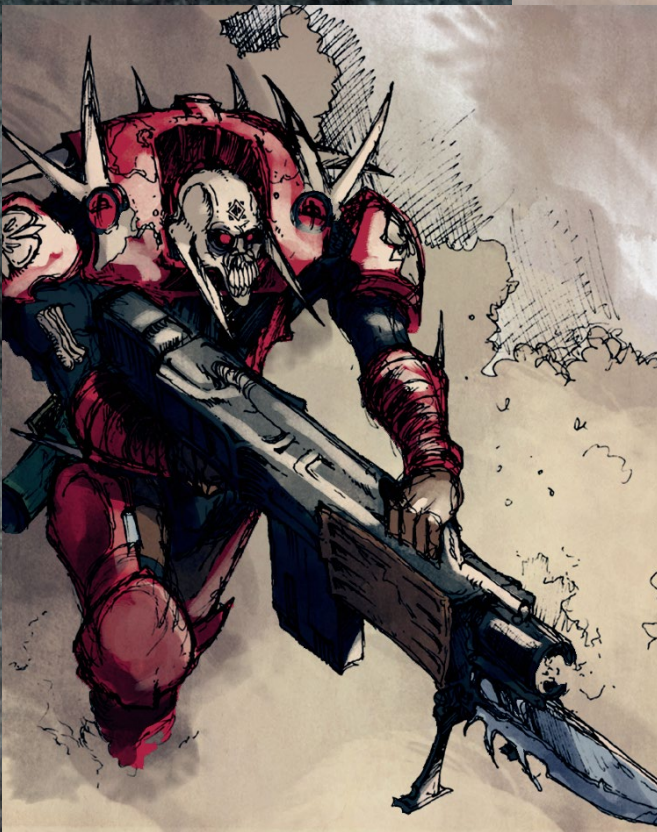


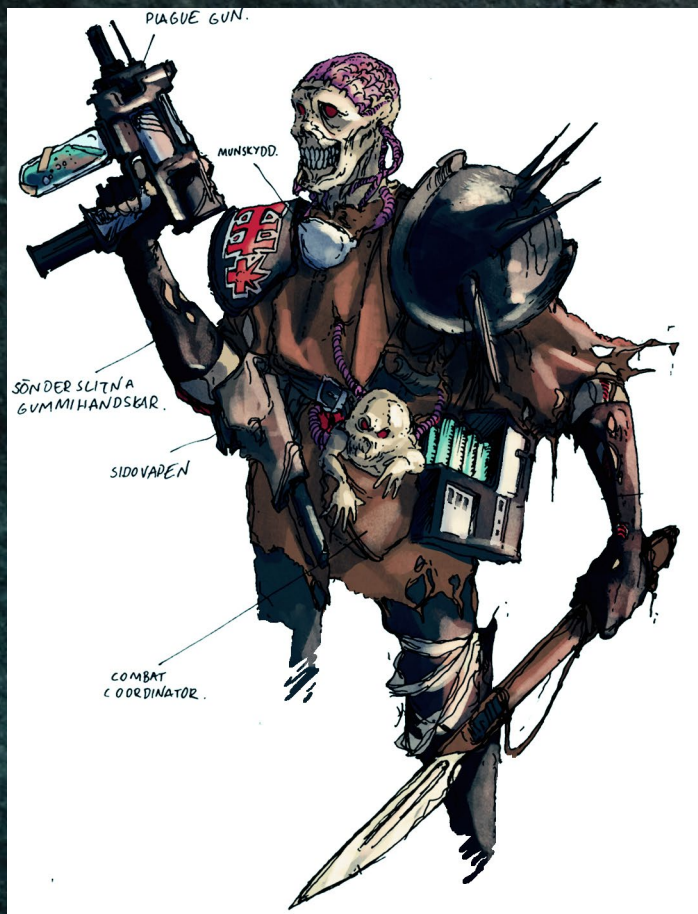


DARK LEGION



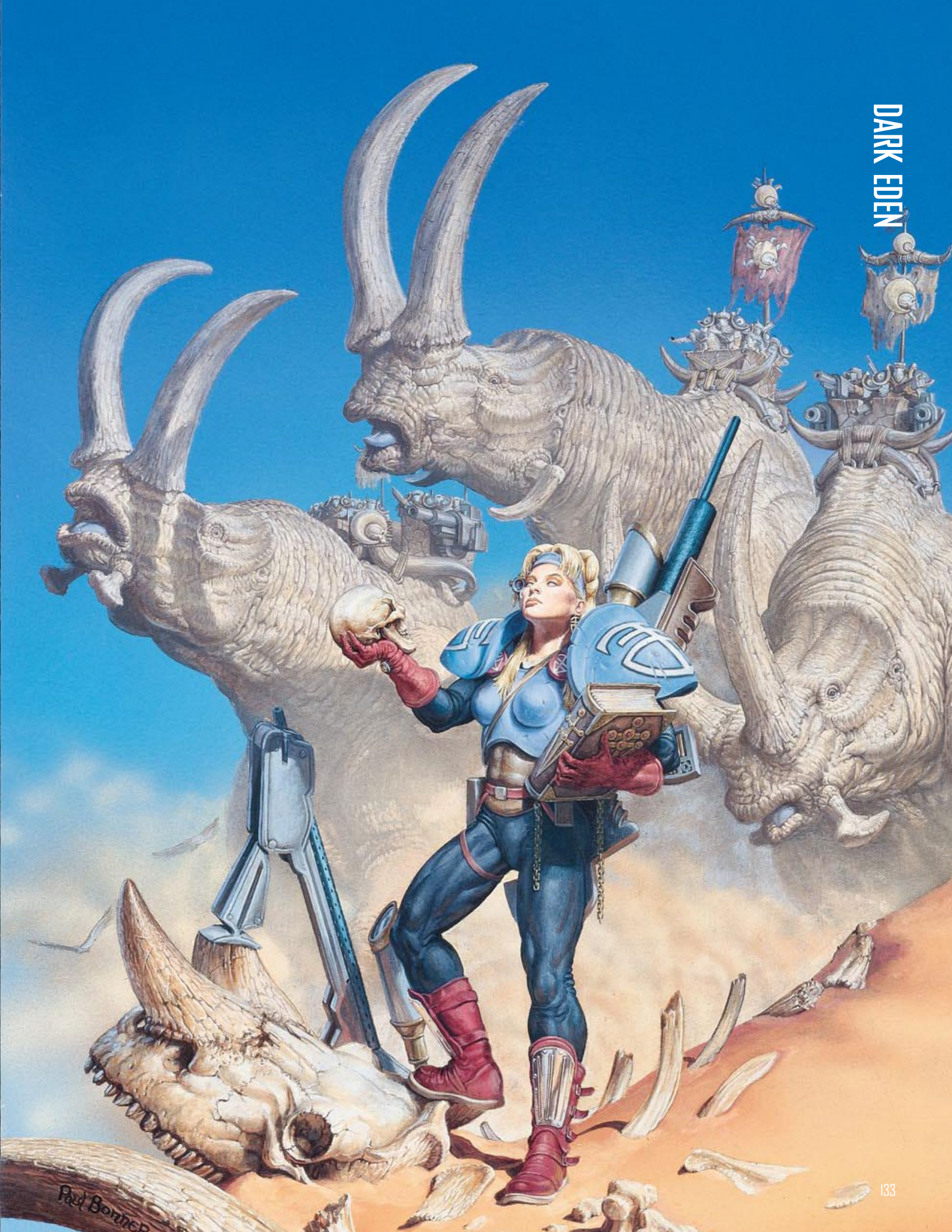






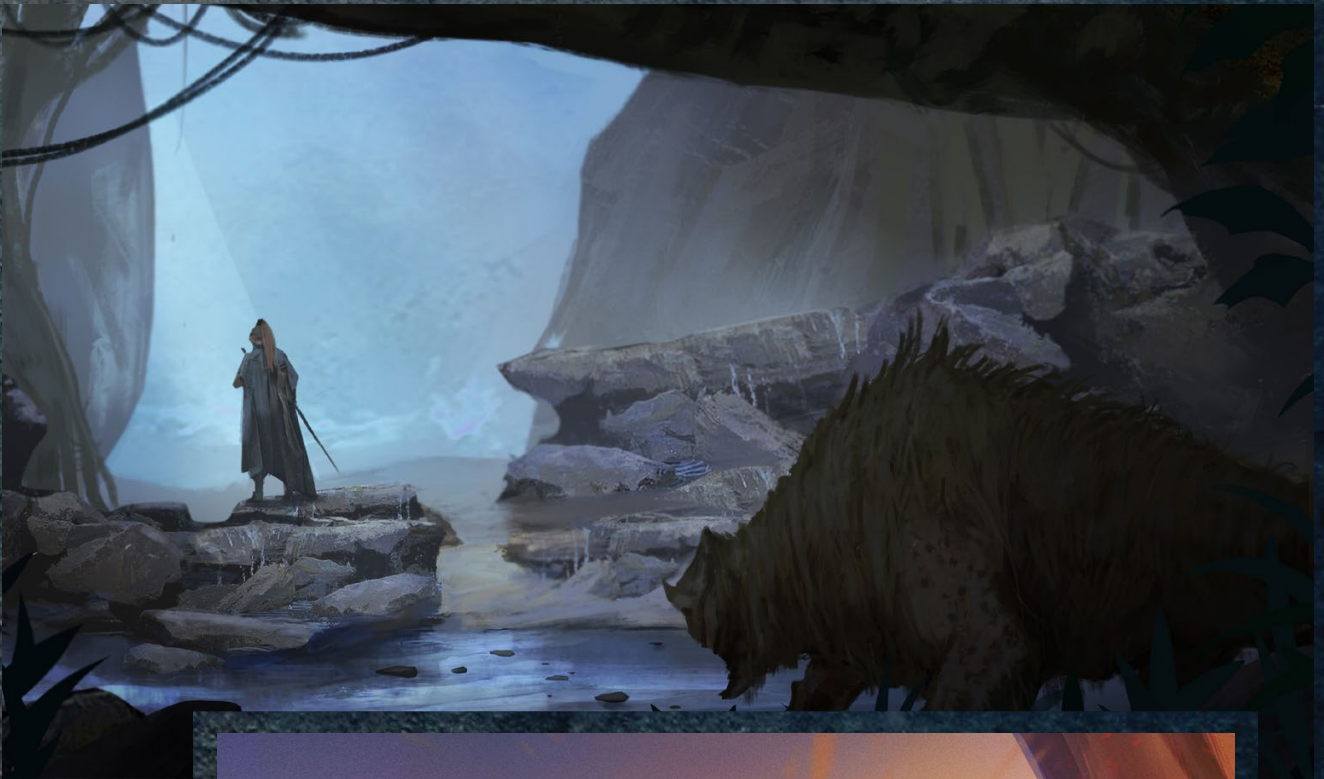




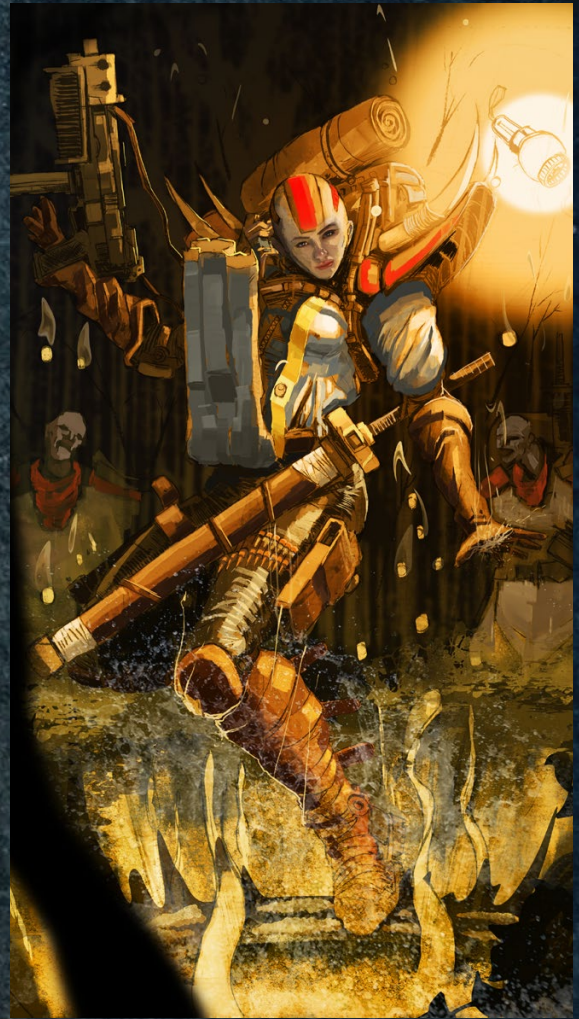




DARK EDEN

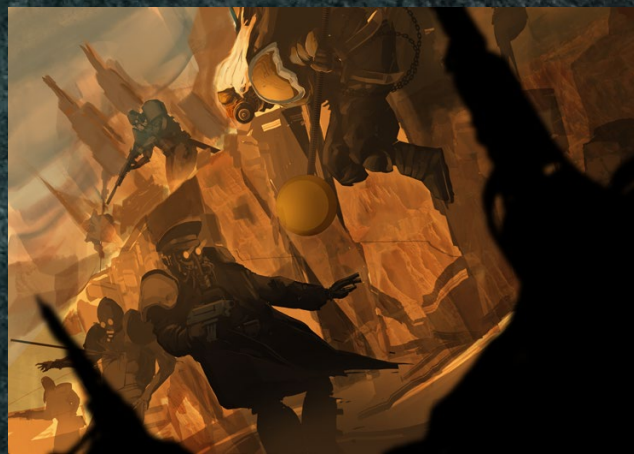


























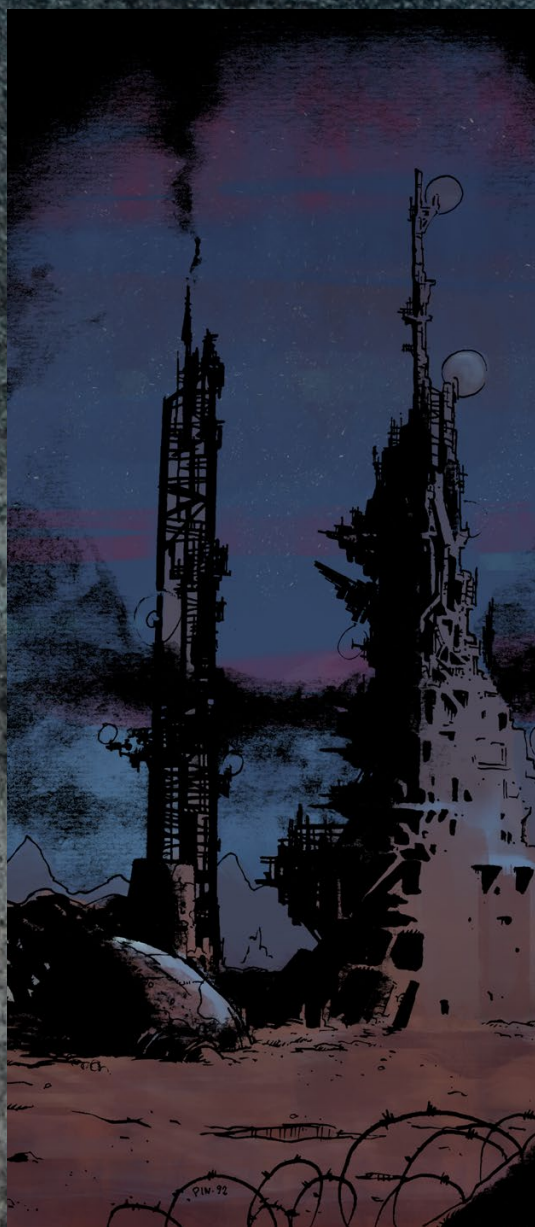


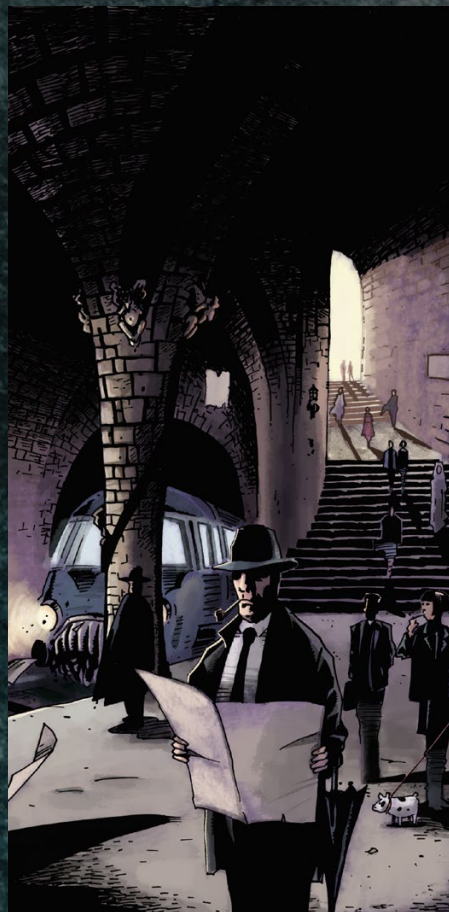




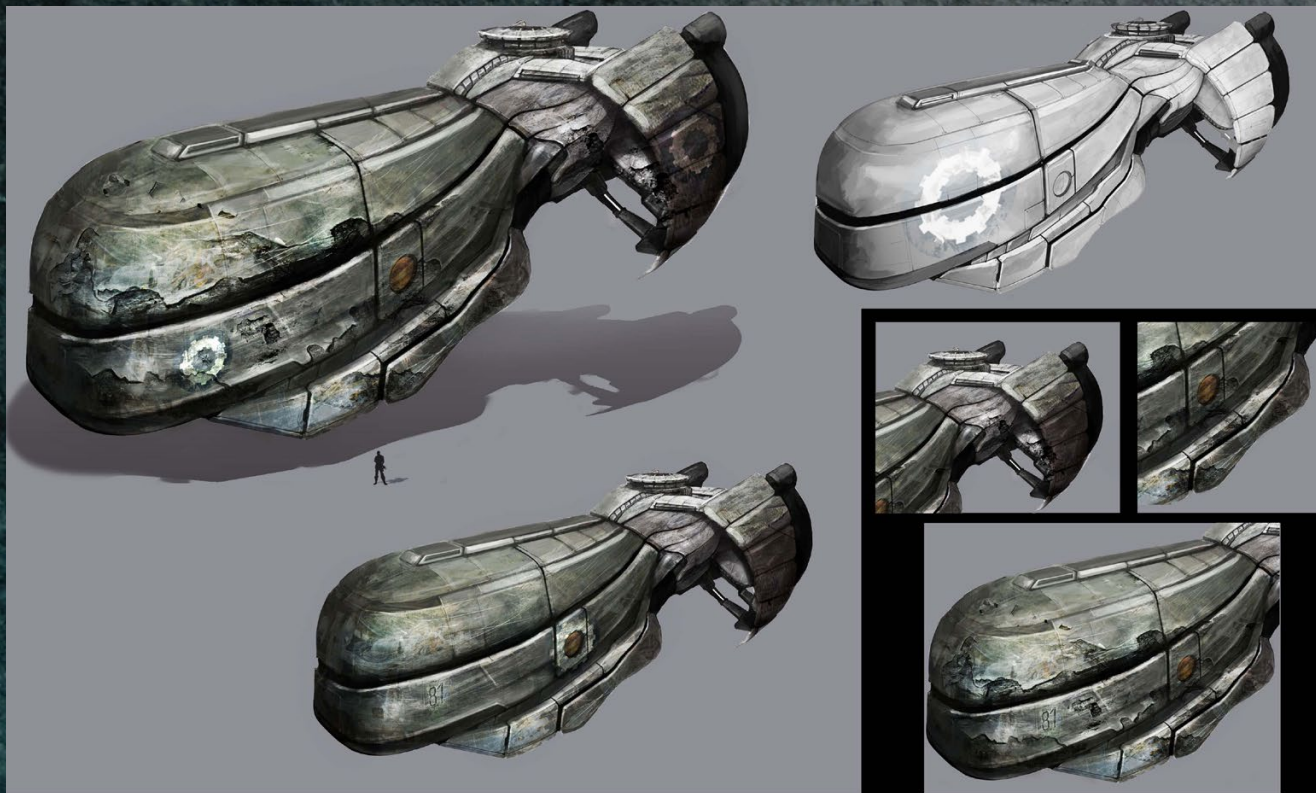


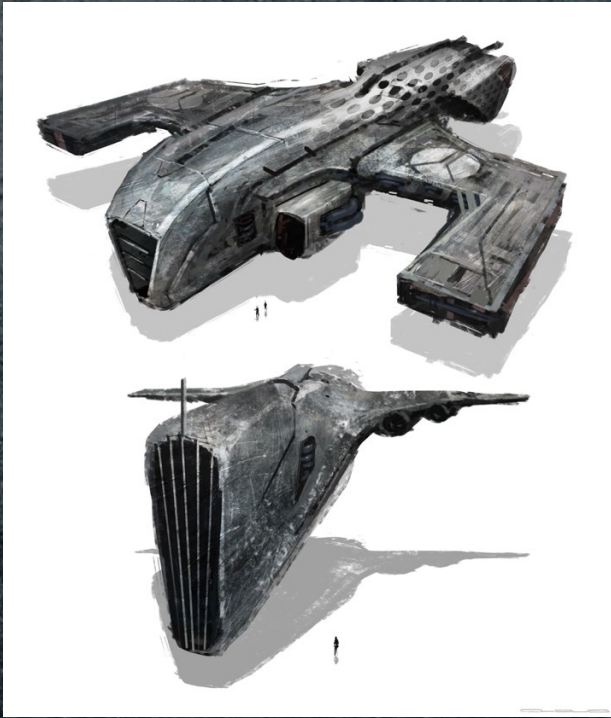


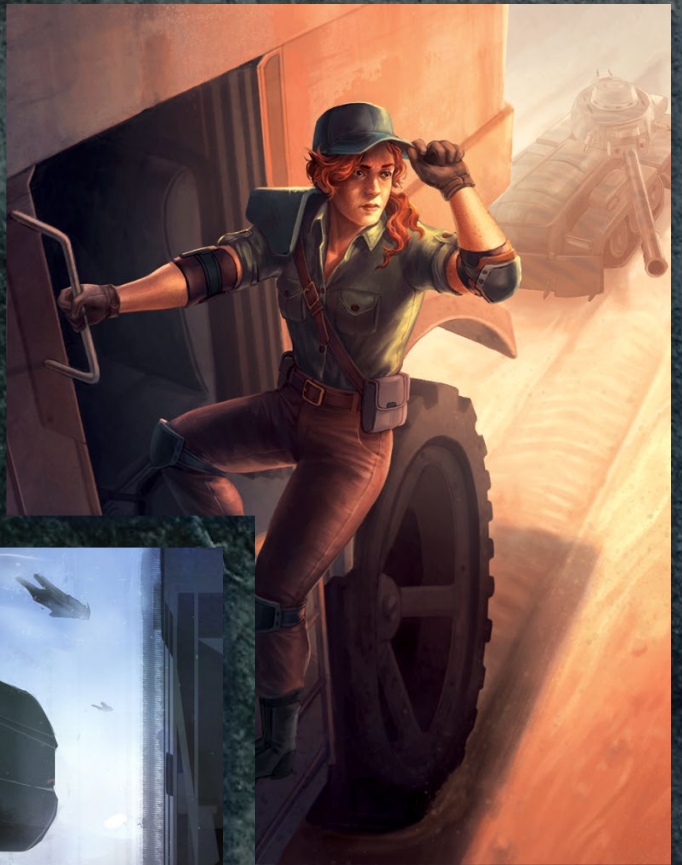








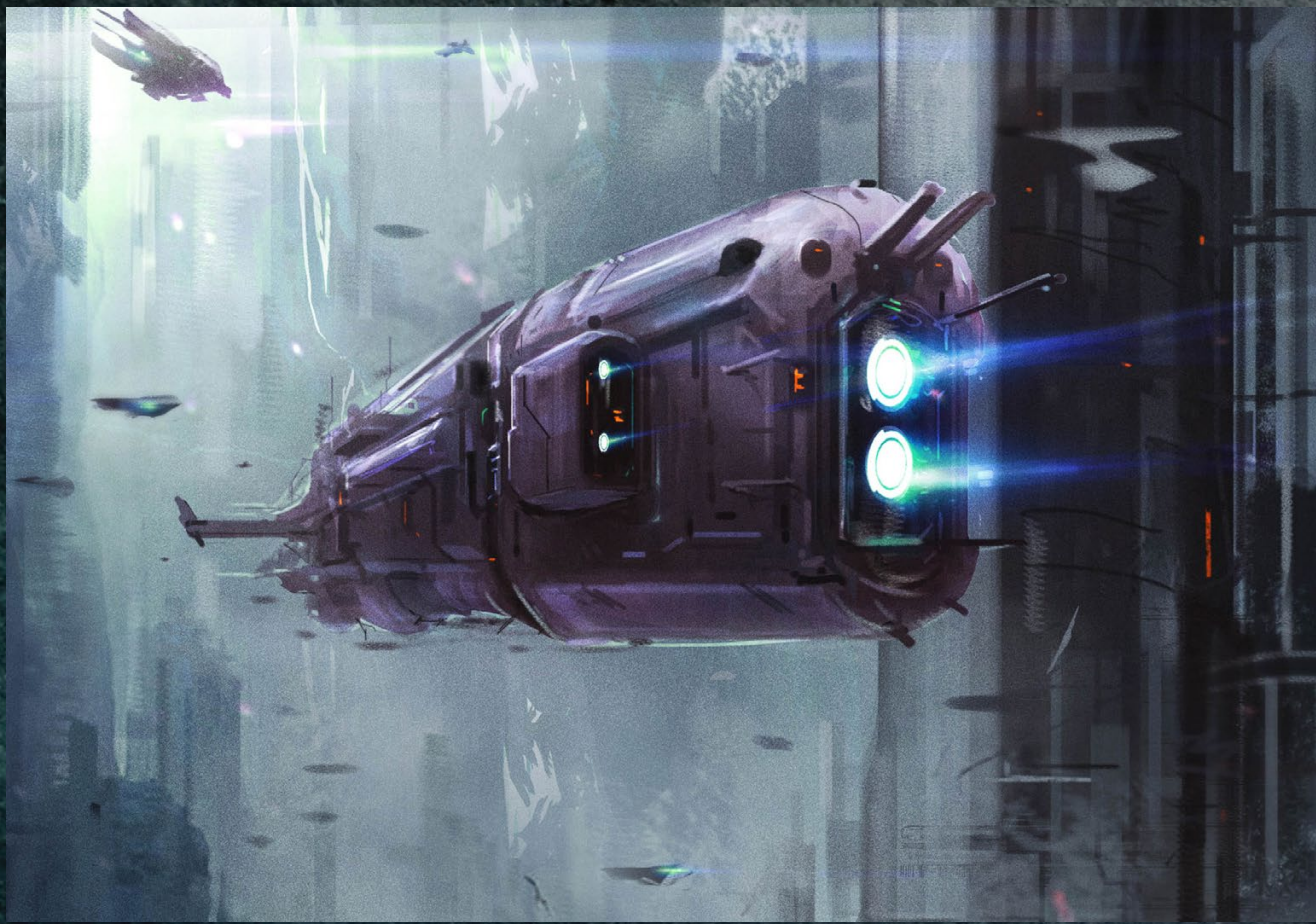
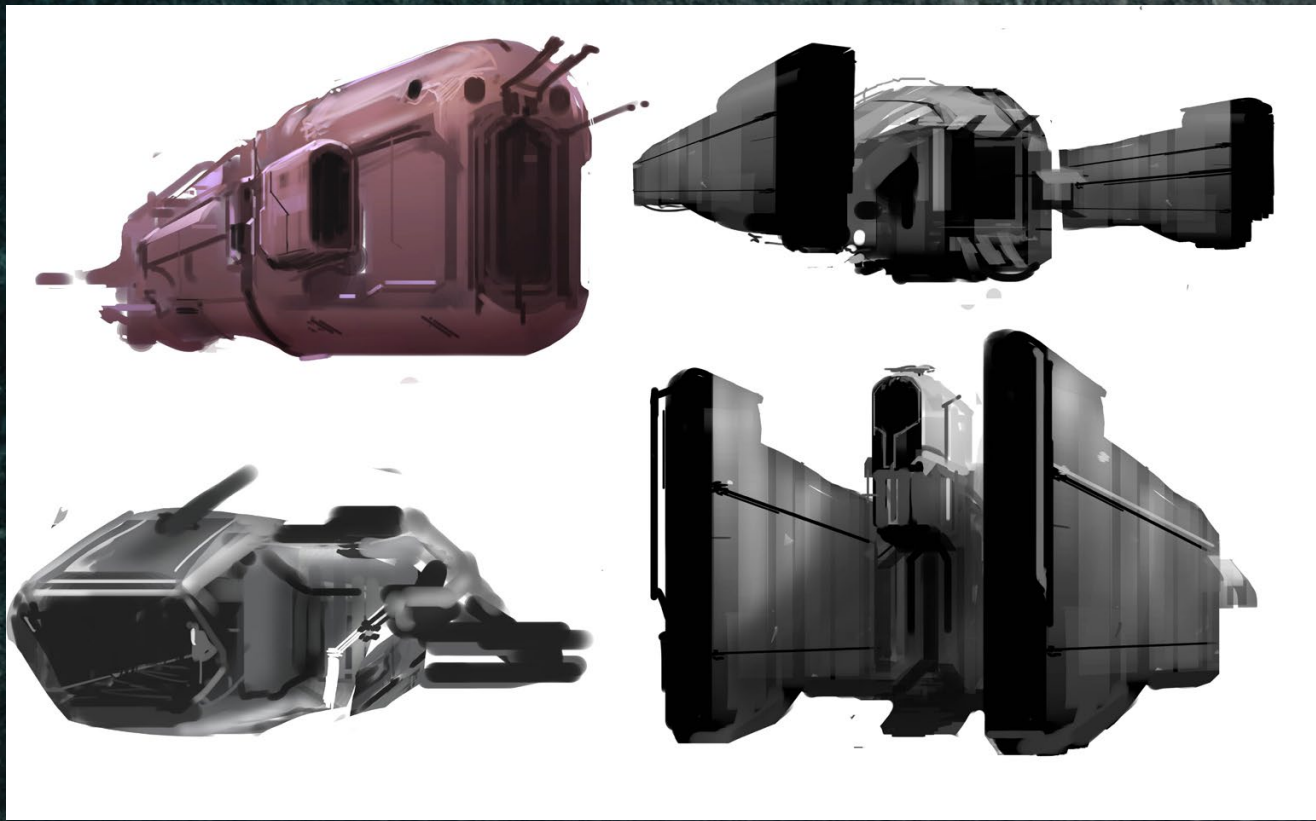




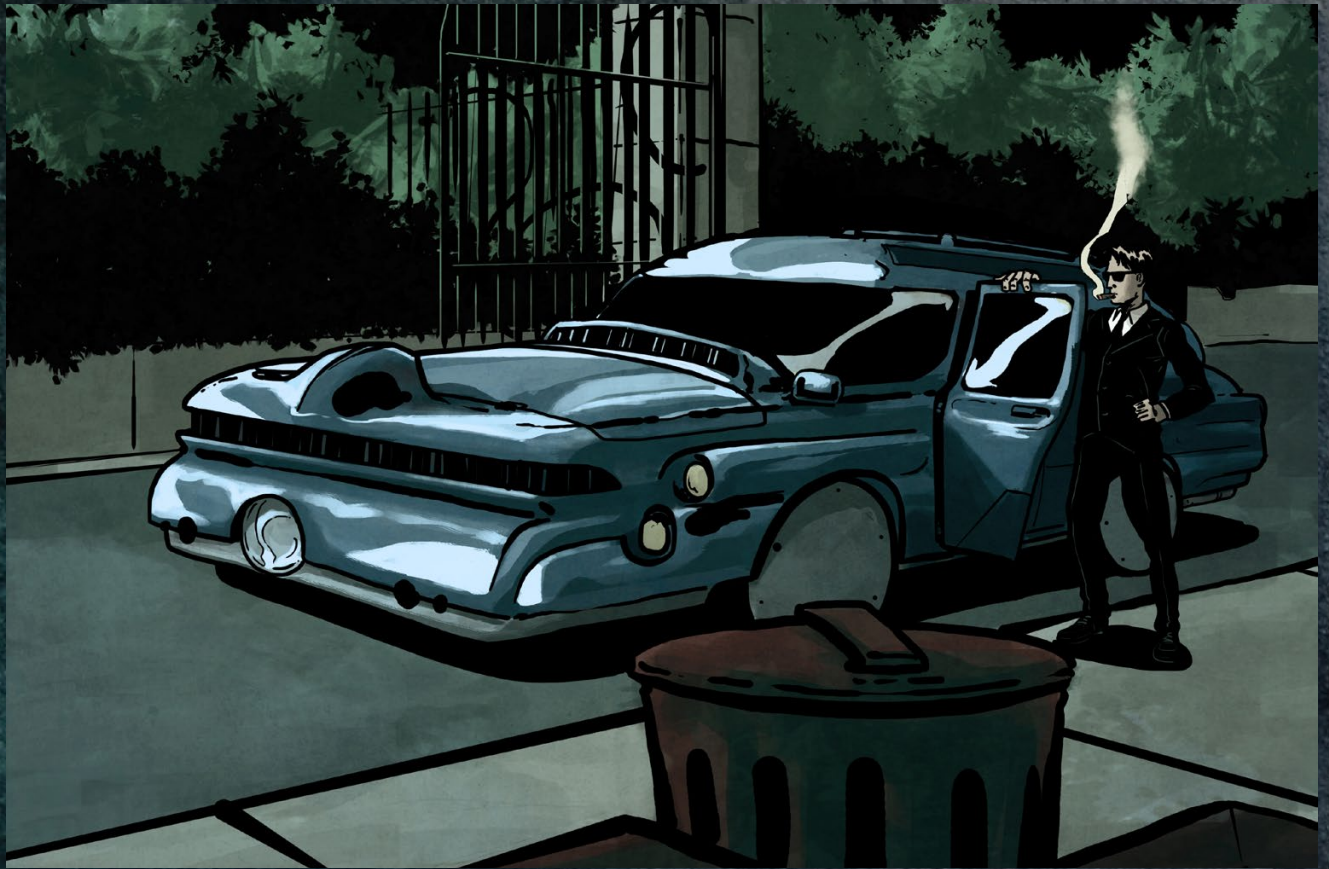
























GUNS AND GEAR



.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 



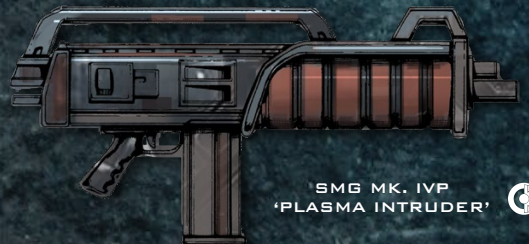
SMG MK. III
'INTERCEPTOR' 



 MP-105GW



 MP-103
'HELLBLAZER'



SMG MK. IVP
'PLASMA INTRUDER' 



M50 ASSAULT RIFLE 



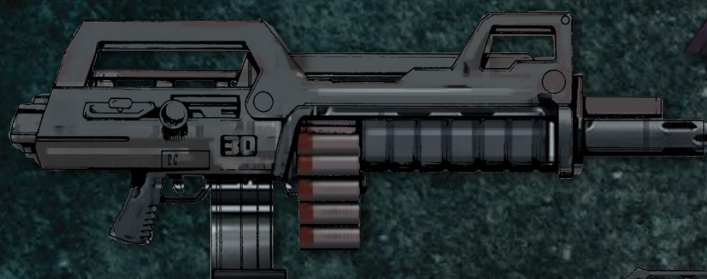
NO. 1 'SHOGUN' 



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



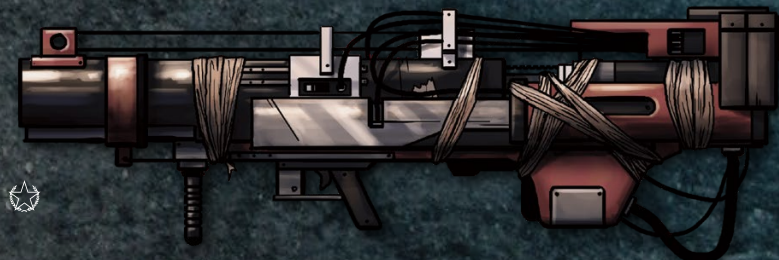
RL MK XIIC 'SOUTHPAW'
ROCKET LAUNCHER

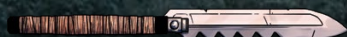


ARG-17
ROCKET LAUNCHER



PUSHKIN ROCKET
LAUNCHER





SLICER



DAGGER



BRASS KNUCKLES



SWORD



BATON



GREATSWORD

BAYONET



SPEAR



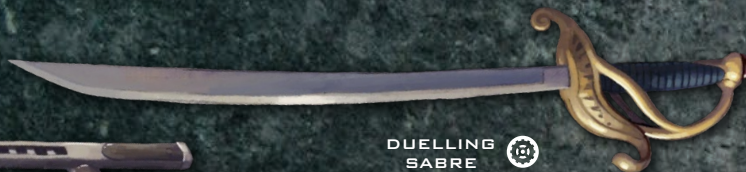
CHAINSWORD



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



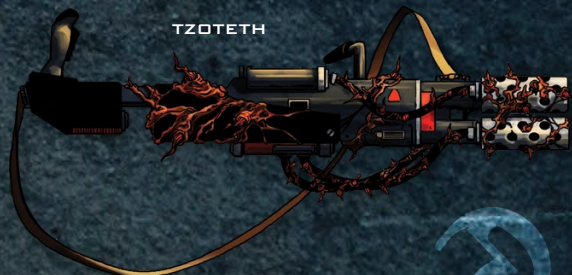
PLAGUE GUN



PLAGUE GRENADE



CURATOR SWORD



SHRIEKETH



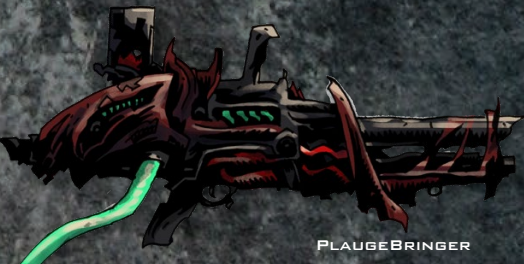
BLACK



MAGGOT



SLIME



PLAGUEBRINGER





NEURAL LINK



BIOSCOPE



ADJUSTER



WEAPON GRAFT



NECROWEAVE



DARK LEGION CHARACTER



FRONT



SIDE



BACK

BIOPHAGES



DARK LEGION CHARACTER



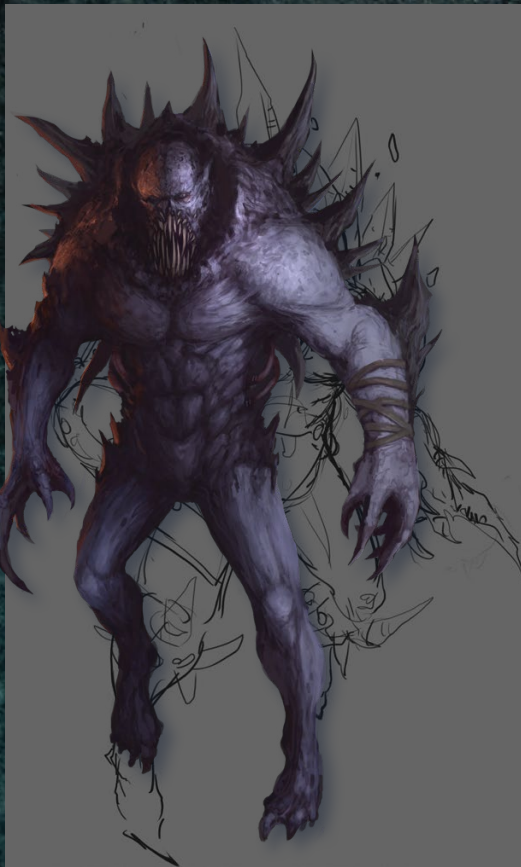
BIOPHAGES CONCEPT

DARK LEGION CHARACTER



CHILDREN OF ILIAN CONCEPT





DARK LEGION CHARACTER



PLAGUE VULTURE



SCRAMBLER



⚡ DARK LEGIONS ⚡

THE CORRUPTOR



⚡ DARK LEGIONS ⚡

TORN SPEWER



⚡ DARK LEGIONS ⚡

DARK LEGION CHARACTER



GRAFTERS CONCEPT

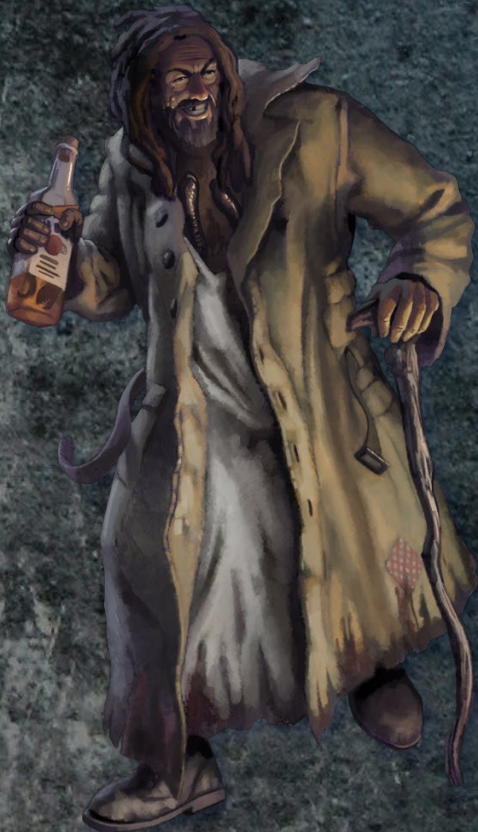








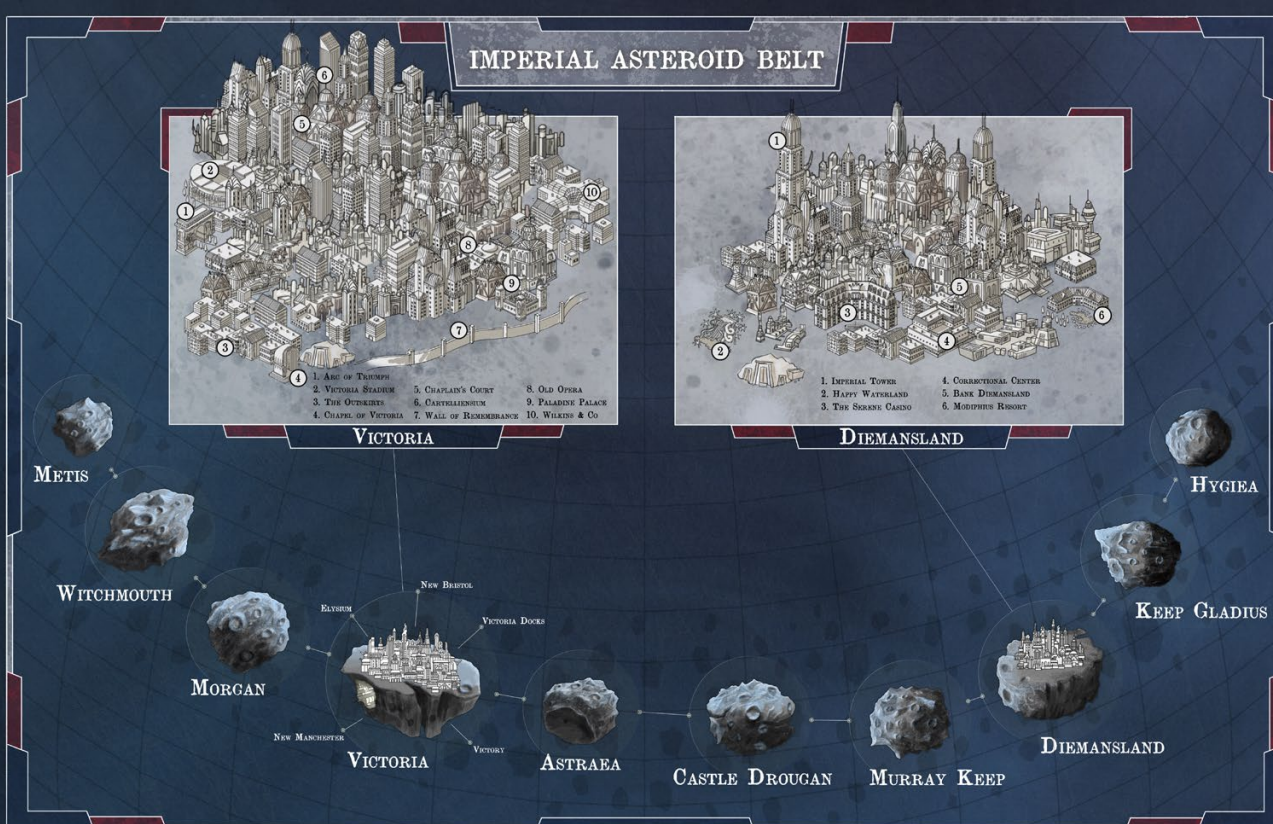












SOLAR SYSTEM

MAP SHOWING SIGNIFICANT ASTROLOGICAL BODIES
AND NAVIGATIONAL GATES

KUIPER BELT

OUTER SYSTEM

NERO

BRUTUS

PERIHELION 5,723,410 KM APHELION 14,422,110 KM

PLUTO

CHARON

PERIHELION 44,393,860 KM APHELION 74,462,680 KM

NEPTUNE

TITTON

PERIHELION 44,520,083 KM APHELION 73,300,600 KM

ERIS

DYSNOMIA

PERIHELION 114,290,000 KM APHELION 177,000,000 KM

URANUS

MIRANDA

PERIHELION 27,489,846 KM APHELION 30,069,170 KM

JUPITER

CALLISTO

PERIHELION 7,406,900 KM APHELION 7,946,000 KM

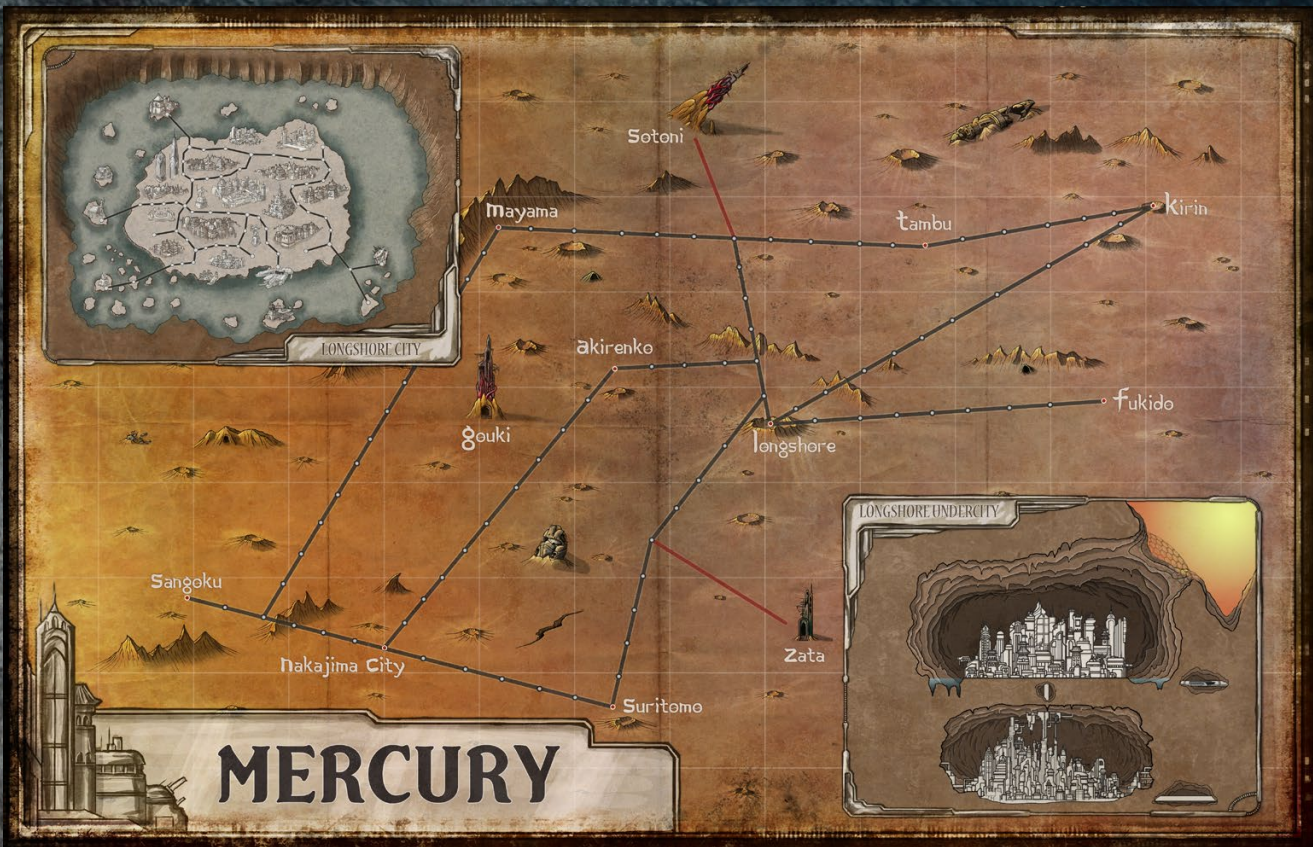
SATURN

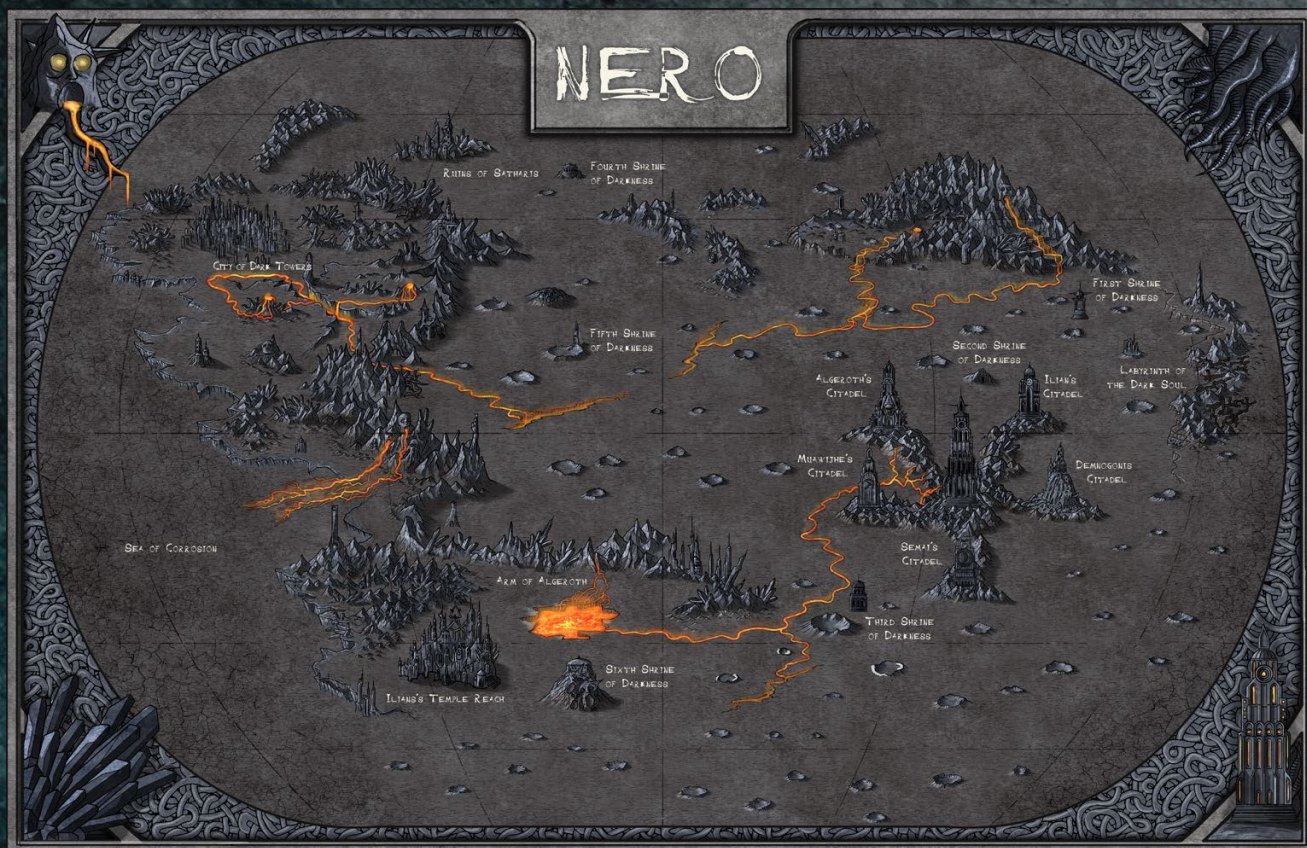
ENCELADUS

PERIHELION 135,957,205 KM APHELION 151,092,000 KM





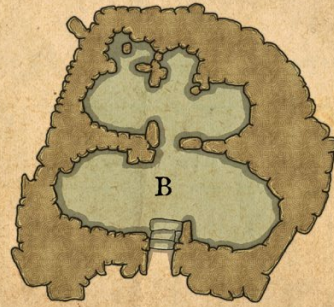




Hagar Qim Temples



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 KLEVEN 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. TWINNERS
- 21. VENTURIAN GARDENS

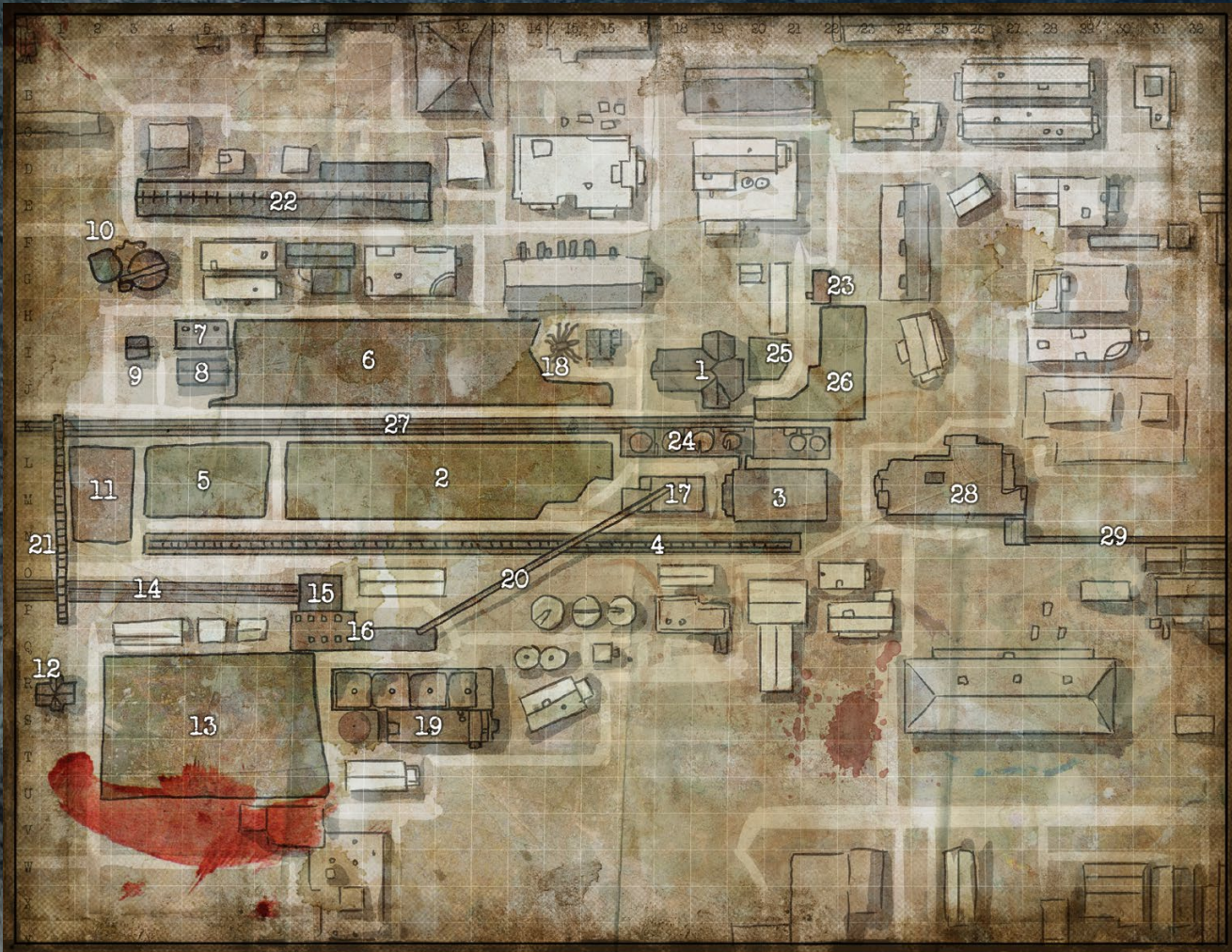


THE SHALLOW SEA

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



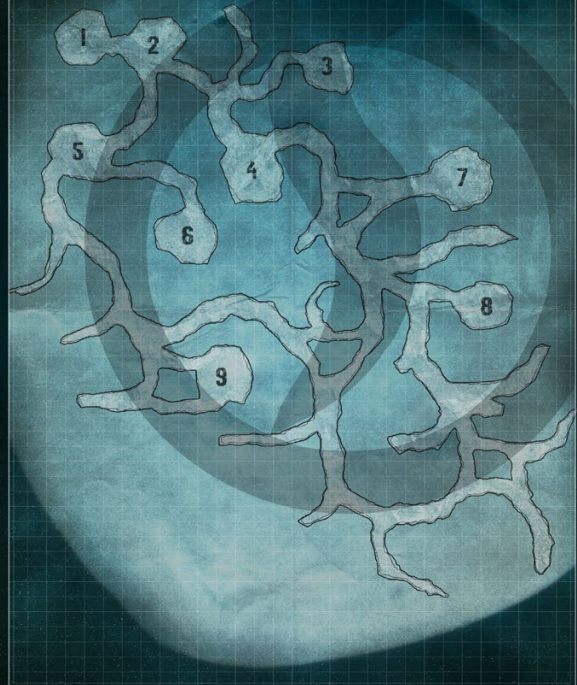
GREAT BAMAKO



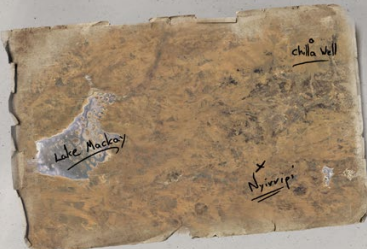
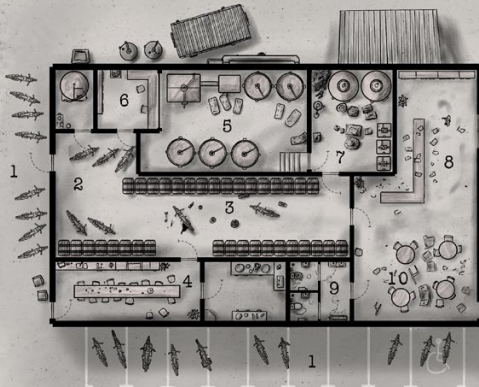
1. Bafulan - Duke Toumoro
2. Bankoni - Duke Amadou
3. Dravola - Duchess Aloha
4. Jankola - Duchess Mariam
5. Hamallaye - Duke Ali
6. Korofina - Duke Afel
7. Medina Kura - Duchess Aminata
8. Misira - Duke Djelimady
9. Quartier du Fleuve - Duchess Kadiatou
10. Sako - Duchess Nare
11. Sikoroni - Duchess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

DEIMOS

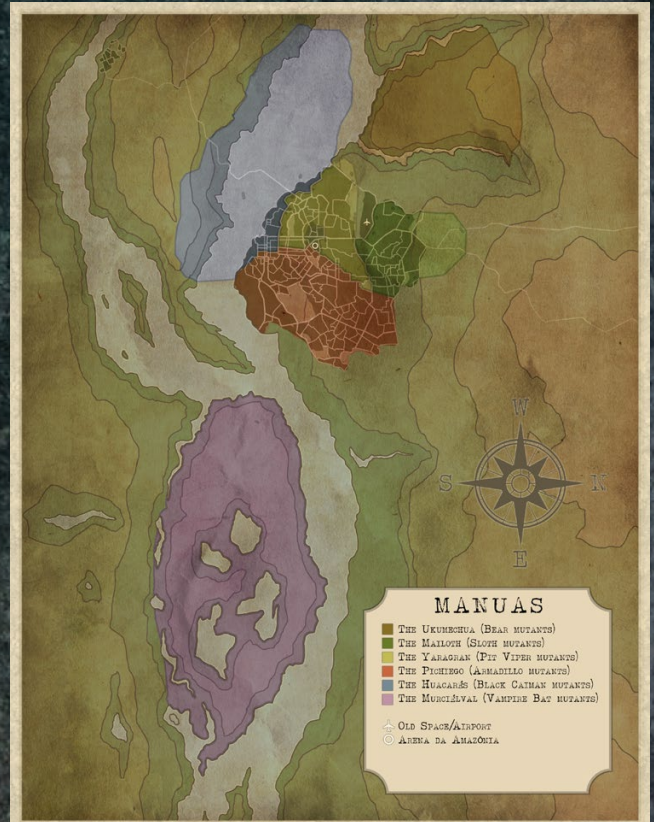
The Mines



THE DISTILLERY



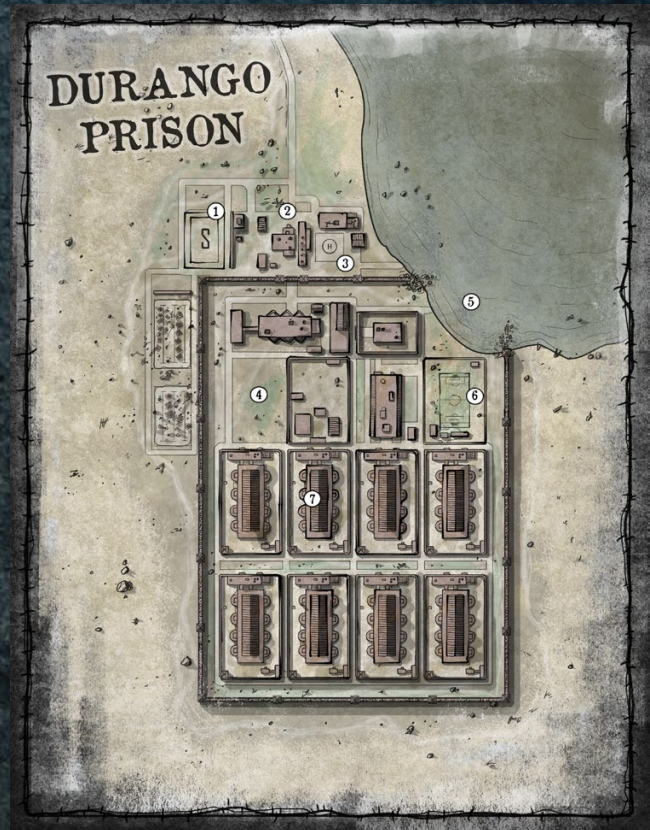
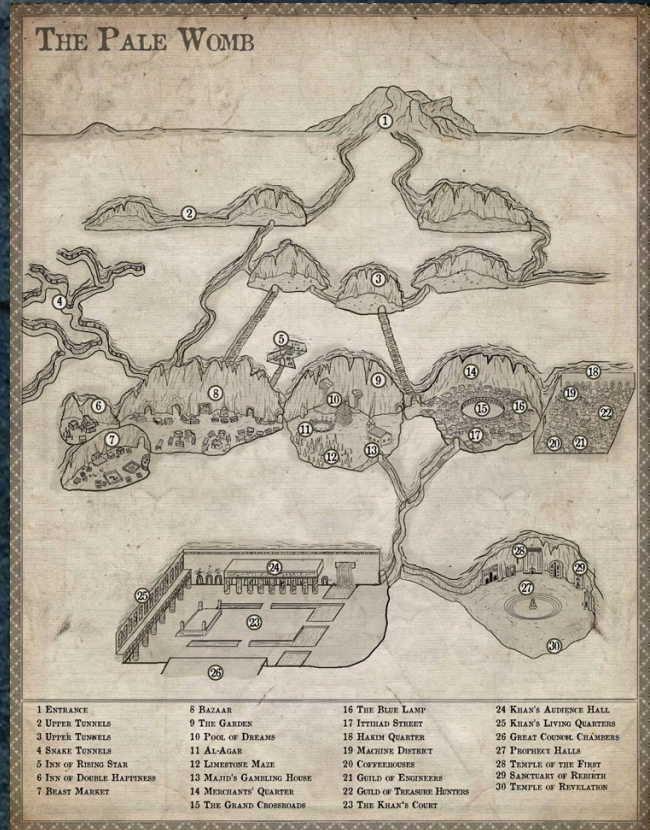
1. OUTSIDE
2. RECEIVING AREA
3. BARREL ROOM
4. BREAK ROOM
5. MASH HOUSE
6. OFFICE
7. STILL HOUSE
8. RECEPTION
9. BATHROOMS
10. WHISKEY LIBRARY



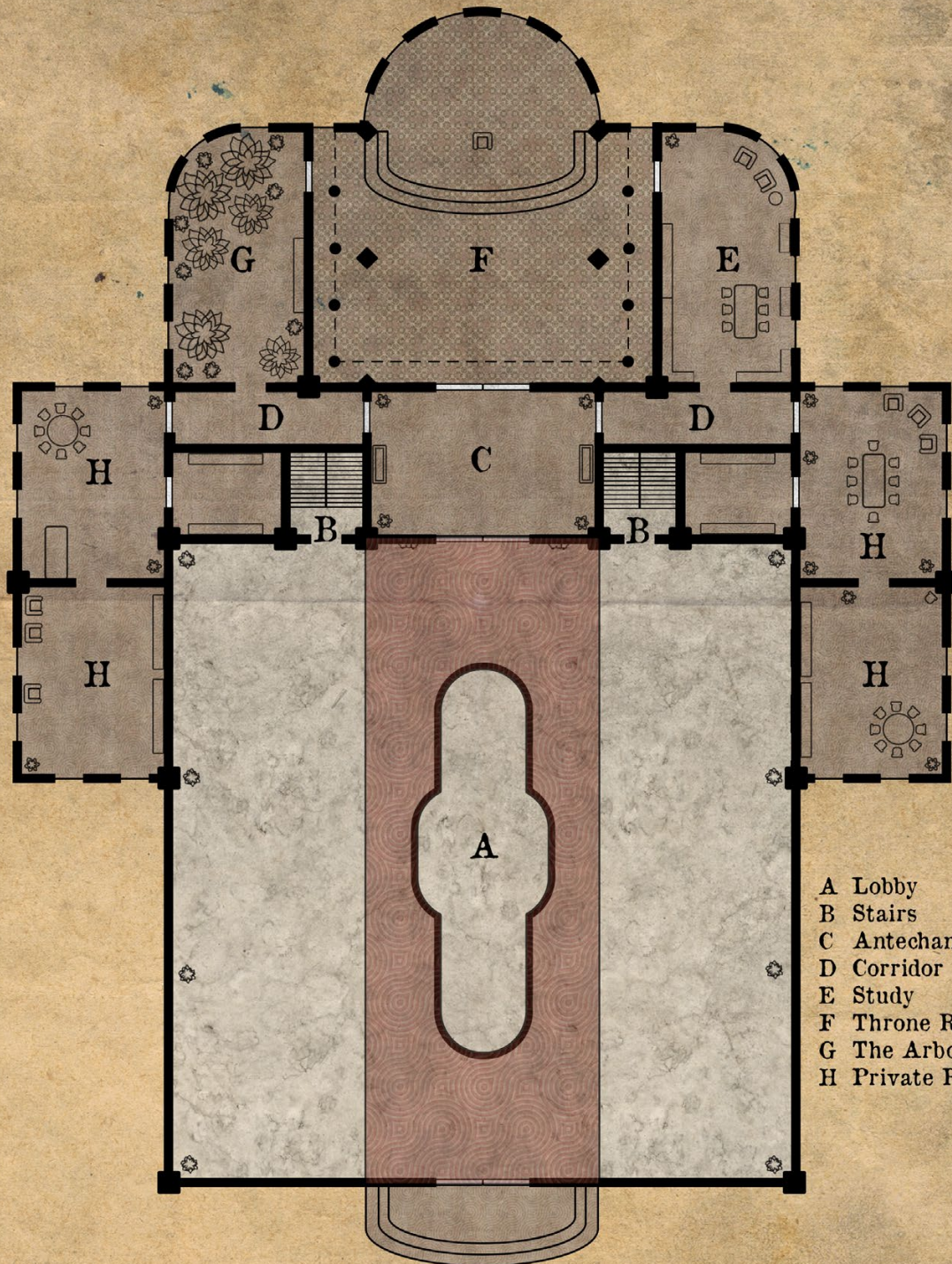
MANUAS

- THE UKUNESHUA (BEAR MUTANTS)
- THE HAILOTH (SLOTH MUTANTS)
- THE YALAGLAN (FIRE TIGER MUTANTS)
- THE PUZINGO (AMPHIBIO MUTANTS)
- THE HUCACAC (BLACK CATMAN MUTANTS)
- THE MUCELVAL (VAMPIRE BAT MUTANTS)

- OLD SPACE/AIRPORT
- ATENA DA ANADOTIA



Winter Palace



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