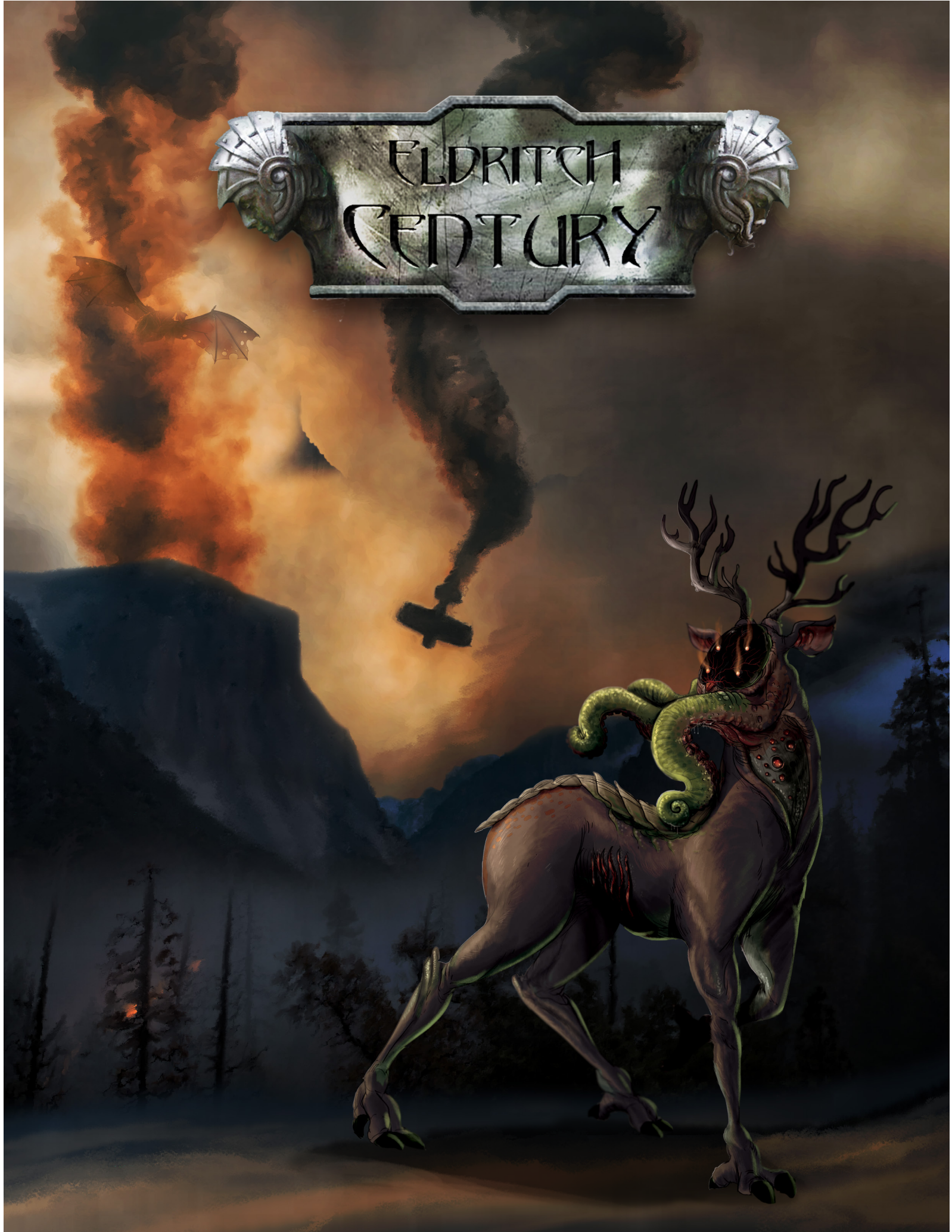


ELDRITCH CENTURY



About Eldritch Century

In the dawn of the 20th century, The Great War between the world's superpowers broke out, leading to the emergence of humanity's most vicious side. Technologies such as tanks and combat airplanes razed the european landscape while chemical weapons were unleashed upon the youth that was fighting for their countries.

In October 1918, the forces of the alliance and the entente reached a stalemate at the Argonne Forest, when a mysterious mist appeared.

A whole american battalion immediately disappeared, it expanded across the Argonne line and consumed most of the american offensive. Attempts to explore the mist, dubbed the Miasma in search for survivors failed and rescuers either disappeared or were driven insane by what they witnessed within.

In response to this, an international secret agency known as the **Phalanx initiative** was formed, with the purpose to assess the threat of Miasma and contain it before it consumes all of the Wounded Earth.



As the years went by and the Miasma grew until covering the whole extent of the european mainland, six great factions emerged:



The Atlantean Alliance a ultracapitalist nation formed by Mexico, the United States and what's left of Britain, driven by greed, and the innovations brought by the discovery of the sunken city of Atlantis.



The Zarathustrian Hegemony, an african supremacy built by European refugees, and African tribes obsessed with evolving humanity to a new species through eugenics and alien biotech.



The Sino-Siberian Mandate:

From the ruins of the USSR rises a joint Chinese-russian communist empire ruled by emperors aided by Tesla innovations and monks that worship and ancient idol. and obsessed by reclaiming their legacy.



The Shogunate of the Eclipse:

A diesel powered neo feudal Japan ruled by samurai, ninja and a shogun.



The Oceanic Community:

A loose confederation of island and sea-fairing environmentalist formed by australian anarchists together with Maori and Polynesian tribes and Jewish kibutzim.




Novo Regnum:

A theocratic state founded after the catholic church was expelled from Europe by the communists.



The Remnant: After Miasma consumed all of Europe, the first expeditions returned successfully from there, telling tales of cities overrun by weird vegetation that grew in the swamp-like biome that extended across the European Mainland.

There, the forgotten and heavily mutated inhabitants of Miasmie Europe cluster together in erstwhile savage and organized communities led by powerful and deranged abominations and worshipping strange gods. While unimaginable horrors known as "breaths" roam the land.



Eldritch Century is a set of games consisting on an RPG, a Skirmish and a Board Game all of them immersed in the same alternate-history atmosphere and universe:

Eldritch Century - Chronicles of the Wounded Earth is a role-playing game based in the 5E system and set in an alternate twentieth century where the world has been slowly overrun by otherworldly threats that emerge from a sickly mist known as the Miasma.

Play as a member from one of the six factions as they delve into the eldritch mysteries that plague the Wounded Earth, join the Phalanx Initiative and fight back before the onslaught consumes what is left from our civilization.

Eldritch Century: The board game, is a semi-cooperative game based on an upcoming novel by Hugo Huesca. The game pits the players against a larger threat while also working against each other while trying to accomplish a secret agenda to further the interests of their own faction.

Eldritch Century: The Skirmish, is a miniature game set in the world of Eldritch Century. Assemble a warband and face your opponents in the middle of a hostile environment, full of monsters and mishaps. Build a deck to overpower your opponents and define your goals, and face your enemies on the battlefield in this fast-paced combat game.



What is Chronicles of the Wounded Earth?

Chronicles of the Wounded Earth is a role playing game set in the Eldritch Century Universe using the popular 5E system.

With this game, players can explore a world riddled with eldritch creatures, ancient secrets, political tension, and the looming threat of Miasma.

What can I find in Eldritch Century - Chronicles of the wounded Earth?

- **A game with three core books:**

- One with the rules and system necessary to play.
- An in-universe gazetteer that allows players and GM's alike to know Wounded Earth, their people, factions and mysteries.
- A bestiary full of the creatures that lurk in this world.

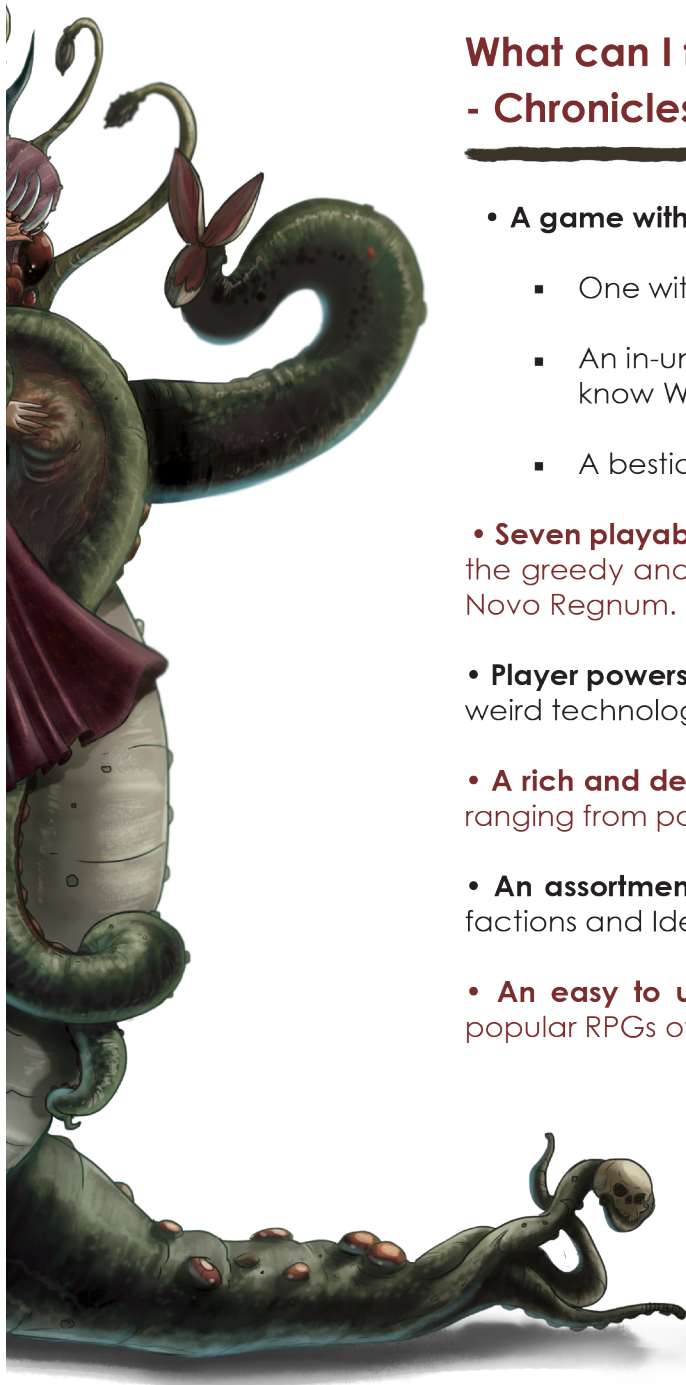
- **Seven playable factions** with strong identities and personalities, from the greedy and adventurous Atlanteans to the fanatic inhabitants of Novo Regnum.

- **Player powers** originating from a combination of eldritch magic and weird technology.

- **A rich and deep setting** that supports several stories and play styles, ranging from political intrigue to lovecraftian horror and pulp stories.

- **An assortment of archetypes** reflecting strong connections to their factions and Ideology.

- **An easy to understand game system** bases on one of the most popular RPGs of all time.



Eldritch Century: The Boardgame

1984, the Wounded Earth: Can members of six bickering factions put aside their differences for the greater good?

Can they work together to face the eldritch threats of the world or will they betray each other for their own benefit?

1-7 players ~ 60 min 12+

Enter the world of Eldritch Century. Take the role of an agent of Phalanx, a secret organization that works to contain and eliminate the eldritch entities that threaten the Wounded Earth. Fight through a semi-cooperative campaign solving sidequests, accomplishing hidden agendas, slaying monsters and fighting The Miasma with your own unique abilities and Faction powers.

With the Eldritch Master variant, players can also compete against a game master, who controls all events, enemy decisions and knows which secret agendas are in play. Use Faction Power Decks to gain an edge against Eldritch Master and his minions or even your own partners.

Why play Eldritch Century: The Boardgame?

- 100+ sidequests give the boardgame a fair amount of replay value.
- Premade faction roles with optional deck building and character building.
- Characters and factions have unique stats and abilities.
- Campaign mode is based on the novel written by Hugo Huesca.
- Competitive game with an asymmetric extra player taking the role of Game Master.



Eldritch Century: The Skirmish

Assemble a warband of your favorite faction and battle against your enemies. Build your own hidden agenda deck and power deck in this multiplayer skirmish game.

2-5 players ~30min per player 12+

Choose between a variety of specialties across factions: biotech weapons, Tesla technology, samurai and shinobi, and try to survive the side effects of The Miasma and its monsters while controlling the key spots of territory on the battlefield.

- Top quality resin miniatures.
- Victory point-based game.
- Easy build-up with pre-constructed Warbands.
- Innovative turn taking.
- Individual status modifiers, including character's morale.
- Random Miasma monster spawns.



Follow our Kickstarter Campaign!



RPG: Spring 2018,
Skirmish: Summer 2018.
Boardgame: Autumn 2018.



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