



Maelstrom Domesday is the new incarnation of Maelstrom, the classic RPG from 1984. The core rulebook contains everything needed to play, but this players guide is the perfect introduction and reference to both the rules and the setting.

Offering a commentary view on character creation, the game rules, magick and religion, this book will help a completely new player quickly master the game rules. The included complete setting guide will prove an invaluable reference either before or during play to the world of 1086. All in all, this book is an easy read and a perfect companion volume for any player.

Based on the Maelstrom RPG by Alexander Scott



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## Acknowledgements / Authors Notes

This book has happened when it did purely because of the Kickstarter for the main Maelstrom Domesday book. The campaign soared so far past its original target that this was added as a stretch goal.

The whole idea behind this book is that a player should not need to read through the whole core rule book to be able to play the game or understand the setting. The full character creation system is of course needed for each player, as are the game rules, but this book provides a commentary on both to help a player get to grips with the game.

I will repeat here the list of Kickstarter backers that have made this possible:

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