

Thanks goes to many people in the creation of this work, including anyone that proof read something, anyone that pointed out an error, etc. This will be an evolving list of thank you notices as the work gets bigger.

Special thanks to J Littlewood for posting those wonderful pictures of Germany from the 1920s that I carved up like a turkey. Thank you for taking the time to share such refound beauty with the world... Especially beauty so appropriate to what I was working on when I ran across it.

Thanks to the Iron Kingdoms developers at Privateer Press for creating such an awesome game, and all of its accoutrements. The environment of the Iron Kingdoms RPG is like no other, and I would proudly call it my favorite. It has been turning heads since it's inception, so in some small way, I want to add to it's community efforts.

This is my shot, with the help of nearly anyone that wants in on it, to make an unofficial and quite dubiously shoddy expansion for the Monsternomicon Vol 1. Within will be the monsters we come up with, some prestige classes such as The Muckraker, NPCs like our authors and additional mechanika that has been dreamed up through play. It won't all be perfect, but we're attempting a theme. The theme is this...

"What would a counterfeit monsternomicon look like, if someone with nearly no scientific knowledge was to write it? And what would it all come together as if a scientist got their hands on it?"

Our author, Vincent Penbrooke is attempting to imitate Victor Pendrake, his role model. The only problem is that Penbrooke doesn't have the skill to quite keep up, and his medium isn't the same... He uses the newly forged steam presses, rather than trusted tomes, with cheap ink so he can make more copies and instead of relying on quality to get his work out there, he is in fact relying on mass production. His work is industrial, not studious, and his information is second-hand, nearly never firsthand. But with time, he may grow into his role. Just as we may grow into ours.

Hopefully you'll be able to come back, and see what has been done with it over time.