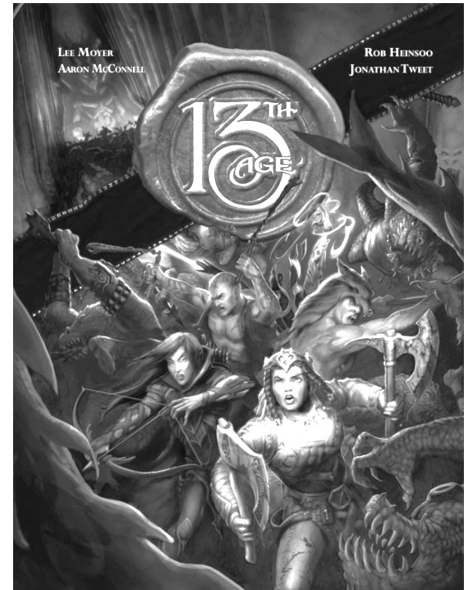




LIVING Dungeons.
FLYING Cities.
An EMPIRE at the
EDGE of CHAOS.
Welcome to the
13TH AGE.



Discover the d20-rolling, sword-wielding, spell-casting, owlbear-fighting roleplaying game by Rob Heinsoo and Jonathan Tweet:

- Create a thief-turned-wizard who sneaks and picks locks with the best, without multiclassing or a complex skill system.
- Play the only dwarf in the world who can call on the Elf Queen for help – if you dare.
- Run dynamic, surprising, free-form battles that stay exciting from start to finish.
- Prepare an adventure that's a perfect match for your players' character concepts in less than an hour.
- Easily customize the rules so you're playing the game that's the most fun for you and your group.



Learn more at 13thAge.com

