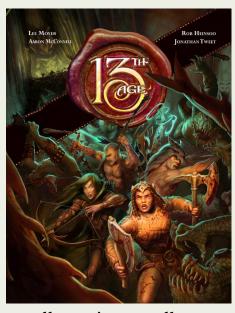


Living Dungeons. FLYING Cities. An **empire** at the EDGE of CHAOS. Welcome to the I3th Age.



Discover the d20-rolling, sword-wielding, spell-casting, owlbearfighting 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.
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- Prepare an adventure that's a perfect match for your players' character concepts in less than an hour.
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