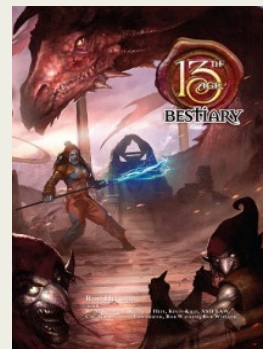




LIVING Dungeons.  
FLYING Cities.  
An EMPIRE at the  
EDGE of CHAOS.  
Welcome to the  
13<sup>TH</sup> AGE.



*13<sup>th</sup> Age* is a d20-rolling, sword-wielding, spell-casting, owlbear-fighting roleplaying game by designers Rob Heinsoo and Jonathan Tweet, with fan-favorite artists Lee Moyer and Aaron McConnell. It offers gamers a fresh take on the familiar fantasy RPG experience, with exciting storytelling possibilities, fun, dynamic battles, and GM tools and advice to minimize prep time. In less than an hour, they can create a complete adventure that builds on their players' character concepts.

## 5 REASONS TO CARRY 13<sup>TH</sup> AGE

**1. It's an option for gamers who like rolling d20s, but enjoy indie-game innovation.**

*13<sup>th</sup> Age* is the d20-rolling fantasy experience that these gamers know and love, with modern mechanics that drive narrative, and reinforce story-driven play.

**2. It's a construction kit for homebrew campaigns.**

Many customers aren't interested in highly detailed default campaign settings. Old-school gamers in particular fondly remember the scratch-built worlds of their youth, and want to recapture some of that magic. *13<sup>th</sup> Age* is designed so they can make the default world their own, or easily adapt their favorite published setting.

**3. It's great for beginning role-players (with experienced GMs).**

The rules are streamlined, but not dumbed-down. New players who are intimidated by the libraries of rulebooks in some other game lines will find simplicity in *13<sup>th</sup> Age*, and can choose from classes with a range of mechanical complexity.



**4. Its value extends to other games.**

*13<sup>th</sup> Age* is also designed for those who want to use it as a resource to customize and house-rule their favorite games. Many of its most brilliant design elements can be ripped out, intact, and used in other systems.

**5. It offers variety without bloat.**

Stocking the entire line of *13<sup>th</sup> Age* books isn't a daunting proposition. The line is carefully managed to prevent bloat, and consists of books with price points for every customer's budget. Like the core rulebook, these items can be mined for ideas to be used for other games, so any *13<sup>th</sup> Age* book can supplement your other d20-rolling offerings.



Pelgrane Press

Learn more at [13thAge.com](http://13thAge.com)

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