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13 True Ways

By Rob Heinsoo, Jonathan Tweet



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Get the expansion book for the 13th Age fantasy roleplaying game, by the game's core creative team of Rob Heinsoo, Jonathan Tweet, Lee Moyer and Aaron McConnell.

Omens of the Age

As the 13th Age unfolds, its mysteries and dangers grow more numerous.

Undreamed-of creatures crawl up from the underworld, descend from the sky on metallic wings, and slip through the cracks in reality. Strange magic is loose in the world, whether it's drawn from the Wild, from the realms of chaos and death, or from the inner power of *ki*.

Patch things up with your surly magic weapon, hero. The adventure is just beginning.

13 True Ways expands the **13th Age Roleplaying Game** in exciting new directions. Within its 256 pages you'll find six new classes, the lore of devils, the keys to Horizon, the Great Gold Worm's secret assassin, and much more.

For Players:

The chaos mage who embraces randomness, and the monk who embodies discipline

The druid who masters the elements, and the necromancer who commands the undead

The commander who orders your ranks, and the occultist who orders reality

Multiclassing tools to help you create the character you most want to play

Treasure to loot, and artifacts that might just loot you

For GMs:

All-new details and adventure seeds for Axis, the Court of Stars, Drakkenhall, Horizon, and Santa Cora

More ways to use the icons, including variant icons and relationship results tied to a location


Lists of 13: deadly dungeons, flying realms, must-visit inns, and more

New monsters to challenge your players, including devils, metallic dragons, werebeasts, and soul flensers

Four detailed new NPCs with multiple campaign options

13 True Ways: New heroes. New legends. Your world.

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
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Editorial Review

Review

For 13th Age groups, this is a glorious supplement, a must-have purchase and even if you only are remotely interested in the world or the concepts I mentioned, this may very well be worth it for the idea-scavenging alone. --Endzeitgeist

About the Author

About Rob Heinsoo

Rob Heinsoo has created dozens of role-playing games, card games, miniatures games and board games. He led the design of the fourth edition of Dungeons & Dragons® and wrote or led the design of many 4e sourcebooks. Rob has just released the card game Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullzfyre. Other recent game designs include THREE-DRAGON ANTE, THREE-DRAGON ANTE: Emperor's Gambit, Inn-Fighting, Dreamblade, FORGOTTEN REALMS® Campaign Setting, and the first nine sets of D&D Miniatures®. Games he worked on in the 90's that have aged well include Shadowfist, Feng Shui, and King of Dragon Pass.

About Jonathan Tweet

Jonathan Tweet has been creating games professionally for 25 years. He created or co-created the roleplaying games Ars Magica (1987), Over the Edge (1992), and Everway (1995). He started writing for Dungeons & Dragons in 1992, and in 2000 he became the lead designer of the game's third edition. In addition to roleplaying games, Jonathan has created and contributed to card games, miniatures games, computer games, and fiction. His games have won three Origins Awards, and he is in the Origins Award Hall of Fame.

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Melanie Fox:

Playing with family in the park, coming to see the ocean world or hanging out with good friends is thing that usually you may have done when you have spare time, and then why you don't try factor that really opposite from that. Just one activity that make you not sensation tired but still relaxing, trilling like on roller coaster you already been ride on and with addition details. Even you love 13 True Ways, you could enjoy both. It is excellent combination right, you still wish to miss it? What kind of hang type is it? Oh seriously its mind hangout guys. What? Still don't understand it, oh come on its known as reading friends.

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