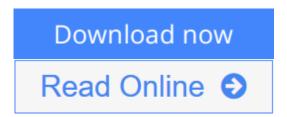


13 True Ways

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.

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

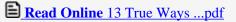
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13 True Ways: New heroes. New legends. Your world.





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13 True Ways By Rob Heinsoo, Jonathan Tweet Bibliography

• Sales Rank: #159710 in Books

Brand: Pelgrane PressPublished on: 2014-09-13

• Dimensions: 11.25" h x .75" w x 8.75" l, 2.60 pounds

• Binding: Hardcover

• 256 pages





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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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