

EMBERWIND

TABLETOP ROLE-PLAYING GAME

Awards

- Winner 2019 OhayoCon — #1 Judge's Choice Award
- Winner 2019 Salt Late Gaming Con — #1 Tabletop Game Award & Best-in-Show Award
- Winner 2020 OhayoCon — #1 People's Choice Award

Brief

EMBERWIND™ is an indie roleplaying game of soaring airships, competing factions, and unsolved mysteries, in which players take on the role of Heroes that shape the vast world of Axia. Shattered into fragments by the great Calamity hundreds of years ago, the once-whole planet is now composed of several floating continents suspended in the miasma, a toxic gas that transforms living creatures exposed to it. In the course of a game, the adventurers may find seeking a Hearth crystal, that matrix of hundreds of smaller crystalline shards that provide protection against the miasma and keep Axia's landmasses, cities, and airships afloat.

Created by Derek Chung (a frequent keynote speaker about the intersection of mental health and gaming, and who has been featured on *Geek and Sundry*), *EMBERWIND™* is a modern take to the roleplaying game, that mixes together the traditional gameplay that veterans of the genre have grown to love with revolutionary features that emphasize accessibility for newer players. Since its release, *EMBERWIND™* has won several awards and has been built from the ground up by an all-star team, including writing by John Helfers (the loremaster and lead editor at *Catalyst Game Labs*) and Peter Chiykowski (two-time Aurora award winner), and artwork from *CrushVisual Studios* (who have done work on the Emmy-nominated film, *The Breadwinner*, and for *Legendary Pictures*, *EA*, *Ubisoft*, *NCSOFT*, and many more.)

Selling Points

- Contains everything you need to play and is the full rules of the game
- Features a ready-to-play scenario.
- Is GM-Optional.
- Can be played single-player or with a group.
- Comes with digital rewards for your customers, including digital PDFs (that receive lifetime updates from us directly) and access keys to unlock tools in the *EMBERWIND™ Nexus* (a *D&D Beyond* analog) that allow players to create their own content.
- Each *EMBERWIND™* gamebook is printed in full colour on artbook quality paper and at 450dpi to ensure the highest quality, then elegantly finished with a foil-stamp.
- Designed by a mental health professional to promote mental health and to be accessible to individuals with neurodivergences, such as ADHD and dyslexia.

Product Description



EMBERWIND™ Hero Manual contains the core rules, Classes, Actions, Spells, Anchors & Deadweights, and everything else required to create a character. It is intended for use by players. *120 pages.*



EMBERWIND™ The Skies of Axia contains the core rules, premade characters, a fully pre-written campaign, and everything else required to play the game. It is intended for use by players and by the optional Storyteller — the game master that controls and adapts the characters and world around the players. *152 pages.*



EMBERWIND™ The Songweave Tapestry contains the core rules, premade characters, a fully pre-written campaign, and everything else required to play the game. It is intended for use by players and by the optional Storyteller — the game master that controls and adapts the characters and world around the players. *208 pages.*

Related Products

- [EMBERWIND™: Cantrip Decks](#)
- [EMBERWIND™: Token Sets](#)
- [EMBERWIND™: Map Sets](#)
- [EMBERWIND™: Vignettes](#)

Target Audience

- Tabletop RPG veterans.
- Board gamers or novices looking for an introduction to tabletop roleplay games.
- Solitaire gamers.
- Fans of fantasy, science fiction, and science-fantasy.
- Designed to be accessible to individuals with neurodivergences like ADHD and dyslexia.

Contact us directly at support@nomnivoregames.com to order copies of *EMBERWIND™* gamebooks today.