

# Gods of the Fall



## June 2016

### Campaign Setting

With all the attention Numenera will be receiving this year (Torment: Tides of Numenera, the Numenera short film, organized play, The Ninth World boardgame), take advantage of the interest and stock up on products gamers new to MCG will be asking about!



MSRP: \$44.99

Stock Code: MCG042

ISBN: 978-1-939979-53-7

Specs: Hardcover, 8.5" x 11", full color, 192 pages

### Fight for your **divine heritage** in this **epic** campaign setting!

The old gods are dead. Burning and crumbling, the divine realm dropped from the sky and smashed into the world like a vengeful star. The earth was plunged into darkness. Hope shriveled. Life has become cheap, brutal, and short.

But from the ashes of this catastrophe, you can awaken your own divine spark. Claim a dominion; declare yourself the god of War, of the Hunt, of Winter, of Fire, or of the realm of your choice. And if you can complete your divine labors, fulfill prophecy, and throw down the despots that rose in place of the fallen gods, you might redeem a world fallen into evil. You might truly become—a god!

- High fantasy from the minds of the legendary Monte Cook Games creative team.
- An entire campaign setting in a hefty, 192-page hardcover. A new fantasy world, new character options, adventure material—everything needed for a complete campaign.
- Epic-level play that offers a distinctive new fantasy setting—and fertile new ground for fans of Numenera and The Strange looking for something different.
- Drives sales of the *Cypher System Rulebook*, necessary for play.
- The first in a line of exciting products supporting the *Cypher System Rulebook*--all featuring the incredible imagination and production values for which Monte Cook Games is legendary!

