

Games, modules, and supplements built on the Frontiers Engine.

Frontiers is free and published under the ORC License. You can publish commercially on it, charge for it, and keep every cent, without asking permission or signing anything first. Anything made with the engine is welcome on this page.

Submit your project

Send a link, a one-line pitch, and a cover image to contact@jaykepaver.me. First-party and third-party releases are equally welcome, at any scale, from a full game down to a one-page hack.

In development**Project: Felwyn**

The first official game built on the Frontiers Engine, by Jayke Paver and Fragment Press.

Status: in development · **Estimated release:** 2027

A complete, playable system and setting built on the d18 Frontiers Engine, with its own origins, archetypes, abilities and the rest. More details closer to release.

Unannounced CRPG

Status: in development · **Release:** to be announced

A CRPG using Frontiers as its mechanical foundation. There is nothing further I can say about it publicly at this stage.

If you are building something now and want to be in the first wave, get in touch before you ship and we can line the listing up with your release date.