

Odyssey The Complete Game Masters Guide To Campaign Management Egp42004

Odyssey

Odyssey is jam-packed with in-depth advice on starting, managing, and ending campaigns, including tips on structuring stories and making your campaign thrive, examples of good and bad campaign management, and advice on actively managing every element of your campaign.

Robin's Laws of Good Game Mastering

Fantasirollespil.

The Game Master's Book of Non-Player Characters

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

Pocket Grimoire Arcane

Includes spells for assassins, bards, sorcerers and wizards, arranged alphabetically for easy reference. Contains all the arcane spells from the players handbook, plus spells from over a dozen of the best d20 sourcebooks.

Fate

Often, we treat games like work. In this book, Graham Walmsley explores what happens when you throw the serious stuff away: when you stop working, start playing and put stories at the heart of your game.

Play Unsafe

Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's

view on how to make a game that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.

Kobold Guide to Board Game Design

You live in any sprawl long enough, you'll find out that there's a lot more to it than businessmen and soykaf stalls. Any sprawl worth its mettle has its dark corners, its forgotten places, its spots that are just as wild and untamed as the deepest rainforest. Seattle, the prime metroplex in the world for shadowrunning, is filled with such places, and Sprawl Wilds gives shadowrunners a chance to tour them. From a fortress-like Barrens farm recovering from a mysterious attack to a dark secret hidden in a clinic, runners have a chance to see the sites most people never encounter, and uncover information that some people want to stay secret at any cost. They'll meet jaded smugglers, wary police officers, passionate activists, hardened criminals, wounded warriors, and at least one deranged killer. The questions are, will they survive long enough to collect a paycheck and how much of the sprawl will be nothing more than dust when they're done with it? Sprawl Wilds is a collection of Shadowrun Missions developed for major summer gaming conventions. These adventures have been adapted for both Shadowrun, Twentieth Anniversary Edition and Shadowrun, Fifth Edition, and they provide hours of shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!

Shadowforce Archer

Ashen Stars is the newest full-length, stand-alone GUMSHOE product from RPG legend, Robin D. Laws. They call you lasers. Sometimes you're called scrubbers, regulators, or shimestars. To the lawless denizens of the Bleed, whether they be pirates, gangsters or tyrants, you're known in less flattering terms. According to official Combine terminology, the members of your hard-bitten starship crew are known as Licensed Autonomous Zone Effectuators. You're the seasoned freelancers local leaders call when a situation proves too tough, too baffling, or simply too weird to handle on their own. In the abandoned fringe of inhabited planets known as the Bleed, you're as close to a higher authority as they come. In this gritty space opera game, the PCs are Lasers, freelance troubleshooters and law enforcers operating in a remote sector called the Bleed. They're needed in the wake of a massive retreat by the Combine, the utopian empire that colonized it. Amid the ashes of a devastating war, the lasers solve mysteries, fix thorny problems, and explore strange corners of space on a contract basis. They balance the immediate rewards of a quick buck against their need to maintain their reputation, so that they can continue to quickly secure lucrative contracts and pay the upkeep on their ship and their cyber- and viroware enhancements. Featuring seven new and highly detailed playable species. Ashen Stars also contains extensive, streamlined rules for space combat, 14 different types of ship, a rogues gallery of NPC threats and hostile species and a short adventure to get you started in the Bleed.

Masters of Court

Writers, game designers, teachers, and students ~this is the book you've been waiting for! Written by storytellers for storytellers, this volume offers an entirely new approach to word finding. Browse the pages within to see what makes this book different:

Shadowrun Sprawl Wilds

It's back . . . and the fear has grown! GURPS Horror, Fourth Edition, is the latest incarnation of one of the most popular GURPS supplements ever . . . and now it's been given a new lease on unnatural life by horror master Kenneth Hite. Its time-tested advice on running scary campaigns has been expanded to include current trends and tropes, showing you how to run everything from old-fashioned Gothic and supernatural horror to the latest J-horror, survival horror, and torture horror. The famous bibliography of unspeakable tomes and frightening films has grown to match. And the monsters return with unpleasant friends, as monsters inevitably do - all with GURPS Fourth Edition racial templates that let you use them as foes, as sinister Allies and cursed Alternate Forms, and even as PCs! Add the new and disturbing powers, the expanded rules for madness and corruption, and countless other updates, and you have everything you need to drag your horror campaign screaming into the 21st century.

Ashen Stars

Gamemastering. No other task is as unpopular in a roleplaying group. Very often, it is the gamemaster who ends up doing all the work so everyone can enjoy the game. But the job of gamemaster is at least as exciting and unpredictable as taking on the role of a player character. When comparing gamemasters, it becomes obvious that some are better at their task than others- which is why rumours that one has to be \"born to be a gamemaster\" stubbornly persist. This book does away with this preconception and provides both beginning and experienced gamemasters with instructions that are usually neglected in roleplaying game books. How to tailor the game to the group? How to prepare a game in no time? Can one learn to improvise? How to create and structure adventures? These and other questions are answered in a detailed manner including directions, exercises, and examples. Enjoyment always comes first-roleplaying is supposed to be fun and not turn into too much work. Not even for the Gamemaster.

Geist the Sin-Eaters

Fantasirollespil.

Durance

The Storyteller's Thesaurus

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