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Random Encounters Volume 3: 20 FURTHER Epic Ideas For Your Role-playing Game



Synopsis

The best part of any gaming book is the little ideas. Great NPCs. Intriguing locations. Small, elegant rules. Campaign or adventure ideas. It doesn't matter which game or genre it's originally for, we can throw those ideas into any game we want. Random Encounters is a series of gaming books consisting of just the ideas. 20 short essays about cool stuff to try in your games. Character stuff. Monster stuff. Campaign arcs. Adventure ideas. Encounters. Play at table. House rules. All kinds of little ideas for you to read, take, use and alter to make your game all it can be. Here are 20 more simple and inspiring notions to bring your game play to another level. Based on the widely shared "RPG Thought of the Day" series from G+, these ideas are vetted, refined and given to you for whatever nefarious purposes you can dream up. For one dollar, that's five cents per idea.

Book Information

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Customer Reviews

I was given a free copy of Random Encounters Three to review. It is not at all what I thought it would be. I thought some charts to help randomize random encounters with some fluff to go along with the

corresponding encounter on the chart. (The first five pages are the usual stuff and not the content you are wanting to read.) After that what it is though is a bunch of the authors own story ideas some he used running his own games from Fantasy to Space Opera is appears plus decent advice on running a game. On top of that he gives some solid adventure creating idea tips. A short blurb on the newest edition of America's favorite Fantasy setting RPG and a certain rule called "Rules Lawyer: Inspiration." • I thought it would be about how to stop a rules lawyer from trying to get, used and abuse the Inspiration mechanic. A mechanic that my Adventure League DM/GM hardly ever uses as to avoid the potential arguments. It sort of was but more of a take on his Awesomeness Bonus to help out those one players who do not optimize their character builds for "roll-play" but for "role-play." • Eh, it left me blah. The adventure idea about Gold Rush that everyone who is reviewing this has fell in love with, sounds like a fun idea for a few session adventure. But it is just the rough draft with some fluff in it. But I even went hmmm I can see the group I run games for spending hours debating which path to choose and how to prepare for it. And the wrinkle of the King would add more deliberations from my players. On this alone I will not give this product anything below three stars. I will continue on and see what else I find and how many star to give. There is a big world building section with decent advice.

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