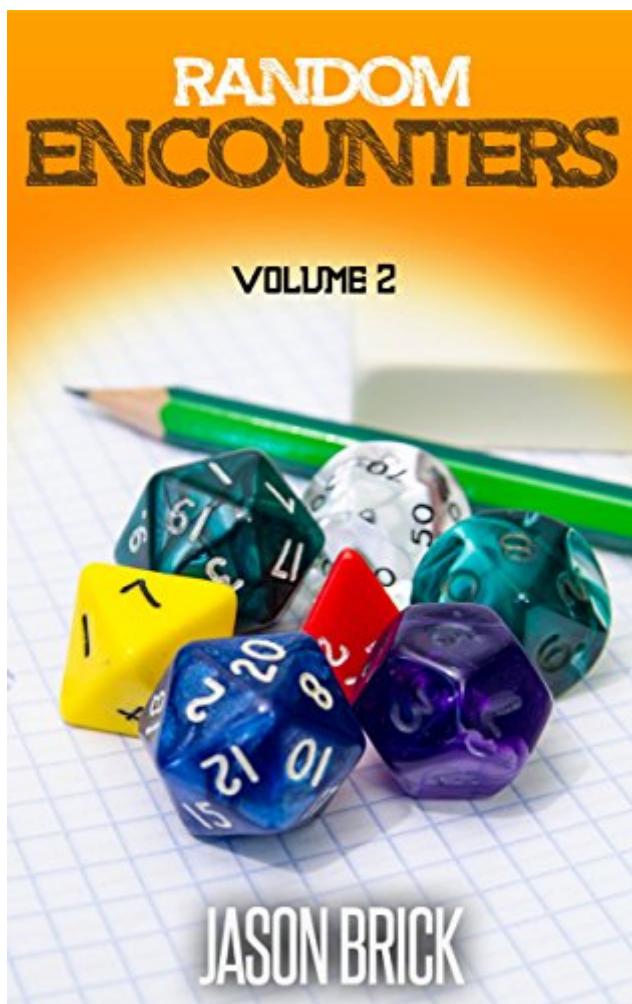


The book was found

Random Encounters Volume 2: 20 MORE 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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in Books > Science Fiction & Fantasy > Gaming > Pathfinder

Customer Reviews

Interesting ideas for other people but I didn't find anything very appealing for myself.

Get the Random Encounters series. Being a life long gamer, sometimes you need to take it back to square one. These books have been a reassuring source of comfort knowing I can continue my ideas by simply saying "it's not awesome enough..... Yet. "

This book is 20 ideas just waiting to make your games more intriguing. The essay on Elves alone was worth the price of admission.

Another can't go wrong title from Mr. Brick. Every bit as good as the first book, and (to me) worth more than what I paid for it.

Just as much coolness as Vol 1, now with different ideas for your role-playing games. Be sure to read the endnotes; like a Discworld novel, they are half of what makes this series amazing.

Great for old and new DMs

Honestly, Jason Brick could crank these out once a week and I would ask to just automatically subscribe me. They are tons of fun, thought provoking and, most important to me, just the right length for my limited time and attention span. Try one out and you'll be hooked.

Just as good as the first. Totally worth a buck if there's even one idea inspires you to better your game, and odds are you'll get more value than that.

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