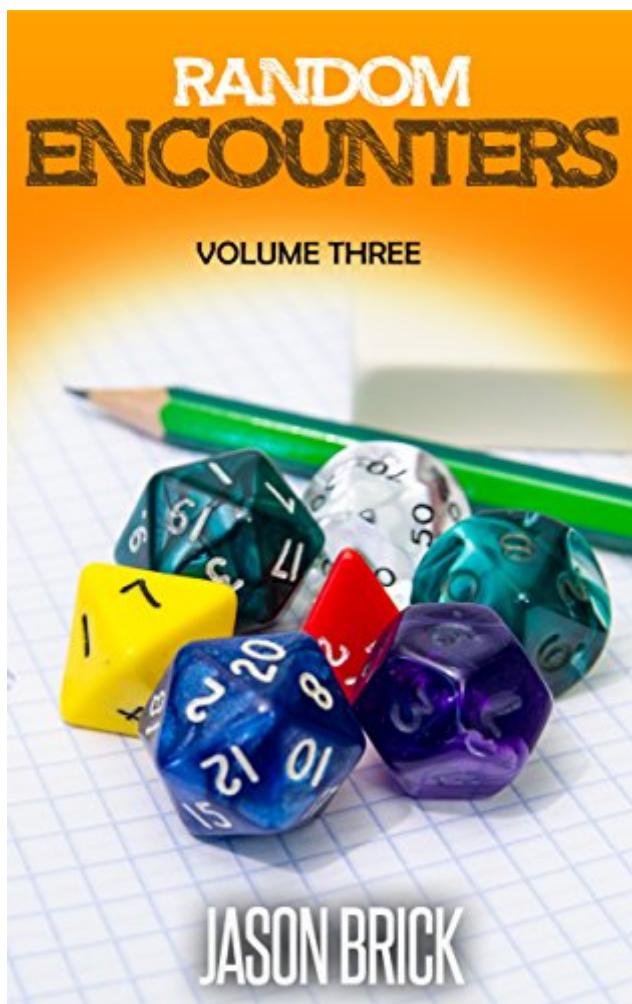


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# Random Encounters Volume 3: 20 FURTHER Epic Ideas For Your Role-playing Game



## 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

Like the other four books of the collection, this one is very, very short. I have a hard time reviewing this one compared to the other ones as I have been reading them all in one go, and it does not

take long to do so. All in all there are good ideas, a few that I can foresee using soon, and considering the low sticker I still think these are reasonably priced, but be aware that you will be through each in well under an hour.

The previous glitch is fixed and I gotta say, this may be the best in the series so far! The piece called Gold Rush alone makes this volume, nay, series worth every penny and more. Not only did it fire up my imagination and make me want to call up some friends and get a game going, I'd like to see it adapted into a really kick ass movie. Very simple but so clever! Anyways... If you like games, ideas, interesting plots, you name it, I'd say plunk down your ninety-nine pennies right now and get this one. But be prepared to scrounge through the seat cushions to find another dollar ninety-eight because you're gonna be addicted to this series like I am.

Great ideas that I will probably find use in the future.

Hey, we just cleared that whole manor. Why are we leaving it abandoned. Let's make it OURS! Keep on the Borderlands. Pfft, it's now Keep Awesome, and we dare anyone to take it from us.

Twenty essays on the art of gaming. I learned something new with every essay.

This is a great resource for a great price

I've been gaming for over thirty years, and I have reached many of the same conclusions as Jason. But he manages to organize and explain them far more elegantly than I ever could. Add to that ideas and adventure hooks I would never have thought of and you have a vital RPG resource.

it's not random encounter ideas, it's random musings on gaming

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and the Game That Made a Nation[ PLAYING THE ENEMY: NELSON MANDELA AND THE GAME THAT MADE A NATION ] By Carlin, John ( Author )Jul-01-2009 Paperback The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Mechwarrior: The Battletech Role Playing Game The Complete Masks of Nyarlathotep (Call of Cthulhu Role Playing Game Series) Stargate SG-1 Role Playing Game: Core Rulebook (d20) Exalted (Role Playing Game Book) Aberrant Elites (Aberrant Role Playing Game) Serenity Role Playing Game Star Trek Deep Space Nine: Roleplaying Game (Star Trek Deep Space Nine: Role Playing Games) Champions: The Super Role-Playing Game, No. 450 (Hero Games) The Sixth Gun Role-Playing Game Limited Edition Hardcover (Savage Worlds, S2P11100LE) MYFAROG - Mythic Fantasy Role-playing Game Travels & Treasures: for Mythic Fantasy Role-playing Game Deus ex machina: for Mythic Fantasy Role-playing Game Curses & Gifts: for Mythic Fantasy Role-playing Game

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