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Random Encounters: Volume 1: 20 Epic Ideas To Try In 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. For one dollar, that's five cents per idea.

Book Information

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Customer Reviews

I often find my self in a creative rut, or just plain blocked for new ideas. Sure I could scour the interwebs for ideas and read through countless forum posts, and such, but why do that when this book has everything I need in one place? It's written in such a way as to spark my imagination and spur me to think of things in a way I might not have. The author also posts RPG thoughts about

GM'ing and playing regularly on social media (which is how I discovered this little gem in the first place), and the discussions are always lively and intriguing. For \$0.99 you can't really go wrong here! :)

Bad part first: a number of formatting and spelling/grammar errors crept in around 55% of the way through. That said, reading this was like hanging out with your buddy who games and having him explain his or her ideas to you. Laid back. I'll probably buy at least a couple more books in the series.

An interesting and thought sparking set of ideas for gaming. Great for Game Masters.

I'm a beginning game master with no veteran players as friends, so a book like this really has helped me figure out where to go from the Paizo manuals.

I've been gaming since the second printing of D and D, 40 years now. I found this book funny, enlightening and each essay a source of ideas that I'll scavenge for my own campaigns.

A nice series of essays that are useful for any gamer. At the price point, one good idea makes it worthwhile, but there are several in here I found useful/ inspiring. Not everything is gold, but it covers a wide array of tastes, is well written and I'll keep an eye out for future Random Encounters.

This went well beyond my expectations as far as being full of a wide variety of ideas related to roleplaying, both as a GM and a player including a really great way to include the entire family in such activities. I look forward to picking up more of this series!

Let's face it: role playing gaming as a hobby isn't cheap. To find a valuable resource like this for only .99 is almost too good to be true. Surprisingly, it is chock full of interesting thoughts that'll make you think and will definitely "up your game".

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