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Numenera Weird Discoveries



Synopsis

What's the hardest part of running a game? It has to be the prep. GMs often commit hours to preparation before the first minute of Play - one of the biggest stumbling blocks to getting campaigns rolling. But what if running a great game didn't require any more time for the GM than it does for the players? *Weird Discoveries* explores the Ninth World with ten meaty, single-session adventures. Run them as one-shots, or drop them into your ongoing campaign when you don't have time to prep your own adventures. Or run them as a campaign for months worth of effortless play! These aren't adventure seeds - they're complete, pre-prepped adventures in an innovative new format. *Weird Discoveries* makes prepping for an RPG no more difficult or time consuming than setting up a board game, while showcasing the wonder, mystery, and awe of the Ninth World. A must-have for beginning Numenera GMs and veterans alike! Contains: 10 Complete adventures

Book Information

Paperback

Publisher: Monte Cook Games (April 15, 2015)

ISBN-10: 1939979331

ISBN-13: 978-1939979339

Product Dimensions: 8.4 x 0.4 x 10.9 inches

Shipping Weight: 13.6 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #845,233 in Books (See Top 100 in Books) #104 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #63038 in Books > Teens

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Fantastic Adventures to keep my campaign rolling when i lose the wheels!

Worth the price.

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