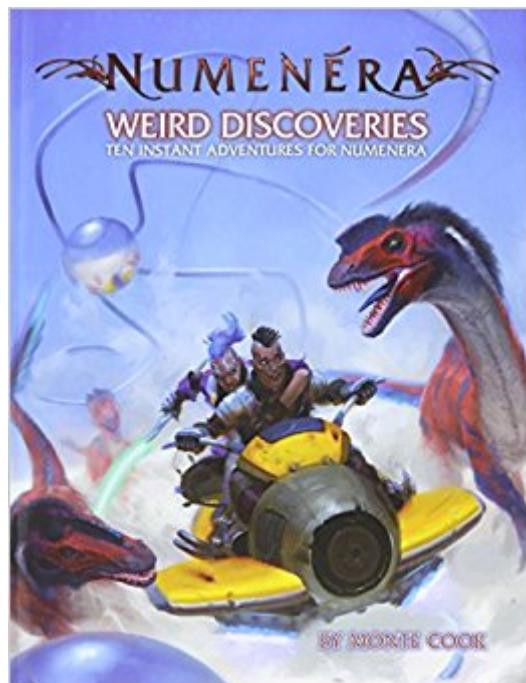


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Numenera Weird Discoveries



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

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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

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

Worth the price.

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