

# HOW TO WRITE ADVENTURE MODULES THAT DON'T SUCK

Name: GOODMAN GAMES

Class: ADVENTURE DESIGN

Year: CLASS OF 1974

160 pages • 25 authors • \$29.99

# HOW TO WRITE ADVENTURE MODULES THAT DON'T SUCK!





## **HOW TO WRITE ADVENTURE MODULES THAT DON'T SUCK**

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Published by Goodman Games

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# INTRODUCTION

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What you hold in your hands is a very unique product. This is the codification of some of the best ideas of the world's finest role-playing game designers in what they think is important in putting together an encounter.

Not only are their articles a must read for the new game designer; the example encounters they present offer the best in cutting edge game design.

This is the primer that every game designer needs to have on his bookshelf. I've been in the role-playing game design industry for over forty years. In many of those years my products were the best selling products out that year. I learned many new things from this set of articles. Things that have improved my design skills; so I know they will improve yours as well.

I know you will find yourself mining this product over and over again for fresh ideas.

James M. Ward

Summer of 2016

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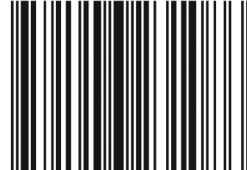


Over the last 15 years, Goodman Games has established a reputation for publishing some of the best adventure modules in the industry. Now we present our advice on how **you** can write great adventures! This compilation of articles is authored by two dozen of the industry's best-known adventure writers. Each article gives a different perspective on how to write adventure modules that don't suck, written by authors with decades of experience and prominent published credits. By the time you're done reading this book, you'll be on the path to designing great adventure modules on your own. Whether you're an experienced writer or an aspiring novice, you'll find something of value in this book!

**GMG4378**



ISBN 978-1-946231-08-6



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