

## Q&A 14 comments summary

### SEAN

re: Shadowrun 1st & 2nd. I do not have access to 2nd. On SR 1st ed, page 158 & 159 is where they have their main GM "advice". It gives very basic bullet points that amount to don't be a jerk. What might fall into the category of that distrust of the GM that has been spoken about much of the time. How to avoid that and not be the kind of GM that players would distrust. Very Meta. Looking this over reminds me of an issue I have, not relevant to our conversation here but I might bring up in chat. Out of curiosity I checked Earthdawn 1st Edition. Some of the guidelines are literally the same as from SR 1st. But there is also language in the first few paragraphs about creating or adapting story (which could mean prep), and mentions situations and scenes explicitly. Again its right on the edge of suggesting manipulation, IMHO, but doesn't quite go there. Then it goes into how to build adventures, which frankly is generic as hell. However, there are more procedures in this section than in the SR1 section. Last deep dive. The AD&D 2nd ed Campaign Sourcebook & Catacomb Guide, which I admit I enjoy reading (its a fun read), but there is no ambiguity. It comes out and is explicit about curating the experience for the players. There are a few valid points about what players should be prepping vs what the DM preps, but mostly it is exactly what you were talking about. It strikes me as schizophrenic and that is typical of a lot of GM texts.

### ALAN BRADLEY

A trivial point: Holmes Basic uses individual Dexterity order for initiative. Side based initiative is used in Moldvay and Mentzer Basic.

- **Me:** That's only within clashes. Movement, magic, and missiles are resolved before doing the clashes. I just reviewed the text and found that there isn't a roll to govern "side" order for those things, so I'm wrong about that. But "individual Dexterity order for initiative" is NOT correct as far as movement, magic, and missiles are concerned.
- **Me:** So, more politely: although the text doesn't say one way or another, I think I know what to do in play. (I'm pretty sure I did this when I played this last.) I think ALL missiles and ALL magic simply occur. Unless someone is in range of being attacked by melee, say, with a running start), in which case I'd probably treat it similarly to the spider attack in the example.

### PABLO

Boy, am I glad I asked that question! Thanks for the comprehensive and branching answer. Regarding Shadow of the Evil Lord/Weird Wizard, the core SotDL book seems to promise a very particular sort of campaign with leveling up coinciding with specific story beats, all building up towards a final confrontation with the Evil Lord... ..but then none of the published adventures or campaigns seem to take this into account AT ALL, which really killed my enthusiasm for it.

- **Me:** That's a common profile: [core book seems oriented toward a particular sequence or content, "way to play"] + [published play-materials seem oblivious to it and, as a further observation, offer "adventures" that could be skinned to almost any game]. It may not be more common presently than it was in the past, but maybe it is. I certainly see it among OSR or self-consciously retro fantasy games. It certainly killed my interest in Lamentations of the Flame Princess.