To all the DMÃ‚Â´s out there....
Posted by Badgermayham - 2005/02/04 13:50

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... and just fo rmy information....
How do you plan a game...
Do you have fixed spots "where the players will come by if they want or not (of course they will never know that they dont have a chance)... do you master as you went on...
How much of an adbventure have you pre-planned, and how much not....

How do you handle playergroups splitting up (as it happens with my group right now)

Just nosy

greets
Badge

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To all the DMÃ‚Â´s out there....
Posted by CalicoDave - 2005/02/04 19:34

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I plan my games pretty much like a published module. There's certain things the players can do that will further the plot and anything else they do will just be ineffective. As an example, they could investigate the abandoned castle in the mountains, or the can wander around not doing much and not having much happen until they decide that the abandoned castle isn't such a bad idea. Usually, though, they have a mission and it's pretty obvious what needs to be done to fulfill the mission.

My group also realizes that splitting up isn't very good for the DM and we generally keep together. Sometimes the rogue may be called on to scout ahead, and the player and the DM will go into another room, but we don't have long term party splits. Usually nothing longer than 30 minutes of playing time.

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To all the DMÃ‚Â´s out there....
Posted by Tdaraa - 2005/02/04 21:13

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In my experience, the survival motivation is strong. Let the natural course of events delete the offending toon. Once he has had to roll up two or three new characters he'll either correct his poor tactical decisions, or move on to another group. Incidentally, this will give you a rep as a "killer" DM, but more correctly you are merely the agent of the wrath of Darwin in your campaign world....

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To all the DMÃ‚Â´s out there....
Posted by MyLordVoid - 2005/02/12 15:52

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I Encourage the PC's to Make Decisions and Follow up on them, if they are Hired to Scout the Castle then that is the "Direction" that the Narrative will lead... BUT, I Also run a VERY open ended World in my Games, so if the Party Goes Left instead of Right, they Will Find Something to do, but their Rep in the Town that Hired them for the Castle Job might be Shot, and the Local Magistrate may well be able to make life difficult in the future...

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