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Chapter 1 : RAVENLOFT (I6) - ADVANCED DUNGEONS & DRAGONS - TSR # - \$ | PicClick

*Official RPGA Tournament Handbook (Advanced Dungeons and Dragons module C6) [Daniel Kramarsky, Jean Rabe, Bruce Rabe] on calendrierdelascience.com *FREE* shipping on qualifying offers. Publication Date: March Series: C6 This book also contains, not one, but two complete two-part adventures for your entertainment and for use as models when creating other.*

Silver Spring, Maryland, Ships to: Pages are good with a few small stains and a little corner rounding. No writing, folds, or tears. Tracy and Laura Hickman Published: Count Strahd von Zarovich stares down a sheer cliff at the village below. A cold, bitter wind spins dead leaves around him, billowing his cape in the darkness. Lightning splits the clouds overhead, casting stark white light across him. Strahd turns to the sky, revealing the angular muscles of his face and hands. He has a look of power - and of madness. His once-handsome face is contorted by a tragedy darker than the night itself. Rumbling thunder pounds the castle spires. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. He knew they were coming, and he knows why they came, all according to his plan. He, the master of Ravenloft, will attend to them. But Strahd is gone. Only the howling of the wind - or perhaps a lone wolf - fills the midnight air. The master of Ravenloft is having guests for dinner. And you are invited. Very Good Condition - Both covers show minor corner wear at the edges and slight spine creases with a few light stain spots. Very high amount of views.

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Start by marking "The Official RPGA Tournament Handbook (Advanced Dungeons and Dragons Module C6)" as Want to Read.

It takes careful planning and someone to make sure the plan is followed. This page is intended as an aid for both first-time and veteran tournament coordinators. Considerations Before Starting

1. How many teams should be in the competition? We recommend you begin with no more than six six-person teams. If you decide to run a two-round, elimination event, advance only the top three players from each team so that you have only half the number of teams participating in the second round.
2. How many judges do you need and where can you find them? You need one judge for every team in the first round. If you are running a two-round event, you need half of these judges for the final round. Finding qualified judges can be difficult. If you cannot find as many good judges as you need, your tournament may be too large. Local gaming clubs or hobby stores may be able to get you in touch with experienced judges.
3. How much play time do you want? On the average, you should allocate a half hour for every encounter in the adventure.
4. Where will the tournament be held? Locating an adequate site for the tournament is crucial. Local gaming clubs, schools, libraries, churches, and community centers are good places to check for the room you need. The ideal gaming area should have separate rooms so that several teams can play at the same time. The location you choose should have adequate bathroom facilities and a public phone so that gamers can be contacted in an emergency. Be sure to arrange for enough tables and chairs to accommodate all the players.
5. How do you advertise the tournament? A tournament is a flop if no one shows up to play. A good way to let people know about your tournament is to write up a poster listing the event, explaining what it is about, where the event is being held and when, and providing a name and phone number to call for more information. Posters can be placed at schools, libraries, and some businesses. But always ask for permission" before placing a poster. Finally, most communities have bulletin boards for public notices garage sales, bazaars, etc. Local papers sometimes contain community bulletins that publish news of upcoming events.

Here are several tricks to cut down on the amount of time involved in preparing for your tournament. Contact a local gaming convention at which you can run your tournament. You should write a list of your needs and communicate with the convention organizer. Use prepared forms already available. This also has the advantage of making your tournament look more professional. For instance, blank prize certificates are available at most office supply stores. The score sheets provided in this product will help organize your scoring. Be sure your master copy is neat and complete. Spend the extra time to make a legible and complete master copy of the tournament.

Organizing a Tournament

You need adventure scenarios for each round. This module provides examples of a complete tournament, and further details are given on pages You also need to make six copies of the player summary sheet and one judge summary sheet for each team in the tournament. Make enough copies of player character sheets and player handouts for everyone. Give the judges copies of the adventures they are to run at least two weeks before the tournament so they have time to study the adventure. You should meet with the judges at least one hour before the tournament starts to answer any questions. You should caution your judges to stick to the official game rules and avoid any local variants. While the judges are being briefed, team selection should be handled by an alternate judge. He should have a list of all the tables and rooms for the tournament. He should gather all the players into one area and then divide them into teams of six. Each team should go to its table and wait for its judge. After all the players are assigned, the coordinator should assign a judge to each team.

Instructing Your Judges

1. Each judge should begin the round by introducing himself, explaining the scoring system, and distributing character sheets. The characters should be available so that the players may decide who plays which PC. Any special rules should be revealed to the players before they begin. Players may review with a judge game information regarding special powers or items before play begins. The judge should read the story back- 4 ground to the players before play begins to help them select spells and equipment. To

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avoid this delay, these items may be already selected for the players. Allow 10 to 15 minutes to prepare spells and gear. During play, the event coordinator should stroll by the teams to check their progress. This gives the coordinator a good idea of how well the scenario is working and which judges are having a hard time with the material. Also, the coordinator can make rulings on sticky points, though judges should handle that unless there is a severe complaint. Play should stop 15 minutes before the scheduled end of the round to allow time for player discussion and filling out summary sheets. The judge should vote first, before reviewing any player sheets if possible. His sheet should be folded and placed to the side while he collects the player summaries. Be sure the judge checks each player sheet to see that it is filled out properly.

The Role of the Coordinator Your job as coordinator is to be free during the tournament to answer questions and help the judges through tricky spots. The coordinator is the final arbiter of rules for a tournament. He is also responsible for scoring the tournament when each round is over. In the center of this booklet are master copies of player and judge summary sheets as well as a tournament score worksheet instructions are on the back of the worksheet. After the tournament is over, you should review the adventure with your judges and look at the summary sheets to find out where problems arose. Even if you never run the same scenario again, you can always learn from your mistakes. Since then, it has been played in conventions all over the United States. The version presented here may be played as a two-round tournament or two one-round tourneys, or it may be adapted for regular campaign play.

Campaign Adaptation In this adventure, the characters must escort an important religious figure from one large city to another, with a stopover in a small town for a public appearance. The adventure is designed for easy adaptation to any campaign world. Jesten, the city in which the characters begin the adventure, and Alm, their destination, are not detailed. The distance covered between stops is specified only in terms of days traveled. Likewise, climate and terrain are not given. The setting has been left as flexible as possible to facilitate campaign use. Place the towns of Slapdash round 1 and Keep Annelle round 2 at convenient locations between the two. If comparable places already exist in your world, simply change the names given in the module. Plan a route that takes the characters through or past the desired locations, and add stops in other towns as well if you like. Road and wilderness encounters may be added between stops if desired, or you may simply breeze through the time spent traveling from place to place and summarize it in player information, as the tournament version does. Make the adventure as long or as short as you wish. Like all RPGA Network tournaments, this one was designed specifically for the pregenerated characters provided. If you plan to use characters of your own, choose a wellbalanced party with at least two or three lawful good characters. Adjust the relative strengths of their opponents to provide appropriate challenges for the characters. Read the adventure to become familiar with the philosophies of the important NPCs and institutions. You may substitute deities from your own pantheon that are comparable to those given here. The story line of this adventure identifies light with goodness and darkness with evil. Much of the plot depends upon that symbolic representation of the eternal struggle between good and evil. To retain the flavor of the adventure, try to stress the importance of light and darkness in play, regardless of any modifications you make in the scenario details.

Background for the DM The characters are hired by the church of Sarkai, god of light, to protect an obnoxious old man called the Prophet during his annual pilgrimage to the Holy City of Alm. The Prophet carries with him the crystal of light, a holy relic that must be safeguarded throughout the trip. The Prophet resents the idea of having bodyguards and hates violence. He will not prove to be a cooperative client. Unbeknownst to the church, a wizard named Miza Radu has made elaborate plans to acquire the crystal. He has hired an assassin named Drodash, who will attempt to slay the Prophet and make off with the crystal during a scheduled stop in the small town of Slapdash. The characters must prevent Drodash from carrying out his plans. The major NPCs, both the villains and neutral characters, are detailed in full in the appendices in the center of this booklet. Although he dabbled in dark magics of summoning and control, he had always managed to win out against the creatures he called up from other planes and successfully bend their wills to his.

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Chapter 4 : List of Dungeons & Dragons modules | Card Game Database Wiki | FANDOM powered by Wikia

official rpga tournament handbook pdf A module in Dungeons & Dragons is an adventure published by TSR, the term is usually applied to adventures published for all Dungeons & Dragons games before 3rd Edition.

Chapter 5 : TSR Dungeons & Dragons Archive: Advanced Dungeons & Dragons

Official RPGA Tournament Handbook (Advanced Dungeons and Dragons module C6) OFFICIAL GAME ADVENTURE An Adventure for 6 Characters, Levels 1-6 The Official RPGA Tournament Handbook TABLE OF CONTENTS Author: Daniel Kramarsky | Jean Rabe | Bruce Rabe.

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