



## O. MASTER OF CEREMONIES

## FOUNDATIONS WORLD 1



### Quest Objectives:

1. **Gather your friends** or crew members for a game night and **game master a tabletop RPG one-off**. The only caveats: this should be a system you *have not run before*, and it should be a *unique event*. It's fine if you want to do a one-off with your regular *D&D* crew, but this should be something special.
2. You can find a number of good systems for this in our Mage's Tower in the [Indie Tabletop folder](#). I particularly recommend *Ten Candles* and *Dread* (which uses Jenga blocks) as good horror one-off systems.
3. When you are done, **reflect on the experience of running this new system** in a blog post of 350 words or more. What mechanics were new and unexpected? How did the players react? How did you adapt? Did people have fun? Why? What tools can we steal from this game.
4. **Give a brief 3-5 minute presentation** on the game and your findings to the class.

*Completing this Side Quest earns you 50 NAPS and a Presentation Badge.*

