

1. Don't run the same campaign every week.
2. Don't play at the same place all the time.
3. Rotate background music by player.
4. Take breaks, go out for food, play a quick game of craps, etc.
5. Rotate game masters for the same campaign.
6. Invent new house rules!
7. Run games like card and dice games, in character - even the GM can lose.
8. LARP, even if you only ever do it once.
9. Make everyone play with a fresh set of dice (no old karma!)

Sure, there's probably more, and if you want to email them in, I'll add them to a list accessible to YahooGroups and include it in the pdf archive of this issue, available sometime in February (I hope).



## *Flavor Text*

Town: Hollowgrove

This town was build out of its original kaer. The kaer grew and grew as time went on. Uncertain if the Scourge was truly over, they expanded within the earth. Finally, though they came out late, they hit the surface and continued to grow. Because of their staying in the kaer so long, some of the humans developed a sensitivity to sunlight. Those who still live underground (in the side of a hill actually) generally do so because they cannot live in the sunlight. Most of the town's activity takes place after sunset.



## *The End*

In conflict, the blood rests on the hands of those who prevented peacefull ends, not those who enforce what they know to be right.

--Cyrus S Van Norman



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