Game Master’s Guide

*You’re an adventurer because you feel a strong call in your bones to adventure. The boredom of a calm life doesn't appeal to you. You are driven to leave behind the safety of civilization and explore the wilds to make your name. Regardless of what drives you, you are driven. You choose where to go and what to do.*

Steven Lumpkin - Roleplay The West Marches.

**Welcome to The West Marches**

The West Marches is a "one shot” format, many groups can play sessions in the same shared world. If you ever have trouble running a regularly scheduled game, The West Marches gives you a game you can fall back on. This guide will show you how to create a world for you and your players to explore, how to populate that world with believable and interesting npc and communities and how to track the world as it changes from session to session.

This Guide consists of these documents.

## The Document Folder

* + List of places in Veraskali
	+ Creating a world bible.
	+ World generation.
	+ Front Guide.
	+ Core Discovery Tables.
	+ Supplement Discovery Tables.
	+ Setting and Atmosphere
	+ Variant rules list.
	+ Resource list.

## Jargon buster.

**PC** - Player Characters

**GM/DM** - Game Master/Dungeon Master (In the Tables section DM mean Distance Modifier.)

**WM** - West Marches

**NPC** - Non-player Characters

**One Shot** - Single session Campaign

**BBEG** - Big Bad Evil Guy

Credits

### Written by

~ CMDRLyneye

## Quotation from

~ LaTorra & Koebel’s Dungeon World

~ D. Vincent Baker’s Apocalypse World

~ West Marches Wiki

~ Scott Hungerford - How to write a world bible. (Kobold’s Guide To world Building)

~ Gary Gygax, The Underworld & Wilderness Adventures

~ Zak S, Notes, Assumptions, and Conclusions About Travel In A Sandbox