

DOMAINS OF ADVENTURE

Domains of Adventure is a series of systemless products showcasing interesting and unusual locations usable in a variety of games. We opted to focus on the narrative element instead of the rules mechanics in order to widen the appeal of the series, so that fans of a variety of rules systems could all enjoy the material and find use for it. We achieve this by the use of rich storytelling, and key descriptors that any Game Master can pick up on and translate into game stats for her favorite rules set.

That said, we recognize that providing stats and rules mechanics for the material presented is convenient for the Game Master and saves time at the table. For that reason, all *Domains of Adventure* releases feature additional support in the form of a **Rules Appendix**. Each Rules Appendix features all the rules mechanics relevant to each main release, already translating the key descriptors into ready-to-use stats. Each Rules Appendix also targets a specific rules set, allowing Game Masters to use only the game stats for the game they need.

Rules Appendixes for each *Domains of Adventure* release can be found linked from the product page or at www.highmoonmedia.com.

Upon release, each *Domains of Adventure* product will feature support for the d20 System. Support for other open rules systems (such as RuneQuest, d20 Modern, Modern²⁰, FATE or The Shadow of Yesterday, to name a few) is possible, based on demand. Fans are (highly) encouraged to create a Rules Appendix for their favorite rules system and submit them to Highmoon Media Productions for approval and distribution.

We hope that you enjoy the series and enjoy the flexibility that a systemless approach grants these products. We welcome and request your feedback on the series, so that we can make of it what you, the customers and fans, want it to be. You can send an email to daniel@highmoonmedia.com or drop by the HMP Forums at www.highmoonmedia.com/forum.

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