

# Mike Holmes

A somewhat ok guy, and runs a mean game of HQ and Chronica Feudalis.

## RPG Designs

- [Halflings](#) - a RPG about little furry footed folk, and their food-filled fun.
- [LiveHack](#) - everybody else is doing it, so why not! In LiveHack, there whole world is nothing but one endless dungeon... or is it?
- [Byzantine](#) - what is your character's place amongst the teeming masses of the Great City? Where are they going? What will they discover on the way?
- [Overheard at the Black Boar](#) - A design that prompts players to create the world of play to develop their characters.
- [Overheard at the Tavern](#) - A design that prompts players to create the world of play to develop their characters.
- [Underworld](#) - a Dungeon World hack.
- [Wild Lands](#) - A Dungeon World supplement.
- [Dungeons of Dangers](#) - module adventure game.
- [Caravan](#) - a media-driven RPG.
- [IRC Burst Play](#) - a simple set of rules designed for short bursts of IRC play.
- [Brazen Epoch](#) - risky adventures in a fantastic world.
- [Waking Cities](#) - technician citizens aboard walking cities try to appease the ruling elite, but risk ending the world to do so.
- [The Will to Power](#) - fight or persuade, you have to pick one or the other on your way to power.
- [Gear](#) - a game about getting powerful with stuff that's more subtle than it sounds.
- [D&D Refined](#) - Mike's version of D&D
- [Panorama](#) - art-driven play of adventurous envoys across a fantastic world
- [Speed Dungeon](#) - or how to get through a dungeon map in short order.
- [SD2](#) - another take on Speed Dungeon.
- [Fair Play](#) - another take at a media-driven game that revolves around world-building.
- [Deck Builder Resolution System](#)
- [Under Fantastic Skies System](#) - fantasy game with card resolution

## RPG Play

- [Sea of Dead Men](#)
- [Kobolds Characters](#)
- [DW Labyrinth Lord](#)
- [Mike's Labyrinth Lording](#)
- [Dungeon World](#)
- [Random Heroes](#) - Experimenting with random world generation stuff using Hero system.
- [Chronica Mutanis Mundi](#) - the Chronicals of the Changed World, AKA Gamma World.
- [Sunken Realm](#) - a strategic level RPG using a hack of the FATE organization rules
- [DW Fantasy Productions](#) - a spontaneously generated game from #indieRPGs set up with Microscope.
- [Bellevue](#) - what secrets lie within the walls of America's oldest hospital? \
- [Beer Run](#) - link to the Greyhawk campaign played with 4E D&D to start, and then Chronica

## Greyhawk

- [Frontier Trader Lilith](#) - link to the Traveller game played with Chronica Imperium, stored on Obsidian Portal
- [Dark Conspiracy](#) - in a dystopian future, things are even more grim than they seem on the surface.
- [Swords and Wizardry](#) - Nate's game of S&W
- [Tunnels and Trolls](#)
- [Tomb of Horrors](#)
- [Caravans](#) - travel the wastes with a caravan, see the world, and discover yourself
- [Greylin Mysteries](#) - characters solve mysteries in and around the fantasy city of Greylin
- [Celestial Earthspeech](#) - a magic discipline for the Places to Be game
- [Test](#)
- [Talislanta](#) - Nate's latest game
- [Ironclaw](#) - Sabe's Ironclaw game
- [Verge Traveller](#) - Adam Dray's Traveller game
- [Under Hollow Hills](#) - run by Mese
- [Framework Playtest](#) - playtest of Bill Byrd's game
- [Barony of Valcaryn](#) - Mike's fantasy game using card-based resolution

## Other

- [Open Letter Regarding D&D 5E Priorities](#)
- [Fantasy Trading System](#)
- [Narrative Character Generation Method](#)
- [A Wishlist for the Perfect MMORPG](#)
- [The Tunnels of Wicked Death](#)
- [Scene Play Methodology](#)
- [Space RPG Setting World Building](#)
- [Bug and Astrafel Escape from the High Prince's Dungeon](#)
- [Orbis](#) - a land of dark fantasy set in Shadow World (for Fredrik)
- [The Keen Art of Vulcan Binding](#) - an elemental spirit magic tradition
- [Smoke at the Caves of Chaos](#) - the issue with not having a resolution system for TTRPG players

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