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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