

Is the d20 Glut coming to an end?

Because you have the ability to publish should you? This question can be answered by visiting websites selling electronic and printed game material. Look at the quality of the art, then read the descriptions, many of these products are obviously created by publishers that shouldn't publish any game material.

Let's make some rules, rule one, if you don't have proper artwork and/or maps, don't become a publisher! Second rule, if you don't want to brush up on your grammar and writing skills by taking classes or reading books, don't become a publisher! Third and final rule, if your going to chase the market, let's call it fad writing, and all you do is reuse popular concepts, in essence write for money, don't become a publisher!

These sub-standard publishers hurt the market for the legitimate publishers. The market for role-playing games is finite and each time a customer buys a sub-standard product, electronic or printed, the customer becomes less likely to take a chance on future purchases from new companies. This is unfair to both the customer and the new publishers. The only good that comes from this is the unsatisfied customers, hopefully, will spread the word about that publisher and eventually with enough complaints they will fold up shop and go away.

I'm not publishing game material to get rich. Hell, if I break even I will consider this venture a success! However, this is my creative outlet, some people paint, some write poems, and others create sculptures. I write fantasy stories and I mix this with my passion, table top role-playing. The end result is game supplements and settings. I'm publishing game material because I have different ideas for a role-playing setting.

An integration of low technology and fantasy. A setting where men have advanced not stagnated technologically and if you don't like individual parts of the campaign setting it will not be negatively impacted if you decide to leave out those parts.

I've said it many times before the role-playing industry has been going no where fast, the same old writers rehashing the same old tired campaign and world settings. Is there any part of the aged world or campaign settings available that a long time role-player doesn't know? I submit that it is highly unlikely! Are you ready for a change?