



## Who is that woman?

The cover of *Never Unprepared* features a mysterious woman (drawn by Matt Morrow) who is in the act of preparing for . . . something. We at Engine Publishing love a good NPC and a good plot hook, so we're bringing you both: a glimpse into who that mysterious woman is, and what her agenda is. We then show you how she can be easily incorporated into an existing plot.

### Alia Tholk -- Reality Explorer

Fantasy Neutral, Remorseful, Female

*A new probability horizon has been detected. It looks to be forming on a convergence of magic and technology. I know we have seen four of these before, but this one is going to be different.*

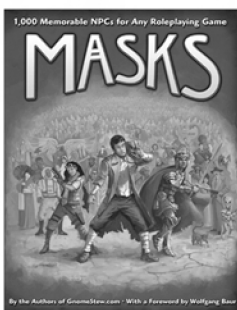
**Appearance:** Alia is a tall and sleek woman. Her features are long; her arms, her face, her flowing black hair. She dresses in plain and practical clothes, and always carries a worn leather satchel with a number of gadgets in it from modern, fantasy, and futuristic technologies.

**Roleplaying:** Alia is always looking for something. She asks everyone she meets innocuous questions. She frequently checks her notebook.

**Personality:** Miss Tholk keeps a low profile. She blends into any type of culture or civilization with ease, but is never at home in any of them. She carries a heavy guilt for what she has done.

**Motivation:** Eons ago, Alia was the apprentice to a powerful wizard. She helped the wizard cast a powerful ritual that backfired, killing the wizard and destroying her reality--except for the wizard's tower. Over time she discovered the wizard's secrets and learned that the tower is afloat in a sea of realities, which contains the scattered contents of her reality. She began to enter these other realities, and to learn their ways. She became proficient with technology and magic. After years of observation she began a quest to recover the fragments of her world and to return them to the tower in hopes that she can one day reassemble her home realty. Along the way her recovery of items has caused other realities to collapse, governments to fall, and people to die, making her numerous enemies.

**Traits:** Notorious, Academic, Stealthy



## What is Masks?

*Masks: 1,000 Memorable NPCs for Any Roleplaying Game* features 1,000 fun-to-play and ready-to-go non-player characters that your players will never forget. *Masks* provides the core elements of 1,000 characters using a simple and innovative template that includes Appearance, Roleplaying, Personality, Motivation, Background, and Traits, along with a detailed description. *Masks* NPCs require no prep to use, and just like *Eureka* there are fleshed out NPCs for EVERY genre. With *Eureka* and *Masks*, prep becomes a lot less work!

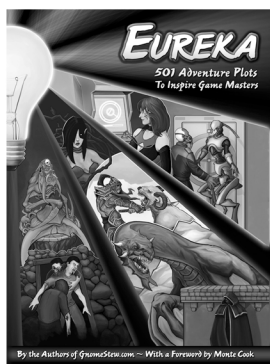
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## How To Use Alia

Eureka Plot: 239 - Murder on the Starliner Express

**Notes:** In this plot, Alia will fit best as the art dealer. She has entered this reality hoping to acquire one of the valuable artifacts that the treasure hunter is selling to the museum. She would like to acquire it without bloodshed, so she boards the starship in hopes of convincing the couple to sell her the piece during the flight. When the murder occurs, she realizes that someone is going to investigate her thinly constructed cover identity, and she has no choice but to change her plans and attempt to steal the piece by any means necessary.

While the investigation is going on, Alia will start plotting a way to break into the starship's hold and steal the artifact. The plot will work best if the PCs catch her in the act and confront her. She will leave without the artifact rather than be captured. If she thinks that the characters can be reasoned with she will share her story; otherwise she will use her gadgets to disable the party and recover the artifact.



## What is Eureka?

*Eureka: 501 Adventure Plots to Inspire Game Masters* features 501 complete, system-neutral plots for any RPG, whether it's fantasy, sci-fi, horror, or something in between. Each plot features a theme, a list of genres it can be easily adapted to, and multiple tags identifying prominent plot elements. Eureka's four indexes make it easy to find the right plot without wasting time so that you can get right to what's important -- the gaming!

## Never Unprepared

Whether you're new to game mastering or have been running the same campaign since 1974, *Never Unprepared: The Complete Game Master's Guide to Session Prep* will help you prepare for games faster, avoid common pitfalls, and have more fun in the process. *Never Unprepared* breaks game prep down into its component phases -- Brainstorming, Selection, Conceptualization, Documentation, and Review -- and provides the tools you need to make the most of each phase. If you hate prep, you'll find ways to make it more enjoyable. If you already have a great system for doing your prep, you'll learn how to make it even better.



*Eureka*, *Masks*, and *Never Unprepared* are available at GenCon from Studio 2 Publishing, booth #419. Save your receipt, email [martin@enginepublishing.com](mailto:martin@enginepublishing.com), and we'll send you the PDF for free!

You can also visit the [enginepublishing.com](http://enginepublishing.com) online store to purchase all three books in print+PDF bundles, or as standalone PDFs, and save 20% when you buy them all. Our books are also available in PDF on DriveThruRPG ([rpg.drivethrustuff.com](http://rpg.drivethrustuff.com)), which also offers a 20% off bundle deal.

*Eureka*, *Masks*, and *Never Unprepared* are written by the ENnie Award-winning authors of *Gnome Stew* ([gnomestew.com](http://gnomestew.com)) and published by Engine Publishing ([enginepublishing.com](http://enginepublishing.com)). We hope you enjoyed this NPC and plot!

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