



Kobold Guide to Worldbuilding

By Scott Hungerford, Jeff Grubb, Michael A. Stackpole, Chris Pramas, Keith Baker, Steven Winter, Jonathan Roberts, Monte Cook, David Cook, Janna Silverstein

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The Essential Elements for Building a World

Roleplaying games and fantasy fiction are filled with rich and fascinating worlds: the Forgotten Realms, Glorantha, Narnia, R'lyeh, Middle-Earth, Barsoom, and so many more. It took startling leaps of imagination as well as careful thought and planning to create places like these: places that readers and players want to come back to again and again.

Now, eleven of adventure gaming's top designers come together to share their insights into building worlds that gamers will never forget. Learn the secrets of designing a pantheon, creating a setting that provokes conflict, determining which historical details are necessary, and so much more.

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Katie Mueller:

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