

The Kobold Guide To Board Game Design Mike Selinker

In this companion volume to the Southlands Worldbook for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the 5th Edition of the world's oldest roleplaying game.

A kingdom in danger, a great betrayal, a boy seeking to redeem his father's honor. Will he succeed in exonerating him and saving the realm from an enemy in the shadows before it is too late for the whole North? By the age of fifteen, Lasgol has endured a hard childhood and lives, cornered and hated, in a small village in the North. He is the son of the traitor, the man who betrayed the kingdom and tried to kill the King. His only companions are the mountains and the snow, ever-present in the region. Yet he refuses to believe that his father is guilty, in spite of all the evidence that points to the fact, even though the King himself was a witness to the betrayal. Lasgol is determined to clear his father's name, and to do this he has only a single option: the School of Rangers, a secret place where the respected and feared defenders of the lands of the kingdom are trained for four years. Going there is insane, hate and death await him there. But as the son of a Ranger, he is entitled to attend. At the Camp he will find himself involved in political intrigues, disloyalties and murder. He will encounter hatred and fearsome enemies, but also a handful of friends, novices as much out of place as he is himself, determined to do whatever is necessary to pass the first year ... without dying in the attempt. Will Lasgol survive the first year of instruction at the Rangers' Camp? Will he find out what happened to his father? Will he be able to clear his name? Find out while you follow fascinating adventures with a group of characters you will fall in love with. The adventure begins right now!

Create the next Snakes and Ladders, Monopoly, The Game of Life, Ticket to Ride, or Settlers of Catan with this creative board game book! Board games are back in vogue, with board game cafés popping up around the world. This interactive gaming book teaches you how, in just half an hour, you and your friends can come up with a new game and start playing immediately. Just decide on a theme for the game, pick a rule set from the book, agree on some variations, color in one of many board game designs, and gather your die and counters! Possible to play in any order, this book is packed with tips, tricks, and mechanics on how to design the perfect game. With 40 different rule sets, each introducing a new concept, it encourages you to develop and test your own rules. Whatever the age range or experience of players, the game that you create from this book will always be playable, entertaining, and surprising. Each board you create is easy to pull out and completely reusable to play again and again.

Game designers spend their lives solving extraordinary problems and facing mind-bending paradoxes. It's their job to make a meticulous plan for "spontaneous fun" players will want to experience over and over again. Pressure is heaped on with demands for innovation and blockbuster status. So designers find themselves facing an abyss of problems, pressure, and possibilities, armed only with their brains and an assortment of design principles they picked up over years of experience. For the first time, 100 Principles of Game Design gathers some of the best of these big ideas into one toolkit. Seasoned designers will be glad they don't have to hold it all in their heads anymore, and beginning design students can use the book to learn the tools of the trade. When the going gets tough, everyone can turn to this book for guidance, inspiration, or just to remind them of what works. Collected from every popular school of thought in game design, these core principles are organized by theme: innovation, creation, balancing, and troubleshooting. • Includes advances from the world's leading authorities on game design, some explained by the creators themselves • A reference book of finite, individual principles for easy access, providing a jumping off point for further research • Principles originating in fields as diverse as architecture, psychiatry, and economics, but shown here as they apply to game design • Richly designed with illustrations and photos, making each principle easy to understand and memorable • Timeless approach includes feedback loops, game mechanics, prototyping, economies of scale, user-centered design, and much more Professional designers and instructors at one of the world's leading game design institutions lay out the building blocks of diverse knowledge required to design even the simplest of games.

Take your games to the next level with advice from more than 100 of the best board game designers in the world. Game design is hard. We all need sound advice to guide our work and help us become better at the craft. In this book, you'll find incredible wisdom and insight from the top designers in the industry today. You will learn: The advice Rob Daviau would give his younger self. How Matt Leacock gets into the zone and flow of design. Lessons Jamey Stegmaier learned from his biggest failure. Donald X. Vaccarino's advice on pitching a game to a publisher. The behavior that has helped Ryan Laukat's designs dramatically improve. What Bruno Cathala would tell you after a discouraging playtest. And much more!

Tome of Beasts 2 Lairs brings you 14 standalone, single-map adventures for the 5th edition of the world's first roleplaying game. Each adventure features new monsters from the Tome of Beasts 2! Some adventures also feature monsters from the first Tome of Beasts and the Creature Codex, and all three books are required for maximum playability. Each adventure is intended to take one or two sessions to complete and includes a map, adventure hooks, and treasures for your adventurers. The adventures include: To Track a Thief, Level 1 The Forsaken Fort, Level 3 The Twisted Wreath, Level 3 Tragedy at Thyrdun Outpost, Level 3 Shrine of the Hungry Dead, Level 4 Caverns of the Crystal Monolith, Level 5 Fight for Horseshoe Rock Oasis, Level 5 The River Tomb, Level 6 House of the Worm God, Level 7 Terror at the Mountain Lotus Temple, Level 8 Tunnels Below Skulltop Tor, Level 9 Crucible of Golems, Level 10 Fire and Fury, Level 13 Towers of the Three Regents, Level 15

Discover everything there is to know about dragons--the most iconic of D&D monsters--in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god--and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. - Introduces gem dragons to fifth edition! - Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons - Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for

dragonborn, additional spell options, and a feat - Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures--including aspects of the dragon gods, dragon minions, and more - Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

Understanding games--whether computer games, card games, board games, or sports--by analyzing certain common traits. Characteristics of Games offers a new way to understand games: by focusing on certain traits--including number of players, rules, degrees of luck and skill needed, and reward/effort ratio--and using these characteristics as basic points of comparison and analysis. These issues are often discussed by game players and designers but seldom written about in any formal way. This book fills that gap. By emphasizing these player-centric basic concepts, the book provides a framework for game analysis from the viewpoint of a game designer. The book shows what all genres of games--board games, card games, computer games, and sports--have to teach each other. Today's game designers may find solutions to design problems when they look at classic games that have evolved over years of playing.

Tabletop gaming is enjoying a huge renaissance. Sales of hobby board games have risen in double digits yearly for the past decade, with more people enjoying the physical, non-digital aspects of playing, along with the social interaction. It's one of the biggest sectors in crowd-funding platform Kickstarter.

World-renowned game designer Reiner Knizia offers 50 new easy-to-play games featuring cards and dice. These fun and novel games can be played with easily available items like standard playing cards, dice and a few counters. This book is perfect for everyone from casual game players to dedicated game designers.

Do you love gaming? Do you have ideas for games of your own and want to learn how to produce them professionally? With Think Like a Game Designer, you will learn how to overcome mental blocks to great creative work, understand players' emotional reactions and evoke the right ones, brainstorm ideas and then refine them into useable ones, follow the six steps of the core design loop for successfully designing a game, and much more. Whether you want to create video games, board games or just discover how a true creative mind works, this book has answers. -- Adapted from dust jacket.

"[A] timely book...It's All a Game provides a wonderfully entertaining trip around the board, through 4,000 years of game history." —The Wall Street Journal Board games have been with us longer than even the written word. But what is it about this pastime that continues to captivate us well into the age of smartphones and instant gratification? In It's All a Game, British journalist and renowned games expert Tristan Donovan opens the box on the incredible and often surprising history and psychology of board games. He traces the evolution of the game across cultures, time periods, and continents, from the paranoid Chicago toy genius behind classics like Operation and Mouse Trap, to the role of Monopoly in helping prisoners of war escape the Nazis, and even the scientific use of board games today to teach artificial intelligence how to reason and how to win. With these compelling stories and characters, Donovan ultimately reveals why board games have captured hearts and minds all over the world for generations.

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. Take that creative leap, and create dazzling worlds of your own! Essays by Wolfgang Baur, Keith Baker, Monte Cook, Jeff Grubb, Scott Hungerford, David "Zeb" Cook, Chris Pramas, Jonathan Roberts, Michael A. Stackpole, Steve Winter, with an introduction by Ken Scholes. NOMINATED FOR TWO ENNIE AWARDS: Best Writing and Best RPG-Related Book Praise for Prior Kobold Design Guides "Highly recommended for gaming nerds everywhere." --CityBookReview.com "If you're an aspiring pro this book is a must. If you're a rules hacker like me, this stuff is solid gold." --Berin Kinsman, UncleBear Media "A fantastic collection ... A solid 5 star rating." --Joshua Guillion, AdventureAWeek.com "An amazing collection ... from some of the best designers and writers creating role-playing game material today." --Brian Fitzpatrick, BlogCritics.org

Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business. Darkness, discovery, and death in the Underworld An encampment of the drow defending an Underworld entrance. A cathedral lit by the eerie green glow of thousands of candles. A powerful lich inhabiting the corpse of a giant petrified worm. Inside, you'll find these and more! More than a dozen standalone, single-map adventures for characters of levels 3 to 14 will challenge players with derro and darakhul encounters, fantastical locations like the Skullcap Forest and an outpost of the Ghoul Imperium, and powerful opposition like a clan of cave giants known as the Sunseeker tribe. Use these as a stop along your campaign or in a single, standalone session. Whether a party of heroes or characters of flexible moral fiber, they will enjoy the struggle and triumph of these Underworld Lairs. That is, unless the cave dragon adds them to the foundation of his ziggurat of bones! For the 5th Edition of the world's first roleplaying game.

Tabletop and board games aren't just for rainy days or awkward family events anymore. As the game industry grows, people of all ages are jumping to play "the original social network." In our ever-increasing technological world, playing old-school games is a welcome retreat from the overexposure to Instagram, Twitter, Facebook, and the rest of social media. Over the past few years, board games have become the hot new hobby. Instead of friends sitting around the same table and staring at their phones, they are now either

working with or against each other. Millions upon millions of new fans have begun to join their friends in real life for a fun game of Pandemic, 7 Wonders, or Ticket to Ride. The Everything Tabletop Games Book shows how to play some of the best tabletop games in the world, from classic strategy games like Settlers of Catan to great new games like Gloomhaven. Throughout the book, you'll learn the different genres of tabletop and board games; how to play each game; rules and strategies to help you win; and even where to play online—including new expansions to keep your favorite games fresh and exciting. So gather up some friends, pick a game from this book, and start playing! You'll be having a blast in no time.

Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms compiles hundreds of different mechanisms, organized by category. Each has a description of how it works, discussion of its pros and cons, how it can be implemented, and examples of specific games that use it. Building Blocks can be read cover to cover, used as a reference when looking for inspiration for a new design, help solving a specific problem, or assist in getting unstuck in the midst of a project. This book, the first to collect mechanisms like this in the tabletop game design field, aims to be a practical guide that will be a great starting point for beginning designers, a handy guidebook for the experienced, and an ideal classroom textbook. **Key Features** The first compendium of its kind in the tabletop game field. Covers the nuts and bolts of design to resolve specific challenges. Serves as a practical guide, a great starting point for beginning designers, and a reference for seasoned professionals. Contains discussion of a series of standalone mechanisms, in a standard format and style, with cross-links to related mechanics and specific examples. Includes hundreds of mechanism entries with accompanying diagrams and sample games to study. Ideal for professional or classroom use.

Colleen and Samuel Quaiice are teenagers living in 1897 England. During a visit to Upper Wolverhampton Bibliotheque, they discover a musty book called THE MAZE OF GAMES. Opening the book summons the Gatekeeper, a mysterious skeletal guardian who plunges the Quaiices into a series of dangerous labyrinths, populated with myriad monsters and perplexing puzzles. Only by solving their way through the Gatekeeper's mazes will the Quaiice children find their way home. Read the novel. Solve the Puzzles. Get out alive

From the bestselling author of Blood, Sweat, and Pixels comes the next definitive, behind-the-scenes account of the video game industry: how some of the past decade's most renowned studios fell apart—and the stories, both triumphant and tragic, of what happened next. Jason Schreier's groundbreaking reporting has earned him a place among the preeminent investigative journalists covering the world of video games. In his eagerly anticipated, deeply researched new book, Schreier trains his investigative eye on the volatility of the video game industry and the resilience of the people who work in it. The business of videogames is both a prestige industry and an opaque one. Based on dozens of first-hand interviews that cover the development of landmark games—Bioshock Infinite, Epic Mickey, Dead Space, and more—on to the shocking closures of the studios that made them, Press Reset tells the stories of how real people are affected by game studio shutdowns, and how they recover, move on, or escape the industry entirely. Schreier's insider interviews cover hostile takeovers, abusive bosses, corporate drama, bounced checks, and that one time the Boston Red Sox's Curt Schilling decided he was going to lead a game studio that would take out World of Warcraft. Along the way, he asks pressing questions about why, when the video game industry is more successful than ever, it's become so hard to make a stable living making video games—and whether the business of making games can change before it's too late.

Description: Many new games are from first-time designers or are self-published, so there is a tremendous thirst for information about the nuts and bolts of tabletop game design. While there are many books about the design process in terms of mechanisms and player experience, there are no books that cover the arts and crafts aspects of how to create a prototype, software and physical tools that can be used, graphic design and rules writing, and considerations for final production. **Gamecraft: Prototyping and Producing Your Board Game** presents this information in a single volume which will be invaluable for up-and-coming designers and publishers. **Key Features:** The text compiles information from many websites, blogs, Facebook groups, subreddits, and the author's extensive experience in an easy-to-read volume. The text illustrates how to lay out and assemble the physical aspects of an effective board game. The book is divided into two sections for readability and covers a large array of different techniques. Geoffrey Engelstein is the designer of many tabletop games, including The Ares Project, the Space Cadets series, The Dragon & Flagon, and The Expanse. He is the founder of Ludology, a bi-weekly podcast about game design, and a contributor to the Dice Tower podcast with his bi-weekly GameTek segments that discuss the math, science, and psychology of games. He has also published several books, including GameTek: The Math and Science of Gaming, Achievement Relocked: Loss Aversion and Game Design, and Building Blocks of Tabletop Game Design. He is on the faculty of the NYU Game Center as an adjunct professor for Board Game Design and has been invited to speak at PAX, GenCon, Metatopia, and the Game Developers Conference.

Kobolds Work a Little Magic The popular and wildly useful Kobold Guide series tackles the biggest subject in fantasy: Magic! What makes a fantasy fantastic? Magic, of course! Whether it's unearthly beasts, scheming sorcerers, legendary swords or locales that defy logic and physics, a compelling fantasy story needs magical elements. The tricky part is that in order for the story to work, you have to get your reader or player to believe the unbelievable. The Kobold Guide to Magic takes you behind the scenes to learn the secrets of designing and writing about magic from 20 top fantasy authors and game designers. Find out how to create more compelling, more interesting, and more playable magic at your table or in your stories—with the word from some of the most talented creators working today. The topics are wide-ranging, from the secrets of Irish magic to tricks of impractical magic, from how to generate a sense of wonder at the gaming table to how to rejigger the teleport spell for stronger adventures to how to sell a character's soul and

how to run a game with visions and prophecies. There's even sections on the magic of J.R.R. Tolkien and the tools available to a game master for making magic their own. The Essential Guide to Magic in Fiction and Games This essential companion for fantasy gamers and readers alike feature essays by: Wolfgang Baur Clinton Boomer David Chart David "Zeb" Cook James Enge Ed Greenwood Jeff Grubb Kenneth Hite James Jacobs Colin McComb Richard Pett Tim Pratt John Rateliff Thomas Reid Aaron Rosenberg Ken Scholes F. Wesley Schneider Amber E. Scott Willie Walsh Martha Wells Steve Winter This latest volume in the best-selling and award-winning series of Kobold Guides tackles the mystery at the heart of the fantasy genre. Improve your game and expand your magical power with the Kobold Guide to Magic! This book ships early in 2014 and will be in high demand. Don't miss out, and get it in print before everyone else!

"The topics explored include the varying types of games, vital preliminaries of making a game, the nuts and bolts of devising a game, creating a prototype, testing, designing levels, technical aspects, and assessing nature of the audience. With practice challenges, a list of resources for further exploration, and a glossary of industry terms, this manual is essential"--Provided by publisher.

The world of Midgard is a dark land filled with deep magic. It is an age of war, where dark things stir and omens are dire. This complete campaign setting, fully updated and expanded for use with the 5th Edition of the world's first roleplaying game, provides gamemasters everything needed to send their players on adventures where heroes must stand against the dark, driving it back with spell, steel, and cunning!

In this volume, people of diverse backgrounds talk about tabletop games, game culture, and the intersection of games with learning, theater, and other forms. Some have chosen to write about their design process, others about games they admire, others about the culture of tabletop games and their fans. The results are various and individual, but all cast some light on what is a multivarious and fascinating set of game styles.

In Advanced Game Design, pioneering game designer and instructor Michael Sellers situates game design practices in a strong theoretical framework of systems thinking, enabling designers to think more deeply and clearly about their work, so they can produce better, more engaging games for any device or platform. Sellers offers a deep unifying framework in which practical game design best practices and proven systems thinking theory reinforce each other, helping game designers understand what they are trying to accomplish and the best ways to achieve it. Drawing on 20+ years of experience designing games, launching game studios, and teaching game design, Sellers explains: What games are, and how systems thinking can help you think about them more clearly How to systematically promote engagement, interactivity, and fun What you can learn from MDA and other game design frameworks How to create gameplay and core loops How to design the entire player experience, and how to build game mechanics that work together to create that experience How to capture your game's "big idea" and Unique Selling Proposition How to establish high-level and background design and translate it into detailed design How to build, playtest, and iterate early prototypes How to build your game design career in a field that keeps changing at breakneck speed

Second Quest is a stand-alone graphic novella inspired by Zelda. It's an original story about a young woman from a small town in the sky who begins to suspect that the legends about her home aren't true. When Kendra and Seth return to Fablehaven, they discover that Grandpa Sorenson has asked three specialists to protect the property from the Society of the Evening Star, a group determined to steal an artifact of great power from the preserve. Reprint.

The latest in the award-winning and fan-favorite series of Kobold Guides tackles gameplay head-on, with advice from everyone from veterans to talented newcomers on how to make a tabletop RPG session snap, crackle, and shine! Writers on include Frank Mentzer, Keith Baker, Zeb Cook, James Jacobs, Monica Valentinelli, Shanna Germain, and many other well-known industry vets and long-time GMs.

The definitive guide for anyone with a game idea who wants to know how to get it published from a Game Design Manager at Wizards of the Coast, the world's largest tabletop hobby game company. Do you have an idea for a board game, card game, role-playing game or tabletop game? Have you ever wondered how to get it published? For many years Brian Tinsman reviewed new game submissions for Hasbro, the largest game company in the US. With The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-playing Games & Everything in Between! he presents the only book that lays out step-by-step advice, guidelines and instructions for getting a new game from idea to retail shelf.

Since 1980, in-the-know computer gamers have been enthralled by the unpredictable, random, and incredibly deep gameplay of Rogue and those games inspired by it, known to fans as "roguelikes." For decades, this venerable genre was off the radar of most players and developers for a variety of reasons: deceptively simple graphics (often just text characters), high difficulty, and their demand that a player brings more of themselves to the game than your typical AAA title asks. This book covers many of the most prominent titles and explains in great detail what makes them interesting, the ways to get started playing them, the history of the genre, and more. It includes interviews, playthroughs, and hundreds of screenshots. It is a labor of love: if even a fraction of the author's enthusiasm for these games gets through these pages to you, then you will enjoy it a great deal. Key Features: Playing tips and strategy for newcomers to the genre Core roguelikes Rogue, Angband, NetHack, Dungeon Crawl Stone Soup, ADOM, and Brogue The "lost roguelikes" Super Rogue and XRogue, and the early RPG dnd for PLATO systems The Japanese console roguelikes Taloon's Mystery Dungeon and Shiren the Wanderer Lesser-known but extremely interesting games like Larn, DoomRL, HyperRogue, Incursion, and Dungeon Hack "Rogue-ish" games that blur the edges of the genre, including Spelunky, HyperRogue, ToeJam & Earl, Defense of the Oasis, Out There, and Zelda Randomizer Interviews with such developers as Keith Burgun (100 Rogues and Auro), Rodain Joubert (Desktop Dungeons), Josh Ge (Cogmind), Dr. Thomas Biskup (ADOM), and Robin Bandy (devnull public NetHack tournament) An interview regarding Strange Adventures in Infinite Space Design issues of interest to developers and enthusiasts Author Bio: John Harris has bumped around the Internet for more than 20 years. In addition to writing the columns @Play and Pixel Journeys for GameSetWatch and developer interviews for Gamasutra, he has spoken at Roguelike Celebration. John Harris has a MA in English Literature from Georgia Southern University.

Do you have game ideas collecting dust in the back of a closet or the back of your head? Dust them off, pick up this book, and discover the simple steps to turning your concept to cash in today's game market. Long-time industry veteran gives a concise and complete insider's view of this fascinating world and shares the process of licensing or publishing your board game, card game, or party game for profit. Find out how the industry works and what companies are looking for in a game. Examine what makes a good game good while understanding the basics of prototyping and play testing. Gain the knowledge on how to best approach companies to maximize your chances of success. Learn how to protect your idea and how to strike a deal when the call comes. It is all covered step-by-step in this easy-to-follow guide to game design.

What games can teach us about life, the universe and ourselves. If you shuffle a deck of cards what are the odds that the sequence is unique? What is the connection between dice, platonic solids and Newton's theory of gravity? What is more random: a dice tower or a number generator? Can you actually employ a strategy for a game as basic as Rock-Paper-Scissors? These are all questions that are thrown up in games and life. Games involve chance, choice, competition, innovation, randomness, memory, stand-offs and paradoxes - aspects that designers manipulate to make a game interesting, fun and addictive, and players try to master for enjoyment and winning. But they also provide a fascinating way for us to explore our world; to understand how our minds tick, our numbers add up, and our laws of physics work. This is a book that tackles the big questions of life through the little questions of games. With short chapters on everything from memory games to the Prisoner's Dilemma, to Goedel's theorems, GameTek is fascinating reading anyone for who wants to explore the world from a new perspective - and a must-read book for serious designers and players. PRAISE 'Math, physics, psychology and all the other stuff you didn't even realise you were using while playing board games! Dr E has opened the door to the game under the game in fascinating, fun detail. Now you have NO reason to ever lose again! Rock!' Tommy Dean, board-gamer and stand-up comic

Fight the Monster in its Den... If You Dare! Book of Lairs brings you 24 great monster lairs for 5th Edition play of the world's greatest roleplaying game! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, area hazards, tactics, and treasures. Stage your 5th Edition fights in unforgettable locations like: Alchemist's Guildhall Necromancer's Cistern Den of the Rotten Kings Lost Halls of Everforge Citadel of the Void Dragon Tomb of the Scorpion Prince Imperial Ghoul Outpost Umbral Vampire Lair Sky Stairs of Beldestan And 15 more! Designed by some of the top names in the RPG industry, Book of Lairs is sure to add an aura of wonder and mystery to your game! Book of Lairs uses standard monster as well as surprising new creatures from the Tome of Beasts, and both monster books are required for maximum playability. A DM's version of each lair map is included with numbered locations. An additional digital map pack is available from Kobold Press for use with a projector or for online play The ENNIE Award-winning Kobold Guide series returns with The Kobold Guide to Monsters! This definitive tome about tabletop RPG creature creation and their use at the gaming table contains invaluable insight and advice from some of the top minds in roleplaying game design today. A wide range of philosophy and perspectives are on display in these pages, including how to design monsters based on mythology, literature, or pop culture; how to balance a monster's flavor with functionality; how to reskin monsters for any genre of campaign; how to make friends with even the most snarling beasts; how to tell a story with an encounter; how to best pace an encounter, and much more. With essays grouped by subject matter, from monster design to encounter design, and presented in thoughtful progression, this tome is the perfect companion for Game Masters and players alike who want to learn from the very best. It's a great gift for budding game designers, and it's the perfect impulse buy for games of all stripes!

This collection explores monetary institutions linking Europe and the Americas in the seventeenth to nineteenth centuries.

An entertaining and comprehensive guide to low stakes poker introduces the basics of the popular game, covering such topics as betting, bluffing, strategy, and more; provides tips on how to host the perfect poker evening at home; presents hilarious profiles of archetypal poker characters; and describes the different varieties of poker, from Follow the Queen and Baseball to esoteric and offbeat variations. Original.

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