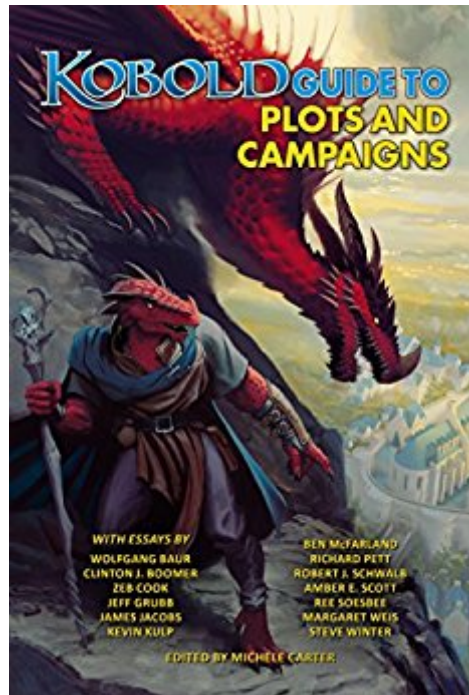


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# Kobold Guide To Plots & Campaigns (Kobold Guides Book 6)



## Synopsis

The Best Role in Roleplaying! Whether you're a new gamemaster or a seasoned vet looking for a new angle to shake up your game, these 19 essays by expert gamemasters help construct your campaign from the ground up--and keep your players engaged until the dramatic conclusion. Kobold Guide to Plots & Campaigns shows how to begin a new campaign, use published adventures or loot them for the best ideas, build toward cliffhangers, and design a game that can enthrall your players for month or even years. Want to run an evil campaign, or hurl the characters into unusual otherworldly settings? Want to ensure that you're creating memorable and effective NPCs and villains? We've got you covered. Complete with discussions on plotting, tone, branching storytelling, pacing, and crafting action scenes, you'll find all the tips and advice you need to take on the best role in roleplaying--and become an expert gamemaster, too! Featuring essays by Wolfgang Baur, Jeff Grubb, David "Zeb" Cook, Margaret Weis, Robert J. Schwalb, Steve Winter, and other game professionals.

## Book Information

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## Customer Reviews

So, I got this product after seeing it in a GenCon add and figured why not. I own some of the other Kobold Guides to World Building and etc so I knew the style of a bunch of different articles from different people. At first I was just going to go to the articles that interested me most but then I just fell into reading each one from front to back, SO WELL DONE! The book tackles playing Evil Characters, how to put weirdness in your games (Think Horror or Lovecraft Weird), Complex plotting, Doing cliffhangers, and much more. The advice each person gives is super solid and really can fit into any type of RPG game that you would want to run (not just Heroic Fantasy). Keep up the great work Kobold Press!

This is a good book full of sort essays by luminaries in the role-playing game industry. They give tips and perspectives about all facets of running a game, My favorite section is by Richard Pett where he takes time to talk about making memorable NPCs. He provides two d50 tables and a sample of how he uses this.

Wouldn't it be great if you could sit down and pick the brain of some truly great and experienced GMs and game designers and learn how to improve your own GM sessions, whether you're doing prepared modules or homebrewed designs? Well, essentially, that's what you get with this Kobold Guide. Like others in the series, it's collection of essays that cover various topics. The downside to this format is that not everything will be related to what you're interested in. For instance, I ended up highlighting probably half of Kevin Kulp's "Oral Tradition" essay given how many useful tidbits it provided, while other essays weren't nearly as useful. Still, I suspect there's more than enough in this book to make it worth it for GMs of all levels of experience, and the advice is going to apply to any rule system that you happen to play.

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