

# Kobold Guide to Magic



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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

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## 标签

工具书

奇幻

TRPG

## 评论

狗头人指南系列的第4本。

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## 书评

与此系列其他指南相同，本书也是类似论文集的形式。其中文章的质量和可读性参差不齐，好坏两个极端的例子都有，而且有些近似观点在不同篇目中被重复提到。另外，感觉整体内容的倾向跟自己之前的预想有不小偏移……但整体上而言，还是有所

收获的。 【以下是阅读之时随手记下...

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