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US35014 - The Goblin's Handbook of Magic - Game Theory (EN Edition)



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Product Description

The Goblin's Handbook of Magic

What makes fantasy fantastic? The magic, of course! Be it unearthly creatures, scheming wizards, legendary swords or locations where the laws of logic and physics are suspended - an exciting fantasy story needs a magical element. For a story to work, however, you need to get the reader or player to believe the unbelievable, and that's not so easy.

The Goblin's Handbook of Magic gives you the professional secrets of 20 successful fantasy authors and game developers. You'll learn how to make magic exciting and engaging to experience - in games and in stories. The topics covered are varied, from the magic of Ireland and magic that doesn't work, to creating a 201E Sense of Wonder 201C at the gaming table and changing a teleport spell for a better story, to how to sell a character's soul or run a campaign involving visions and prophecies.

There's even a section on J.R.R. Tolkien's magic and what tools can help the game master in dealing with it.

With essays by: Wolfgang Baur, Clinton Boomer, David Chart, David 201CZeb201D 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

- Type: Game Theory (Kobold Manuals)
- Language: German
- Number of pages: 160

Specifications

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