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Edited by Sana Silverstein





The KOBOLD Guide to Worldbuilding

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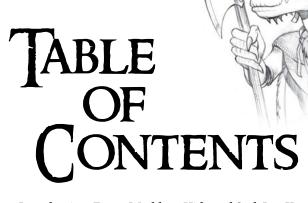
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# THE KOBOLD GUIDE TO WORLDBUILDING

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### Introduction

# FOSTER WORLDS TO HIDE AND SEEK IN

Ken Scholes

ike many of you, I've been visiting its worlds with an eye toward buying real estate for a long time now. My resport has more stamps in it than I can count.

I've been to Barsoom with John and Dejah, then tracked down Carson on Amptor. I took a nice, long with the ligh Middle-earth with Bilbo, Frodo, and Company before dropping by arrakis to see how Paul's spice mining was going. I visited Almuric on my way to Hyborea to spend time with Esau and Conan (respectively). And then eventually, I found myself in hot water in Greyhawk's village of Hommlet (I lost two fingers to a giant frog there!) and spent many hours wandering the quarters of Baldur's Gate in the Forgotten Realms.

I am a traveler of many worlds.

I needed to be because this one just wasn't good enough for me. So these others became foster worlds, if you will, where I could play hide and seek with myself through books and with my friends through gaming. And I know I'm not alone. I remember Tim Powers telling my Writers of the Future Workshop that we wouldn't write what we write if we were at home in this world. It resonated with me and I suspect some others.

And somewhere along the way, it wasn't good enough for me to play hide and seek in the worlds of others—I was compelled to join the pantheon of gods who make worlds of their own. I started, like many of us, with my *Dungeons & Dragons* boxed set, a pad of graph paper, and a brain filled with all of the worlds I'd already visited by that time. It didn't hurt at all that somewhere along the way, TSR provided a list of all the other worlds out there that one could turn to for inspiration in