**>On Game Design:**

<http://www.indie-rpgs.com/articles/1/>

<http://www.diku.dk/~torbenm/Troll/RPGdice.pdf>

<http://www.therpgsite.com/showthread.php?t=21479>

<http://www.gamesprecipice.com/category/dimensions/>

<http://angrydm.com/2014/01/gaming-for-fun-part-1-eight-kinds-of-fun/>

**>Online Play:**

<https://roll20.net/>

<https://www.obsidianportal.com/>

**>Games archive:**

<http://www.darkshire.net/~jhkim/rpg/freerpgs/fulllist.html>

<http://www.darkshire.net/~jhkim/rpg/theory/>

<https://docs.google.com/document/d/1FXquCh4NZ74xGS_AmWzyItjuvtvDEwIcyqqOy6rvGE0/edit>

<https://mega.nz/#!xUsyVKJD!xkH3kJT7sT5zX7WGGgDF_7Ds2hw2hHe94jaFU8cHXr0>

**>Dice Rollers**

<http://anydice.com/>

<http://www.anwu.org/games/dice_calc.html?N=2&X=6&c=-7>

<http://topps.diku.dk/torbenm/troll.msp>

<http://www.fnordistan.com/smallroller.html>

<http://www.random.org/dice/>

**>Tools and Resources:**

<http://www.gozzys.com/>

<http://donjon.bin.sh/>

<http://www.seventhsanctum.com/>

<http://ebon.pyorre.net/>

<http://www.henry-davis.com/MAPS/carto.html>

<http://topps.diku.dk/torbenm/maps.msp>

<http://topps.diku.dk/torbenm/maps.msp>

[https://mega.nz/IETzo0d47KrCf-AdYMrld6H6AOh0KRijx2NHpvv0qNg#!ZUMAhQ4A!](https://mega.nz/#!ZUMAhQ4A!IETzo0d47KrCf-AdYMrld6H6AOh0KRijx2NHpvv0qNg)

**>Design and Layout:**

<http://erebaltor.se/rickard/typography/>

<https://drive.google.com/folderview?id=0B>