

Summer 2012 #22

SOARING DRAGONS

KOBOLD

Quarterly™



Barbatos
Golarion Arch-Devil

Varisia 

Preview 



**New Archer
Spells**



Firearms

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The Dragon's Steamhall • 15 Magic Dwarven Rings • Clockwork Stalker
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9 Monsters for Castles & Crusades • Jason Buhlman Q&A
Howling Tower • Ask the Kobold • Contest Winner • and Much More!

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Editorial:

The Ground Has Shifted

You may have noticed that the fantasy RPG field is undergoing one of its occasional bouts of ferment and change. *Pathfinder* RPG is still the top of the heap, 4th Edition is fading slowly from the spotlight despite a big following—and a public playtest brings the hope of a glorious, shiny new 5th Edition. New systems like *13th Age* are on press or soon will be. And both newer systems like AGE and *Savage Worlds*, and older ways of doing things in the form of *Castles & Crusades* or *Swords & Wizardry* or *Lamentations of the Flame Princess*, all have their adherents. It is a great time to be a tabletop gamer!

So Switzerland just got a little bigger this issue. We've got coverage of more fantasy games and game styles than usual (with a huge helping of *Pathfinder* RPG, as we often do—including one article by Paizo ace Wes Schneider). At the same time, let me put out a very public call for 5th Edition articles, *13th Age* articles, and anything else you'd like to see covered here in future—heck, check the KQ Forums for a poll on this subject. I will say that while 4th Edition articles have slowed

to a trickle, I don't want to do more than 90% *Pathfinder* RPG. There's always something you can learn from seeing how someone else runs their game, and which rules, story elements, or GM tricks make it memorable. And hey, it's fun to mess around with something weird on the side. Send us a *Gamma World* query, what the hell. Submission guidelines are on the KQ website.

In this time of changing systems and changing games, you might say, "But we're still playing 3.5, and we're really happy with it!" No worries. KOBOLD QUARTERLY has always offered system-independent advice, sage design insights, d20 house rules, and system-less tweaks and setting material. That's not going to change, and you'll see Monte Cook, Steve Winter, and others continue to share their experiences and suggestions for better play. Because at the end of the day, no matter which rules you love best, we're all happy to have that spark of greatness that makes this week's game better than last week's, and KOBOLD is here to help.

Onward!

Wolfgang Baur

Kobold in Chief

