

Annual 2008 Issue 6

CLOCKWORK ORACLES

Wolfgang Baur Presents

KOBOLD

Quarterly™

A tiny little magazine of Kobolds & Dragons

Blood Magic

Ecology
of the **Phantom
Fungus**

The Truth
About **Tieflings**

by David "Zeb" Cook

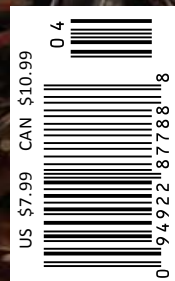
The
**Paladin's
Code**

Interview with
Monte Cook

New Ioun Stones / Secret Messages / Mythos Monsters / Crab Fortunetelling
Alchemist's Lair / Ask the Kobold / Knights and Pawns / Book Reviews / Zobeck

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On the Cover

Pat Loboyko's first cover for KQ is a simple look at how a blood mage puts on a suit of armor. Hey, we said simple, not pretty.

For more blood magic, see the article on page 58.

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Three Clones Later

I've always loved summer as a season for gaming. Sure, it's hot and sunny, and you could go outside. But it's also the convention season, with GenCon and Origins and all the rest. And it's awards season, with ENnies and Origins Awards and... Well, ok, it's really just those two.

Combine the publishers launching their biggest releases of the year, and the awards honoring the greatest games of the last year, and it's easy to find something great to try out in the summer months. It's a prime time for RPGs.

And there's a good reason for this. School's out. Summer's a good time for college students and high school types alike to find a different reason to pull an all-nighter. Man, I miss having the summer off for massive gaming. Fortunately, I don't have to miss convention season.

My first convention experience was GenCon at the University of Wisconsin - Parkside. The dealer room was tiny by current standards, but I went to each booth and checked it out. I stopped in my tracks at the West End Games booth, where a bearded fellow was showing off some kind of SF game. It was a new-game demo (something I'd never seen before), and my pause in front of the booth gave the proprietor all the opening he needed.

"Hi, I'm Ken. Come try out PARANOIA!" he said. I didn't need to be asked twice.

The demo was short and funny and brutal (I think I lost three clones in 10 minutes), but I loved it and I bought the game on the spot. It was so new, the boxed part of the boxed set wasn't available yet. I didn't care, Ken made it so entertaining, and ran the system with a laugh and a wink. How could anyone not love this game? Humor in an RPG, amazing!

At the time, I was took my gaming maybe a little too seriously, looking down on anyone who mocked an



adventure's flaws, or played Chaotic Silly characters, or even (gasp) had too much fun joking during the game.

That demo made me loosen up a little (though I confess, I still take my gaming serious rather than humorous). I took the booklets home, ran a few entertaining games of it (more entertaining for me than for the players, I fear, as they wanted to go back to D&D pretty quickly after losing their first few clones).

I realized later that "Ken" was "Ken Rolston", the game's designer, listed right there in the credits. Holy cow, I should gotten an autograph! I'd gotten a demo directly from the designer. I was sold on the value of conventions from that day forward.

Putting together the first convention issue of KQ has been a blast. Yes, we've done a fifth issue of a quarterly magazine! Squeezing another issue into the schedule did involve a lot of scrambling, but if you like it and the con season goes well for us, we'll do this every year for GenCon. If it goes poorly and no one cares, well, we won't.

So please show your friends that KOBOLD QUARTERLY is worth their hard-earned cash! With the articles in this issue, it should be pretty easy: the truth about tieflings from the designer who invented them, an ecology with a Mythos spin, and knightly feats, blood magic, and more.

Share your comments on this issue's articles, request an article, or send us your own summer gaming and convention stories. Did your dice melt in the heat? Did you stay up till dawn? Let us know!

Direct your couriers, *message* spells, sealed letters, and email to letters@koboldquarterly.com or to Kobold Letters, PO Box 2811, Kirkland, WA 98083.

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