

Spring 2009 Issue 9

EXPANDED 4TH EDITION COVERAGE

KOBOLD

Quarterly

A Magazine of Kobolds & Dragons

Ecology of the

MAENAD

Monte Cook's

GAME THEORIES

WARLOCKS & PATRONS

Interview with

DAVE ARNESON

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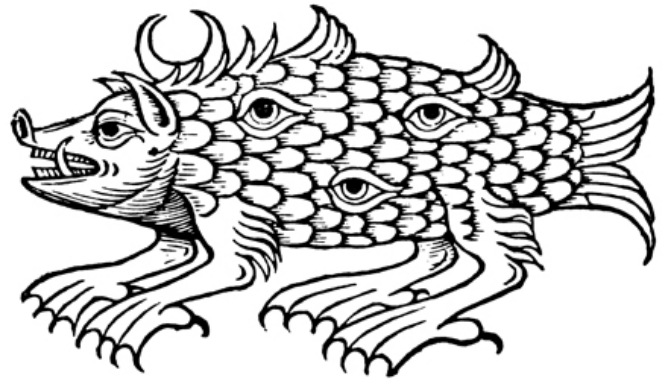
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A Season of New Things



We're almost done with the design portion of *Halls of the Mountain King*. Hard to believe it, but that tale of greed, corruption, goldlust, and betrayal has come together in record time. And now we're preparing to do something different with the design: we're planning to make it the first Open Design adventure that ships for two systems, offered both for OGL/3rd Edition and later for 4th Edition.

It's a huge first for the Open Design patrons and its central designers, many of whom also contribute to these pages. And I think it's a sign that perhaps the edition wars are finally winding down; both groups of patrons for that mega-adventure are getting the adventure they want to play, designed the way they want it, and all my early fears of 3E and 4E gang war were completely overblown. At least, once I promised that the mega-dwarven adventure would appear in both formats.

Which is all a long-winded way of saying, we're moving to support a little more 4th Edition this issue than last. There's five articles here that offer something explicitly for fans of that edition, and twice that many articles for the OGL fans. It's a precarious balance, but we want to continue to cover all the realms of gaming, and that means the new edition too. We hope to provide a neutral ground, rather than becoming, oh, the city that is sacked by partisans of both armies in the Edition Wars. So far, I am pleased to report, gamers seem to be continuing to play their game of choice with collateral damage being limited to online flame wars.

I expect to get a few angry emails asking for refunds (and I'll be happy to provide them), but the magazine

does have to serve both sides of the gaming house, and we will.

To go back to the first edition for a moment. I'm very happy to present the interview with Dave Arneson, the co-inventor of the hobby we all love, with his insights in game design and RPG history. Frankly, that's an interview we've been chasing since the 'zine was just a glimmer in the old editorial eye, and we're very proud to feature Mr. Arneson in these pages.

There's also first of what I hope will be many more of Monte Cook's columns, titled "Game Theories." In addition, 3rd Edition designer Skip Williams, whose Ask the Kobold column has proven so popular on the KOBOLD QUARTERLY Web site, returns to the print pages with his Ask the Kobold column.

Finally, I'm happy to announce that the Kobold Ecologies book is at the press and should be available for purchase in the KQ store by the time this hits print. It is a collection of all the Ecology articles from these pages plus three new ecologies by Clinton Boomer, Joshua Stevens, and yours truly, to create a hybridized beast of editions and mayhem that will get any DM's creative sparks flying. Check it out.

As always, direct your protests, goons, goblins, treasure fleets, couriers, courtesans, *message* spells, sealed letters, *explosive runes*, songbirds, and email to letters@koboldquarterly.com or to Kobold Letters, PO Box 2811, Kirkland, WA 98083.

Wolfgang Baur
Kobold in Chief