

QUESTIONS ABOUT RPG DESIGN?

*Monte Cook, Ed Greenwood, Mike Stackpole
and other industry veterans have the answers
you asked for...and the advice you need!*



Want to create great new adventures, monsters and magic for your RPG campaign? Maybe even design your own game?

The **COMPLETE KOBOLD GUIDE TO GAME DESIGN** offers nearly 300 pages of in-depth essays on what makes RPGs tick. Get time-tested advice from the top designers in the industry—now with all-new material by Wolfgang Baur, Mike Stackpole and others!

**BUY THE *COMPLETE KOBOLD GUIDE TO GAME DESIGN* TODAY AT
KOBOLDQUARTERLY.COM**

PATHFINDER
ROLEPLAYING GAME™

Fearsome Foes Await!

Sample file

MYTH AND MAGIC FROM ACROSS THE SEA!

PATHFINDER BESTIARY 3

AVAILABLE NOW!



PAIZO.COM/PATHFINDER

Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2011 Paizo Publishing, LLC.

Sample file

INDY

GEN CON

THE BEST FOUR DAYS IN GAMING!

NO GAME LEFT BEHIND

There is a rite of passage for gamers. It's called Gen Con. Since 1967, the word has spread and a legend has grown – if it can be played, this is where you find players playing it. TCGs, RPGs, LARPs, miniatures, electronic and board games are just a fraction of the fun. "The Best 4 Days In Gaming!" is more than a promise. It's written in stone.

AUGUST 16-19, 2012

INDIANAPOLIS, IN

gencon.com

Co-Sponsor



Co-Sponsor



Don't get left behind. Join the
game convention that started it all.
Pre-register before June 30
and save some resources.

CONTENTS

EDITORIAL

Hitting the Target.	4
-----------------------------	---

FEATURES

The Elven Archer	8
-----------------------------------	---

by John E. Ling, Jr.

The *Pathfinder Roleplaying Game* scores a bulls-eye with this all-new, race-exclusive base class.

Arrows of the Arbonesse	14
--	----

by Jarrod Camiré

From tangling webs to choking fog, the Arbonesse elves fashion arrows to make any archer superhero green with envy.

Derro Ooze Magic	16
-----------------------------------	----

by Nicholas L. Milasich

Learn ogygian spells of filth and decay gleaned from slimes and oozes by the derro, and recruit the mindless, spineless scavengers as loyal familiars.

Servants from Beyond	26
---------------------------------------	----

by Mario Podeschi

Strike bargains of power, glory, and fame with these four cosmic creatures from the furthest realms of creation.

CHARACTERS

Putting the Band Back Together	46
---	----

by Stefen Styrsky

AGE of Specialization	52
--	----

by Randall K. Hurlburt

The Bardic Arts	60
----------------------------------	----

by Aaron Infante-Levy

Unearthed Ancestry	68
-------------------------------------	----

by Jerry LeNeave

Fish of Legend	73
---------------------------------	----

by Crystal Frasier

DESIGN AND DMING

Night Terrors	34
--------------------------------	----

by Jack Graham

Captured in the Cartways	40
---	----

by Christina Stiles

Fey Hunters & Shadow Hounds	48
--	----

by Christopher Bodan

Small Spirits	64
--------------------------------	----

by Matthew J. Hanson

Make Haste!	70
------------------------------	----

by Ron Lundeen

COLUMNS

The Power of the Game Master	38
---	----

by Monte Cook

Ask the Kobold	62
---------------------------------	----

by Skip Williams

Kobold Diplomacy: Bardic Charisma Meets Crunch and Chickens . . .	54
--	----

by Jeremy L. C. Jones

Coming Next Issue	79
------------------------------------	----

by Kobold Staff

Book Reviews	76
-------------------------------	----

by William Banks, Ben McFarland, Wade Rockett, and Pierce Watters

Free City of Zobeck: The Ruins of Arbonesse	80
--	----

by Jeff Grubb

COMICS

Bolt & Quiver	20
------------------------------------	----

d20 Monkey	44
-----------------------------	----

10'x 10' Toon	78
--------------------------------	----



ON THE COVER

The winter season brings us the "Snow Queen" by Richard Clark, whose work was previously featured on the cover of issue #11

Sample file

Editorial:

Hitting the Target

I've loved archery since before I was old enough to pull a bow. I remember the Walt Disney Robin Hood movie, and Robin Hood books in general, introducing me to a wonderland of heroes fighting for justice in a cruel world. Their arrows flew unerringly through the air to pin evildoers to trees, separate money-sacks from belts, and sever the hangman's cruel rope. This was very different from the swords and lances and heavy armor of King Arthur's knights. They always struck me as jocks, and maybe a little bit too blue-blooded for me to aspire to.

But the archers were always the sorts of heroes I could understand. Anyone, even a peasant, can draw a bow and go hunting. And the archer isn't caught in the chaos of melee, where size and speed are important. For an archer, aim and skill are the thing. Archery also appealed to me because it was rather more an individual sport than, say, running a tourney full of riders and lancers.

The main consideration, of course: my local parks department did not offer classes in horsemanship, jousting,

or grand melee. Rather a pity. Maybe kids today have a wider range of feudal sports available.

In any case, I spent a summer or two shooting at targets 30 feet away, then 40 feet, drawing a rather scrawny bow (20 lb pull). The arrival of Olympic archery opened my eyes to the magnificence of a recurved bow with sights and pulleys. The bow hunters were another eye-opener (imagine having to get about 40 feet away from a deer instead of 140 feet). And of course, the sheer badassery of Bard of Lake Town shooting down Smaug with his black arrow was the highlight of *The Hobbit* for me. Archers kill dragons, and the dwarves just stick around to claim the loot. Archers earned it.

So to me, archers have always been cool. This issue, we celebrate the women and men who nock the arrows and let fly. With a new elvish archer base class, hunting in the forests, and new arrows, there's lots of tools for both player and DM who seek to hit the target.

What's your favorite archery story?

Wolfgang Baur

Kobold in Chief



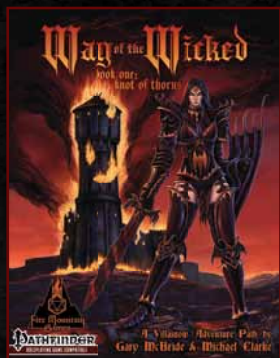
Way of the Wicked

book one:
knot of thorns

Be the Bad Guy

How many times have
you saved the world?

This time the world
needs saving
from you.



An Adventure Path featuring 20 levels
of Irredeemable Villainy

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



www.firemountaingames.com