THE DEFENDERS OF

Richard Green & Brian Liberge



THE DEFENDERS OF MOCION

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INTRODUCTION

Journey into Midgard with the system of your choice! The next iteration of *Dungeons & Dragons* is on the horizon, and players have more options than ever to get their tabletop fantasy fix. This project was made possible by the generous patrons of the *Midgard Bestiary* for 4th Edition. We think you have excellent taste.

The options in this book showcase what makes Midgard unique and fun for players. We focused on granting options that can be of use immediately, so almost everything is for the heroic tier of play. With this in hand, you can craft a Midgard player character who stands out from the PCs of any other setting. Have fun, and be wary of gods and giants.

-Brian Liberge, Lead Designer

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CLOCKWORK MAGE

Don't mind my little brass friend here-he won't hurt you!

Stories claim the magic of clockwork is derived from a divine gift, explaining that the weaver goddess who became Rava of the Gears granted knowledge of these devices and automatons to one of her earliest followers. Others say that the arcane power of clockwork magic was discovered by an artificer who harnessed steam and gearworks to build the first device, then animated the resulting contraption with primitive enchantments.

Regardless of the murky origins of your power, as a clockwork mage, you are a master of time manipulation, constructs, and mechanical devices of various kinds. You studied hard at the Arcane Collegium in Zobeck, a city with a long-standing interest in automatons, golems, and other constructs, and you have now graduated into the world at large.

BUILDING A CLOCKWORK MAGE

Class Prerequisite: Any arcane character, although wizards typically have the discipline required to study the complicated grimoires and schematics involved in clockwork magic.

Race Prerequisite: None. Humans, dwarves, and kobolds all make good clockwork mages.

STARTING FEATURE

As a clockwork mage, you gain a clockwork companion, which is a small humanoid construct you have built during your time studying at the Arcane Collegium.

Benefit: Your clockwork companion is an ally to you and your allies. It can be affected by powers in the same way that any other creature can be. It has limited intelligence, so you can communicate with it only at a basic level. Although your allies can talk to your companion and make themselves understood if they keep things simple, they cannot interpret its clicking and whirring responses.

The clockwork companion's level is equal to yours, and its hit points, defenses, and attack values are determined by your level. It does not have healing surges. If your companion is dropped to 0 hit points during combat, it is disabled. You can repair your companion, restoring it to full hit points, during a short rest.



Small natural animate (construct)		
HP your bloodied value	Initiative equal to yours	
AC 17, Fortitude 15, Reflex 10, Will 11	Perception equal to	
(Add your level to each defense)	yours +2	
Speed 5	Darkvision	
STANDARD ACTIONS		
(] Hammer Fist ♦ At-Will		
 Attack: Melee 1 (one creature); your level +5 vs. AC Hit: 1d8 + one-half your level damage, and the target grants combat advantage until the end of your next turn. Level 21: 2d8 + one-half your level damage. 		
Skills Athletics +9, Nature +11 Str 16 Dex 8 Wis 10 Con 16 Int 3 Cha 3		

While you are within 20 squares of your companion, it needs your guidance to act. You take actions so that it can do something, and its initiative is the same as yours.



Standard Actions: You must take a standard action for your companion to take one.

Move Actions: Whenever you take a move action, your companion can also take one. Alternatively, you can use your move action to command your companion to move while you stay put.

Minor Actions: You must take a minor action for your companion to take one.

Free Actions: Your companion can take free actions without you taking an action to command it.

Triggered Actions: For your companion to take a triggered action, you must take the same kind of action to command it to do so. For example, you will need to take an opportunity action to command your companion to make an opportunity attack against an enemy that has left one of its threatened squares.

Acting Independently: If you are more than 20 squares away or unable to command your companion, it can act on its own but it can take only a standard, move, or minor action on its turn. It can take opportunity actions and free actions, but not immediate actions.

Additional Features

You gain mastery in clockwork magic, which enhances your ability to communicate and program your creations as well as those of others.

LEVEL 5 FEATURE

As your knowledge of clockwork magic grows, you gain the ability to speak to, and empathize with, all types of clockwork constructs.

Benefit: You gain a +4 bonus to Diplomacy checks when talking to clockwork creatures, gearforged, and golems, and you communicate with them in the language of machines. This can allow you to gain more complex information from your companion and other clockworks of low intelligence, at your gamemaster's discretion.

LEVEL 10 FEATURE

Your mastery of clockwork magic grants you the ability to program your clockwork companion so it can cast one of your arcane spells.

Benefit: You spend five minutes programming your companion with the ability to cast one of your at-will or encounter attack or utility powers of 7th level or lower. While your companion possesses the ability to use the power you choose, you are unable to use that power yourself.

Your companion can use this power during a single encounter, treating at-will and encounter powers normally. It loses the ability at the end of the encounter. You can reprogram your companion at the end of a short rest to give it a different power, or remove the ability and restore it to yourself.

OPTIONAL POWERS

Your skills with clockworks grant you knowledge of how to heal and direct your companion, plus grant you some limited clockwork abilities.

LEVEL 2 UTILITY POWER

With every task you and your companion take on, wear and tear inevitably slows down your clockwork friend. You've learned to repair problems while in the field.

Repair Clockwork Companion Clockwork Mage Utility 2

You tinker around with the insides of your companion, replacing loose screws and lubricating stiff joints.

Encounter • Arcane, Healing Standard Action Melee touch Target: Your clockwork companion

Effect: The target regains a number of hit points equal to your healing surge value.

LEVEL 6 UTILITY POWER

Sometimes all it takes for your clockwork to avoid getting pushed around by others is a command from you. And sometimes you want it to stand in harm's way. With a quick command, you can make both of these things happen.

Hold Fast

Clockwork Mage Utility 6

You shout out an order to your companion to stand firm and protect your friends from harm.

Encounter • ArcaneMinor ActionRanged 10Target: Your clockwork companion

Effect: Until the end of the encounter, your companion cannot be forced to move by being pushed, pulled, and slid. Additionally, any allies adjacent to your companion gain a +2 power bonus to AC.

LEVEL 10 UTILITY POWER

Occasionally, you find great benefits in becoming more like your clockwork companion. You've crafted a clockwork suit for yourself that allows you to take on some of the characteristics of a clockwork.

Clockwork Body

Clockwork Mage Utility 10

Metal plates click into place, covering your face and body, as you transform yourself into a larger version of your clockwork sidekick

Daily • Arcane, Polymorph Minor Action Personal

Effect Until the end of the encounter, you gain the construct keyword, meaning you do not need to breathe, eat, or sleep, and do not count as a living creature. You gain a +2 power bonus to AC and 15 temporary hit points. You have darkvision, and your movement is reduced by 1 square.

BACKGROUND

Your studies at the Arcane Collegium under Guildmaster Clockwork Mage Orlando have taught you much about the inner workings of clocks and gears.

Associated Skills: Arcana, Thievery

CORSAIR

"You can profit from this easily. Just give me all your cargo, and I'll let you live!"

The corsairs of Triolo are notorious from the White Sea to the great Western Ocean. These fearless raiders strike any shipping other than their own, seize cargos of all kinds, and ransom captives from every nation. From proud minotaurs to diabolic gnomes, the Triolo corsairs contribute to the prosperity and security of the republic. Although Triolo is not the only nation to support corsairs, its corsairs are the most renowned and feared.

Corsairs are called daring adventurers of the sea by some and villainous pirates by others (and both by yet others). They make their living in the service of their country in ways that a normal navy cannot afford. Corsairs have a reputation as being rough, noisy, and boastful sword wielders, which contributes greatly to their romantic appeal.

CREATING A CORSAIR

Corsairs hail mostly from Triolo and Mharoti, and are not restricted to any race or class. It is not their skills in battle that define them as much as it is their attitude and profession.

Class Prerequisite: None. Martial races are the most common, but any may become a corsair.

Race Prerequisite: None. Humans are very common due to their numbers. Many minotaurs join Triolo's ranks. Kobolds and dragonkin are more common among the Mharoti vessels. Even dwarf corsairs are found sailing out of Nuria-Natal.

Unhesitating Blade

The deck shifts, your opponent stumbles, and between heartbeats you strike!

 Encounter • Martial, Weapon

 Minor Action
 Melee weapon

 Requirement: The target must have been successfully subjected to forced movement during this round.

Target: One creature Attack: Highest ability modifier vs. Reflex Hit: 1[W] damage, and the target is knocked prone.

Special: If you used an improvised weapon to make this attack, you gain a +2 power bonus to the attack roll and damage roll for this attack.





STARTING FEATURE

The life of the corsair is one of battles, ships, and the sea. These three things go together to make a corsair practiced at dealing with the unexpected and at taking advantage of any situation when others might miss a crucial opportunity.

Benefit: You gain the unhesitating blade power.

Additional Features

As you travel the waters and fight both the elements and worthy foes, you gain more agility, resilience, and fame (or infamy).

LEVEL 5 FEATURE

Your experience on the shifting decks of ships and the hardships of sea life have made you both surefooted and hardy.

Benefit: You gain a +2 power bonus to Acrobatics checks and Endurance checks.

LEVEL 10 FEATURE

You are no longer a lowly Jack Tar. You have made a name for yourself and are at once feared and respected by those who travel the seas. Sailors want to join your crew and captains want experienced hands like yours on their ships.

Benefit: You gain a +4 power bonus to Streetwise checks made while in a port. In addition you attract two 1st-level seasoned crew member hirelings while in a port or on a ship. These hirelings work for you without cost as long as you treat them fairly and make reasonable requests. If you develop a reputation for mistreating these crew members, they will no longer seek you out. (Gamemasters should refer to the rules for hirelings for guidance on fair treatment.)

OPTIONAL POWERS

As word of your activities on the seas grows, so too do your skills at backing up those growing legends. You take every advantage you can while fighting – why should you not? You're up against scurrilous foes fairly regularly, and those whose hands are tied by honor deserve what they get when confronting you. Your ability to move even during the worst sea storms provides you with further advantages during combat.

LEVEL 2 UTILITY POWER

The sudden movements of a ship at sea during battle are something that those who fight on land never appreciate. Your experience fighting all over a ship makes you more adept at keeping your place in the turmoil of battle.

Sure-Footed

Your opponent tries to shove you aside, but your quick feet hold sure even in the roughest seas.

Encounter • Martial

Immediate Interrupt Personal

Trigger: You are knocked prone or subject to forced movement of up to 2 squares.

Effect: You are not knocked prone or affected by the forced movement

LEVEL 6 UTILITY

Corsairs don't fight by the rules of warfare like a knight or such hidebound and supposedly honorable warriors. Their life is one of opportunity, quick brawls in taverns, and faster battles on the rolling decks of ships. So a corsair learns all sorts of dirty tricks to gain an edge.

Dirty Trick

You kick your opponent in the knee, forcing it to take a step back.

Encounter • Martial Minor Close burst 1

Trigger: You are knocked prone or subject to forced movement of up to 2 squares.

Target: One enemy in the burst

Effect: You push the enemy 1 square.

LEVEL 10 UTILITY

Your name is now whispered in ports, because you have earned the respect and fear of those who travel the sea lanes where you ply your trade. In battle, the weakest foes falter in your presence!

Dread Corsair

Corsair Utility 10

Corsair Utility 6

Corsair Utility 2

Your enemies shake in their boots at the mere mention of your name!

Daily • Fear, Martial, Psychic Minor Personal

Effect: You gain a dread aura 1 until the end of your next turn. Enemies who end their turn in the dread aura take 1 psychic damage and have –2 penalty to attack rolls until the end of their next turn.

Sustain Minor: The dread aura persists.

BACKGROUND

You've sailed the seas on a less than reputable vessel. Along the way you learned how to handle yourself as crew member at sea, fought many skirmishes, and plundered the treasures of others. Did you sail for Triolo, the Mharoti, or someone else? Why did you leave the life of a corsair and find adventure on land?

Associated Skills: Acrobatics, Intimidate

EMISSARY

You know me. I've given you nothing but trust from the day we first met. Though I must say, have you seen the way House Maillon merchants seem to be sizing up the castle guards?

The dance of power is a constant movement throughout Midgard. Individuals strive to control small groups. Small groups try to influence nations. Nations conspire to control their regions. Many speak of honor, but lies are more often the tools of the trade. It's the job of the emissary to gain the trust of those in key positions, so that they may operate in places an enemy would never be allowed.

Emissaries are most often tasked with swaying the minds of key figures so they act in accord with their patron's wishes. A weapons dealer might employ an agent to nudge a leader into

war with its neighbor or a noble might send an emissary to convince a prince that his life is danger, causing him to flee into a well-laid trap and leaving the king with no direct heir. An emissary might also be assigned to acts more akin to a specialty thief, hiding in wait among the ranks until she gains access to the main safe or is entrusted with just the right bit of information.

It often takes many skills to pull off the right job, so it's natural for emissaries to team up with mercenaries and adventurers. Emissaries might even turn to adventuring between jobs from their patron or after a previous career of espionage.

BUILDING AN EMISSARY

Emissaries come from many nations and walks of life. The ability to slip into another group benefits greatly from an above-average Charisma. Dexterity and Wisdom can also be useful to emissaries at large.

Class Prerequisite: None. Emissaries come from many backgrounds. Rogues and bards benefit from clever tricks and a knack for getting in and out of locations unseen. Classes that can cast illusions or cloud the minds of their enemies can make their lies even more convincing.

Race Prerequisite: None. Humans are common emissaries, since they are populous in most nations and are naturally adaptable. All races can become emissaries however, with dwarves and kobolds well known for their activities in economic and industrial espionage.

STARTING FEATURE

Due to your many guises, you often cannot take proper tools on a job. You've learned to be adaptable, taking ordinary objects and using them in extraordinary ways.

Benefit: You use improvised tools to the same effect as if you had a professional kit at your disposal. You gain a +2 bonus to Bluff checks used to disguise yourself, a +2 bonus to Perception checks to search an area for specific details, and a +2 to bonus to Thievery checks when disabling a trap or opening a lock, as if you were using a disguise kit (MME), investigation gear (MME), or thieves' tools (PHb).

Additional Features

When your negotiations fail, sometimes you need to play a bit with the perceptions of others. You have a couple of quick tricks that allow you to do just that.

LEVEL 5 FEATURE

You are adept at using a quick distraction to full advantage. By keeping your enemies on edge, your attacks become all the more accurate.

Benefit: You can make a Bluff check to gain combat advantage against a target as a move action instead of as a standard action.

LEVEL 10 FEATURE

Through your patron, mysterious contacts, or a stroke of luck, you gain access to just the right piece of equipment. You can make quick changes in the flash of an eye.

Benefit: You gain either a *hat of disguise* (PHb) or a set of *imposter's armor* +3 (AV).

OPTIONAL POWERS

Playing people off one another comes in handy during any sort of conflict – or so you've discovered. Whether it's through words, misdirected attacks, or even using a foe's advantage against it, you've figured out how to make situations that might not seem to your benefit into something that helps you.

LEVEL 2 UTILITY POWER

In battle you know how to play the combatants against one another. Using the chaos to full advantage, you direct frustrations in the course of your choosing.

Direct Ire

Emissary Utility 2

With a few well-placed words, you incite the rage of one of your opponents toward a more favorable ally.

Encounter • Martial Move Action Close burst 5 Target: One enemy in the burst

Effect: You slide the target up to 3 squares to a space adjacent to one of your allies. The target is marked by the adjacent ally.

LEVEL 6 UTILITY

In a fight, it's all about positioning. Sometimes you need to switch from one side of the fight to another, especially when working under a false identity. You know how to use the momentum of a missed swing to change places with an opponent.

Opportune Misfortune

You narrowly dodge the thrust of the foe's attack. Always quick on your feet, you give your foe a nudge so it keeps its momentum, and you step into its lost position.

 Encounter • Martial

 Immediate Reaction
 Melee 1

 Trigger: An adjacent enemy misses you with an attack.

Effect: You swap places with the triggering enemy.

LEVEL 10 UTILITY

If there's one thing you do best, it's keeping people guessing. You can spin a disadvantage into an edge with a quick word and good idea.

Turn the Tables

Emissary Utility 10

Emissary Utility 6

The enemy has got you outnumbered, but you have another trick yet to play. You slyly question the integrity of one of your attackers, buying you a few precious seconds where all eyes are on your foe.

Daily • Martial

Move ActionClose burst 5Prerequisite: You must be granting combat advantage.Target: One enemy in the burst

Effect: The target grants combat advantage to you and your allies until the end of your next turn. In addition, you do not grant combat advantage until the end of your next turn. Any other conditions that may have caused combat advantage, such as the dazed condition, still apply.

BACKGROUND

You've operated as an embedded agent, working for one group while pretending to be a member of another. You know how to put people at ease, convince people to do what you want, and find what you need.

Associated Skills: Bluff, Perception



MIDGARD ELEMENTALIST

Earth? Air? Fire? Water? Mere toys, to be played with at my leisure.

Some dragonkin trace their lineage to the origins of the four elements. Being so closely tied to the elements, it was only natural that they would seek to control them. Although disastrous at first, over time experiments to control the elements were successful since those with the requisite inner strength and intelligence mastered the chaos.

An elementalist begins by learning cheap tricks, but progresses to combine the forces of the elements with devastating consequences. An experienced elementalist is required to teach someone the techniques needed to harden the body to withstand the chaotic forces that the elements obey.

Creating a Midgard Elementalist

Elementalists in Midgard are almost always dragonkin. Those that are not have some link to a dragonkin who would have guided them in their studies of the elements.

Class Prerequisite: None. Classes that deal with elemental arcane forces are most suited to this theme.

Race Prerequisite: Dragonkin are by far the most suited to being a Midgard

elementalist, since their control of the elements comes naturally. Although it is rare for people from other races to have both the intelligence and the inner strength to control the elements, there are a few nondragonkin elementalists scattered throughout Midgard.

Special: Dragonkin elementalists choose one extra cantrip each day.

STARTING FEATURE

Midgard elementalists must comprehend the ancient language of elemental creatures.

Benefit: Add Primordial to the languages you can speak. Additionally, you gain a +5 bonus to Diplomacy checks made against creatures with the elemental keyword. Also, after each extended rest, choose one of the following elemental cantrips. You gain this power until you take another extended rest.



Elemental Cantrip—Water Midgard Elementalist Cantrip

The secrets of water enable you to expel the impurities within yourself.

Encounter • Elemental Free Action Target: Up to 2 gallons of water

Effect: You can purify up to 2 gallons of water to make it safe to drink regardless of how polluted it was originally.

Elemental Cantrip—Earth Midgard Elementalist Cantrip

The earth shudders as a piece of ground is separated from its surroundings.

Encounter • Elemental Standard Action Ranged 5 Target: One unoccupied square of terrain

Effect: The square of terrain, as well as the 20 feet of material below the square, rises 10 feet. This terrain blocks both line of sight and line of effect.

Sustain Minor: The terrain remains raised until the end of your next turn.



Elemental Cantrip—Air Midgard Elementalist Cantrip

The gestures your hand makes get more intense as the air whips round, forming a strong gust of wind.

At-Will • Arcane, Conjuration, Elemental Minor Action Ranged 10

Effect: You conjure a gust of strong wind in an unoccupied square within range. The wind lasts until the end of your next turn or until you use this power again. While the wind persists, you can take the following actions.

Minor Action: The wind can envelop any unattended object in its square that weighs 10 pounds or less.

Move Action: The wind moves up to 5 squares in any direction, moving any object it has enveloped.

Sustain Minor: The wind persists until the end of your next turn.

Elemental Cantrip—Fire

Midgard Elementalist Cantrip

You imbue the object you are holding with the heat of the fire, causing it to grow warmer.

At-Will • Arcane, Elemental Minor Action Melee touch

Target: Up to 20 pounds of nonliving material

Effect: The target is warmed up and stays warm for 2 hours.

LEVEL 5 FEATURE

The elemental forces that run through your body occasionally manifest themselves into a destructive force.

Benefit: You gain the storm of elements power

Storm of the Elements Midgard Elementalist Attack 5

The elements swirl around you in a storm of color before being unleashed on a nearby creature.

Daily • Flemental **Standard Action** Ranged 3 Target One creature

Attack: Highest ability modifier vs. AC, Fortitude, Reflex, and Will Special: You make one attack roll and compare the result against all four of the target's defenses. The target suffers the effect associated with each defense that the attack hits.

- Hit (AC): The target is enveloped in fire and takes 1d8 fire damage and ongoing 5 fire damage (save ends).
- Hit (Fortitude): A wall of wind hits the target. The target takes 1d8 force damage, and you push the target up to 2 squares.

Hit (Reflex): The earth trembles, knocking the target prone. Hit (Will): The target is covered in water, and the target gains

vulnerable 5 lightning (save ends).

LEVEL 10 FEATURE

Your control of elements is becoming stronger.

Benefit: After each extended rest you take, choose two of the elemental cantrips. You gain these powers until you take another extended rest.

OPTIONAL POWERS

Controlling elemental forces is a keystone to the Midgard elementalist, and, with experience, you show your proficiency of these forces - to the detriment of your foes.

LEVEL 2 UTILITY POWER

You exert a tiny influence over elemental creatures.

Midgard Elementalist Utility 2

Your control of the elements allows you some small influence over elemental creatures.

Encounter • Arcane, Elemental

Elemental Deflection

Immediate Reaction

Trigger: You or an ally you can see are hit by an attack from a creature with the elemental keyword.

Effect: You reduce the damage dealt by the triggering attack by 10. If this reduces the damage to 0 or lower, then the attacker takes 5 damage.

LEVEL 6 UTILITY POWER

One of the first tricks that an elementalist learns is to control the wind so he or she can quickly flee from danger.

Cyclone Leap

Midgard Elementalist Utility 6

Just when your enemies think they have you cornered, the air lifts you up and allows you to retreat from danger.

Daily• Arcane, Elemental Move Action Personal

Effect: You fly a number of squares equal to your speed and land at the end of the movement. You do not provoke opportunity attacks while taking this move action

LEVEL 10 UTILITY POWER

The elemental forces you control can also benefit your allies when they are suffering constant attack from the elements.

Elemental Affliction Midgard Elementalist Utility 10

As your allies reel from the fury of the elements, you ease their suffering.

Daily• Arcane, Elemental Minor Action Close burst 5 Target: You and each ally in the burst

Effect: Each target immediately makes a saving throw with a +2 bonus against ongoing damage of the following types: acid, cold, fire, lightning, or thunder.

BACKGROUND

The ways of the elementalist require intense study but also a forceful inner strength.

Associated Skills: Arcana, Endurance, History



PANTHEIST PRIEST

When the world is this dangerous, you need the help of as many gods as possible.

Though the gods of Midgard are mysterious and sometimes quite distant, one way to compel their attention is to grant your small voice and modest sacrifices to another god: all gods of Midgard are jealous to some degree, and this weakness can be turned against them. Indeed, the pantheist priest knows there is more than one way to comfort the grieving, sick, and wounded. Many roads lead to the heavens and to the grace of the gods. Why not use all of them?

BUILDING A PANTHEIST PRIEST

The pantheist priest worships not a single god, but a set of five related deities, good and evil, male and female, various in their powers and their demands. In every case, these are the gods of that priest's region or city.

Class Prerequisite: Any divine class. Clerics and paladins are the most common pantheist priests, using the power of multiple gods to serve their flock. Avengers are very rarely pantheist priests due to their unbending devotion to a single deity.

Race Prerequisite: None. A pantheist priest is as likely to be a human as a kobold. The only thing pantheist priests have in

common is their worship of a pantheon rather than a single deity.

When you create your character, instead of choosing one deity to worship, choose a regional pantheon from the Midgard Campaign setting. You are a priest of this pantheon. You gain Power of the Pantheon in addition to the channel divinity powers granted by your class. After each extended rest, choose one patron god from your pantheon. When using Power of the Pantheon, you use the effect associated with the god you are worshipping that day (see the table below). You must fulfill your chosen god's wishes for that day.

Power of the Pantheon

Encounter • Divine

Minor Action Close burst 5 Channel Divinity: You can use only one Channel Divinity power per encounter.

Target: You or one ally in the burst

Effect: The target gains the effect associated with the god that you are worshiping today. This effect lasts until the end of your next turn.

LEVEL 5 FEATURE

You call upon the knowledge and power of all the gods you worship to guide you in your challenges.

Benefit: Whenever you would make a History check or Dungeoneering check, you can instead make a Religion check with a –2 penalty.

LEVEL 10 FEATURE

As tales of your deeds spread throughout Midgard, the jealousy of gods motivates them to seek your favor.

Pantheist Priest Utility

Benefit: Once per day, when you spend an action point, you can use a Channel Divinity power even if you have used one already this encounter. This must be different than the one you have already used and does not trigger any effects that are triggered when you use a Channel Divinity power.



OPTIONAL POWERS

You can call upon your gods to grant you powers of healing, intervention, and more. You and your allies will reap the benefits of your chosen deities.

God(s)	Effect Gained
Ailuros / Bastet / Khos	1d6 extra radiant damage to next damage roll
	Level 11: 2d6 radiant damage
Anu-Akma	Level 21: 3d6 radiant damage
Ariadne / Rava	+3 power bonus to Will +10 power bonus to next Arcana check
/ Khespoten / Thoth-Hermes	10 power bonus to next Arcana check
Azuran	1d6 extra force damage to next damage roll
	Level 11: 2d6 force damage
	Level 21: 3d6 force damage
Baal/Volund/ Svarog	1d6 extra fire damage to next dam- age roll
	Level 11: 2d6 fire damage
	<i>Level</i> 21: 3d6 fire damage
Baldur / Lada	Target gains 1d8 temporary hp
	Level 11: 2d8 temporary hp
	Level 21: 3d8 temporary hp
Ceres	+10 power bonus to next Diplomacy check
Charun	Target is hidden from all creatures
Freyr and Freyja / Yarila and Porevit	+10 bonus to next Nature check
Hecate	+3 power bonus to Reflex
Horus	Target can use a move action on its turn to fly up to 3 squares
Loki / Veles	Target rolls twice on attack rolls and takes the higher result
Seggotan	Target immediately makes a saving throw with +2 bonus
Sif	Target can reduce the damage dealt by the next attack that hits them by half
Mavros / Donar / Perun	+2 bonus to his or her next attack roll
Ninkash	+3 power bonus to Fortitude
Wotan	The next time the target rolls dam- age for an attack, he or she deals 1d6 extra damage of a type of his or her choosing.
	<i>Level 11:</i> 2d6 damage <i>Level 21:</i> 3d6 damage

LEVEL 2 UTILITY POWER

With the power of your gods behind you, you can bolster your allies long enough to have them shake off something that hinders them.

Punishment of the Pantheon	Pantheist Priest Utility 2
Your god bestows strength on your a what ails them.	llies to help them overcome
Daily • Divine Minor Action Close burst 3 Target: Each ally in the burst	
Effect: Each target can make a saving t can end.	hrow against one effect a save
need a bit more focus to hit t hit you. By focusing on your hance to gain the latter.	0 0
need a bit more focus to hit t hit you. By focusing on your	hat thing that's trying to
eed a bit more focus to hit t hit you. By focusing on your hance to gain the latter.	hat thing that's trying to deity, you have a better Pantheist Priest Utility 6
need a bit more focus to hit t hit you. By focusing on your hance to gain the latter. Blessing of the Pantheon You cry out to your patrons in your ti	hat thing that's trying to deity, you have a better Pantheist Priest Utility 6

15–22: You may reroll the attack.

23–28: The attack is considered to have hit.

More than 28: The attack is considered to be a critical.

LEVEL 10 UTILITY POWER

When the odds are against you – to the point of severe bodily injury – you can be seech your deities for help to avoid meeting your fate. Their intercession provides you and your allies with more resources to draw upon in your fight.

Inspiration of the Gods

Pantheist Priest Utility 10

One god is not enough for you, and one hero is not enough for a god. Your patrons show their power to your allies, hoping to sway their allegiances toward themselves.

Daily • Divine, Healing Immediate Reaction Close burst 5

Target: You and four allies in the burst

Trigger: You use Healing Word.

Effect: You and up to four allies that were not the target of the Healing Word can spend a healing surge.

BACKGROUND

The history of the world is the motivations of deities, the power of the gods, and the desires of creatures to fulfill their master's wishes. Your devotion to multiple deities gives you a broader aspect of the history of the world, and the world itself.

Associated Skills: History, Nature



PLANEWALKER

Trust me and step through the portal. The wonders of the Planes Beyond await!

Although the sheer breadth and scope of the multiverse causes some planar travelers to tremble in awe and terror at the wonderful and terrible sights, sounds, and ideas to be found there, others are exhilarated by the infinite possibilities opening up in front of them. You are a planewalker, feeling at home while wandering the eerie forests of the Elflands, gambling at the tables of the Casino, creeping through the fiery pits of the Eleven Hells, or negotiating at the busy stalls of the Marketplace. You were born in the planes, and you know your way around. Your travels have taught you many secrets and intrigues, and you have learned clever tips and tricks on how to survive the strange and often hostile environments you encounter in the Planes Beyond.

BUILDING A PLANEWALKER

The multiverse is filled with the strange, the common, and the miraculous. Those who seek to walk the multiverse must have open minds, agile bodies, and an ability to adapt to changing circumstances.

Class Prerequisite: None. All types of characters can become planewalkers, although arcanists and rogues are common.

Race Prerequisite: None. Humans (widespread throughout the multiverse), devas, and genasi all make particularly good planewalkers.

STARTING FEATURE

As someone who grew up in the strange environments and communities of the Planes Beyond, you are skilled in the Psychomachia and used to dealing with all sorts of unusual and dangerous beings. You've also picked up snippets of different languages on your travels, and you can recall this knowledge when it is most needed. **Benefit:** You gain a +2 bonus to Insight checks when dealing with immortals or elementals, and a +2 bonus to monster knowledge checks to identify elemental, fey, immortal, or shadow creatures. In addition, you gain the *park your ears* power.

Park Your Ears

Planewalker Utility

You concentrate hard on what the berk is saying, and suddenly the meaning of his words become clear to you.

Encounter • Arcane Minor Action Personal

Effect: Choose a language being spoken within earshot. Until the end of the encounter, you can understand, but not speak, that language.

Additional Features

Wandering the planes has shown you many things, plus it has taught you to expect the unexpected. With your knowledge, you can find ways to move around the planes, plus work around some of the changing terrain that you encounter.

LEVEL 5 FEATURE

The hundreds of portals, gates, and planar rifts that exist in the multiverse are shortcuts from one location to another for you. These portals can get you to safety or bring you to adventure, often taking you out of the frying pan and literally into the fire. The knowledge you have built up in your travels helps you to find and use these gates and passageways.

Benefit: You a gain a +5 power bonus to checks to locate, activate, and use magical portals, gates, and passages (such as the Fey Roads or the Shadow Road). You can also sense if a portal is going to lead you to an immediately perilous destination with a successful Arcana check against the moderate DC for your level.

LEVEL 10 FEATURE

As an experienced planewalker, you understand how to influence objects and terrain on highly morphic, unstable planes. By using the force of your will, you can attempt to stabilize a portion of the terrain and hold it in your desired shape, or to move or change an object.

Benefit: You gain a +5 bonus to Intelligence checks to move an unattended object or alter an unattended natural object, and to stabilize or alter an area on an unstable plane (see *Manual of the Planes*, page 10).

OPTIONAL POWERS

The nature of your travels have granted you some useful abilities that will help you in quixotic situations. From protection to bolstering the amount of damage you can take, you have things covered.

LEVEL 2 UTILITY POWER

You ward yourself against the holy power of the celestials and the dark powers of the Shadow Realm and the Underworld

Soul Shield

Pulling in the arcane power of the planes around you, you shield yourself from both good and evil.

Planewalker Utility 2

Daily • Arcane Minor Action Personal

Effect: You gain resist 5 to both the necrotic and radiant damage types until the end of the encounter.

LEVEL 6 UTILITY POWER

You've seen everything once and, in a moment of inspiration, can turn the attack of your foes into your own opportunity.

Give 'Em the Laugh	Planewalker Utility 6
Before your opponent can take another swing at you, you've	

Before your opponent can take another swing at you, you've slipped out of reach.

Encounter • Martial Immediate Reaction Personal

(

Trigger: An enemy hits or misses you with a melee attack.

Effect: You shift up to your speed.

LEVEL 10 UTILITY POWER

Your travels have taken you many places, not least of which is the World Tree. Now you can use the strength of that tree when in dire situations.

Strength of the World Tree	Planewalker Utility 10

You draw on the power of Yggdrasil to renew your vigor for the fight.

Encounter • Arcane Minor Action Personal

one effect that a save can end.

Effect You gain temporary hit points equal to one-half your level + your Charisma modifier. In addition, you can make a saving throw against

BACKGROUND

You've lived in the outer planes and learned its tricks. Were you born here or did you travel here from Midard? Have you been the slave or devotee of a greater power? What kind of allies and enemies have you made?

Associated Skills: Arcana, Endurance

SIEGE MAGE

A good siege mage is worth five artillery teams and more. Average beings cannot create new walls in an instant or pass through an enemy's defenses, but a siege mage can.

Sieges are an all too common element of warfare across Midgard. Castle walls, moats, and terrain make many settlements defensible against a standard army. A long, drawn-out siege can force a portcullis to open with less force than a bloody battle, but supplying an army for weeks to months also takes heavy planning and a fortune in supplies. The generals of Midgard tired of these grinds generations ago and began relying on the skills of wizards to give them an edge.

Siege mages are the ultimate result of those arcane tactics. These skilled sorcerers study the Midgard stratagems and have mastered the tricks needed to give an army the advantage they need in embedded combat. Siege mages are notorious mercenaries, lending their talents to the highest bidder and jumping from battle to battle. In between they may take up with adventuring bands, since their talents are also useful for traversing dungeons or securing frontiers.

Nobles often try to reward these individuals with titles and parcels of land, and they work to keep them on hand should their own holdings fall under siege.

BUILDING A SIEGE MAGE

Siege mages come from many walks of life, though they almost always have had some kind of formal training. Whether this is in a military academy or as an apprentice on the field of battle matters little.

Class Prerequisite: Any arcane. The laborious study involved in learning the skills of a siege mage makes it a natural fit for wizards and artificers, though any arcanist can take up the study. Other controllers can also benefit, though they must multiclass into an arcane class first.

Race Prerequisite: None. Dwarves, kobolds, and





humans are common due to their interest in construction and numbers in the Crossroads and Seven Cities. Siege mages of the Rothenian Plains are often shamans or seekers, combining siege techniques with arrows and primal magic, while those of the Mharoti Empire are more likely to add elemental techniques

STARTING FEATURE

True to their name, siege mages are very familiar with the operation of siege engines both mundane and magical. (See "Soldiers of Fortune" and *Kobold Quarterly* #18.) Aided by their magic, they are often operating these devices as a one-person crew.

Benefit: You gain the arcane engineer power.

Arcane Engineer

Siege Mage Feature

You take command of a siege engine, directing it with hands of force and illusory assistants.

At-Will • Arcane, Siege Engine Standard Action Personal

Effect You join the crew of a siege engine and can activate any of its abilities while it has at least the minimum crew. You count as two individuals for the purpose of reaching the crew requirement. You cannot use any other power, skill, or ability while operating a siege engine.

Additional Features

Keeping your people fed and protected are two things you, as a siege mage, know how to handle thanks to your experience.

LEVEL 5 FEATURE

No matter which side of a siege you are on, all can be lost without a proper supply of food. You know how to keep your closest allies fed despite your enemy's advances.

Benefit: You gain the Traveler's Feast ritual and can perform it even if you are not considered a Ritual Caster. Once a day you can perform Traveler's Feast at no component cost.

LEVEL 10 FEATURE

Walls are a huge part of a siege wizard's repertoire. They can halt an advance, split an enemy's forces, or plug a hole in your defenses. Through constant use, your walls are always a bit larger than those of a common mage.

Benefit: When using a wall power, you add 4 to the total number of contiguous squares it occupies.

OPTIONAL POWERS

Enhancing ammunition, curing diseases, and getting through walls – all these are tricks you can learn as a siege mage.

LEVEL 2 UTILITY POWER

With a little arcane magic, you light a ballista bolt aflame or charge an archer's arrow with lightning.

Enchant Ammunition

Siege Mage Utility 2

You focus your energy on the missile at hand and enchant it with the explosive energies of the elements.

Encounter • Arcane, Varies Minor Action Melee touch

Target: One piece of ammunition

Effect: Choose acid, cold, fire, lightning, poison, or thunder. If the next attack made with this ammunition hits, it deals 1[W] extra damage of the chosen type. This effect ends if the ammunition is not fired by the end of the encounter.

LEVEL 6 UTILITY POWER

When under siege or on the road in unknown lands, one of the mostly deadly forces can be the ravages of disease. Without proper or plentiful medical supplies, you have learned to lead your allies back toward health.

Alleviate Disease

Siege Mage Utility 6

Soothing words spring from your lips, then suddenly shift to arcane curses, forcing the ailment from your friends.

Daily • Arcane, Healing Standard Action Close burst 4 Target: Allies in the burst

Effect Each target can make an immediate Endurance check with a +2 power bonus against one disease with which they are afflicted.

LEVEL 10 UTILITY POWER

The nethermancers of the Ghoul Imperium often blend life-stealing rituals with their siege magic. Despite the dark side effects of these rituals, many advanced siege mages have come to view the usefulness of these practices.

Ghostly Passage

Siege Mage Utility 10

With your allies gathered, you summon powers of the dark gods, stealing the life of your friends so that they can walk as deathly spirits past walls.

Daily • Arcane, Nethermancy, PolymorphMinor ActionClose burst 1Target: Each willing creature in the burst

Effect: Each target, including you, spends a healing surge but gains no hit points. The targets are phasing until the end of your next turn.

Sustain Minor: Each target still within a close burst 1, including yourself, spends a healing surge and is phasing until the end of your next turn.

BACKGROUND

You've studied at the arcane war academies or worked with a more experienced siege mage in the field. Even though you didn't follow that path to its end, you learned the value of arcane forces in attacking and supporting defenses.

Associated Skills: Arcana, Dungeoneering, History



GEARFORGED RACIAL POWERS

The Gearforged were born in Zobeck but have since spread to the Cantons and beyond. These metal beings represent the heart of Midgard, a crossing of magic and industry, and above all a compelling story.

These options expand on the racial mechanics found in *Kobold Quarterly* #16 and present a series of racial utility powers for all tiers of play

MANY GEARS

Although humanoid in appearance, Gearforged are different than most living beings. Their inner workings differ between models, making it very difficult to pin down exactly which piece does what. When a Gearforged seems delayed, often another system will kick in to keep things going.

Many Gears

Gearforged Racial Utility 2

The frost begins to lock up your knee joints, but a secondary set of gears powers up quickly, giving you the force to keep moving.

Encounter • Martial

Immediate Reaction Personal Target: You become immobilized or slowed.

Effect: You make a saving throw against the effect with a +2 bonus. **Special:** You can spend a healing surge and gain no hit points to make saving throw against the effect even if a save would not normally end the effect.

RAVA'S VISION

Many Gearforged feel a deep connection to Rava and the Clockwork Oracle. Even those who are not usually divinely gifted may receive occasional visions of things yet to come.

Rava's Vision

Gearforged Racial Utility 6

As the lizardmen prepare their ambush, you get a glimpse of the impending attack. Your weapon raises even as they leap out from hiding.

Daily • Divine Immediate Reaction

Special

- **Effect:** Roll an additional d20. The result replaces the target's initiative result, adding in the target's initiative modifier as normal. You are not surprised.
- **Special**: You can spend a healing surge and gain no hit points to replace your own initiative result as well as the target's.

HEAT CASING

All Gearforged forms are uniquely assembled, and many designs produce heat while under duress whether through alchemical or magical means. You are one such Gearforged, and you've learned to time your exhaust for advantage in combat.

Heat Casing

Gearforged Racial Utility 10

You unleash a burst of steam from within yourself, and it quickly heats up your outer shell, providing a little more protection and a nasty surprise for your enemies.

Encounter • Arcane, Fire Minor Action Personal

Effect: Until the end of your next turn, you gain resist 5 all, and any creature that hits you with a melee attack takes 5 fire damage.

Special: You can spend a healing surge and gain no hit points to instead gain resist all equal to one-half your level + your Constitution modifier.

EXPEL LUBRICANT

Grease keeps your gears moving at top speed, but your foes appreciate its slick properties quite a bit less. In a pinch, you've learned to loose it on the battlefield to keep your enemies off their feet.

Expel Lubricant

t Gearforged Utility 16 in on you, you spray oil in an arc all around to

As your foes close in on you, you spray oil in an arc all around to force a distance between you.

Daily • Martial, Zone Minor Action

Close burst 2

Effect: The burst creates a zone of slippery oil until the end of your next turn. The zone is difficult terrain. Any creature entering the zone must save or fall prone.

Special: You can spend a healing surge to extend the zone until the end of the encounter.

Wraith Form

The forging of a Gearforged forever taints the soul. If the caster overseeing the ritual fails, the soul being transferred might shift into a wraith and attack. If a Gearforged takes serious wounds in battle, the soul might escape and warp into a wraith once again.

Wraith Form

Gearforged Utility 22

As your body falls, you feel yourself being lifted up above the battlefield. With your earthly form below, you fight on.

Daily • Arcane, Polymorph

No Action Personal

Requirement: You must have at least one healing surge. **Trigger:** You die.

Effect: You spend up to four healing surges. Until the end of the encounter, you gain phasing, a fly speed equal to your speed, and cannot use encounter or daily powers. At the end of the encounter, you spend a healing surge and return to your body. If you have no remaining healing surges, or your body is not available, you die.



BACKGROUNDS

Midgard is a tremendous world, featuring an abundant number of races and cultures. This small sampling of backgrounds represents some of the most common heroes adventuring in the Midgard setting and thus are setting-specific traits.

ARBONESSE EXILE

Type: Racial, Regional

Prerequisite: Elf, half-elf, or eladrin

You hail from the Arbonesse Forest and the wonders of the River Court, but that is not where you reside. Were you forced from your home for some slight or did you leave willingly under a mission from your lord? Perhaps you need to reclaim an artifact from the previous empire or track down a traitor who has fled. *Associated Skills:* Arcana, Nature

CANTONAL DWARF

Type: Racial, Regional Prerequisite: Dwarf

You were born in one of the halls of the 14 Free Cantons of the Ironcrags. Did you work in the gold or silver mines, craft metal in the forges, or herd sheep in the meadows? Did you serve in the militia or get mixed up in a feud with another clan? Did you take part in a raid against a nearby canton, stealing cattle or taking slaves?

Associated Skills: Dungeoneering, Endurance, History

COLLEGIUM APPRENTICE

Type: Occupation, Regional

The center of mystical learning in the Free City of Zobeck, the Arcane Collegium opens its doors but rarely. The Collegium does accept the occasional student, however; those who show themselves to have a raw talent for the magical arts might find themselves apprenticed to one of the school's great masters. The Collegium recognizes clockwork, creation, entropy, primal, spirit, stars, and shadows as the proper schools of arcane study, and each school is represented by a master who leads the research in that subject. Did you excel in your studies or struggle behind your other classmates? Did your master favor you or did your every act constantly bring him to rage? How far did you get in your studies before leaving for adventure?

Associated Skills: Arcana, Diplomacy

COURTIER

Type: Occupation

You've spent time in a royal or noble court. Were you a noble yourself, an influential citizen, or perhaps even a courtesan? You've been involved in diplomatic affairs and important trades. The skills most emphasized, though, were spinning the truth to suit your own ends and trying to garner the truth from the stories of others. Have you left of your own will or did you somehow lose your status? *Associated Skills:* Bluff, Insight

DRAGONKIN EDJET

Type: Racial

Prerequisite: Dragonkin (See *Kobold Quarterly* #22) The dragonkin are one of the youngest races of Midgard, and they are growing quickly in the extent of their rule. They have spread somewhat beyond the Dragon Empire and can be found throughout the south and east of Midgard. The most common kind found outside the Dragon Empire are the edjet, or soldier. Why have you left the empire and your kin? Were you banished or are you on a mission for a powerful dragon lord? Why have you sought out allies and how much of your purpose do you keep from them?

Associated Skills: Athletics, Bluff

ELFMARKED NOBLE

Type: Racial

Prerequisite: Half-elf

After the Great Retreat, when the elven rulers of Midgard retreated into their homelands in the dark Arbonesse Forest, a vast portion of their former empire was splintered into the Principalities of the Grand Duchy of Dornig. This shift in the balance of power had the greatest impact on the elfmarked, those humans with elf blood that had formerly occupied the second highest strata in the social hierarchy of the empire. What happened to you and your family? Were you reduced to a street peddler or do you remain as a petty lord? How much weight do you put on your noble blood?

Associated Skills: Diplomacy, History, Streetwise



KARIV, CHILD OF THE WANDER CURSE

Type: Racial

Prerequisite: Human

You were brought up among the colorfully painted wagons of the Kariv, always traveling from place to place. Did you and your clan receive a warm welcome in the villages and towns you visited, or did you face insults and prejudice from the dechas (non-Kariv)? Did you con or steal from these folk in return, often fleeing from their reprisals in the dead of night? You might have trained in divination magic or learned powerful hexes, or instead mastered woodcraft and horsemanship.

Associated Skills: Arcana, Bluff, Nature, Thievery Associated Languages: Kariv

LOST SOUL

Type: Psychology

You were dead, but now walk again among Midgard's living. You bear the curse of the River Styx, and you have no recollection of your past actions on this earth. Perhaps you have a scar, tattoo, or arcane sigil to act as your only clue to your past self. Were you were reincarnated through ancient primal rituals, raised from the dead by sacred prayers, or returned to life by arcane lore? Do you work with the patrons who brought you back to this world, or have you struck out on your own? Do you remember your journey in the afterlife or does it linger, trapped in the confines of your mind?

Associated Skills: Endurance, Religion

ROAD TRADER

Type: Occupation

Your wagons brought goods between the many cities within Midgard. You learned to value goods properly as well as those offering them. How far did your travels take you? Did you dare deal with the Dust Goblins of the Wasted West or did you venture east to trade with the scaled Mharoti? What other skills and information did your journey gain you? *Associated Skills:* Insight, Perception

Associated Languages: Darakhul, Dwarven, Elven, Goblin

ROTHENIAN NOMAD

Type: Regional

The sweeping plains are where you feel most at home. You are from a clan who never stayed in one place for long, following the winds of the plains to find what you need to survive. Did you make your place among the Windrunner Elves? Perhaps you trained with horse and bow as one of the Cazzaki, or spent your time among the centaurs. No matter which group you came to be allied with, you learned how to live in the open, never keeping your bed in one place for too long.

Associated Skills: Athletics, Nature

SEPTIME MERCENARY

Type: Occupation, Regional

The drums of war beat at the heart of the Seven Cities, a region steeped in the strong martial traditions of the war god Mavros, whose nations are locked in an almost perpetual struggle for land, power, and prestige. Although each city keeps a standing army with which to defend its lands and interests, when one of the Seven Cities marches to war, it bolsters its ranks with companies of the mercenary soldiers who flood the region. Why do you fight for coin instead of an ideal or homeland? Are you a deposed noble, canton exile, or perhaps common thug, looking to fill your purse? What do you think of those you've been forced to fight among and against? Do you thrill in the bloodshed or does your skill in battle come from some past event?

Associated Skills: Athletics, Endurance, Insight

STUDENT OF BEMMEA

Type: Occupation, Regional

You trained in the arcane arts at one of Bemmea's famed academies. Did you finish your studies or fail to keep up? Did you prove your worth in the classroom or venture into the wastes to find a quicker means of advancement? How did you adjust to life in the winding streets and cramped towers? *Associated Skills:* Arcana, Streetwise



SCHOOLS OF MAGIC

Of the arcane masters practicing within Midgard, several have learned how to work using clockwork and glyph arcane artistry. Clockwork and Glyph Magic are two new schools that give your wizards options that are found only in Midgard.

CLOCKWORK MAGIC

Clockwork mages possess an eye for mechanisms, springs, gearing, and balanced forces, and their spells display a wide range of styles linked by these common themes. These are just a few of the spells taught to students at the Arcane Collegium in Zobeck by Guildmaster Clockwork Mage Orlando.

Any wizard can take spells from Clockwork school, but mages who choose to specialize in clockwork magic gain the following benefits:

LEVEL 1: CLOCKWORK APPRENTICE

When you hit a target with an arcane clockwork power, your speed increases by 1 until the end of your next turn. You treat the following spells as having the clockwork keyword: grease, summon iron cohort, conjure fortification, beneficent transformation, disintegrate, living iron.

LEVEL 5: CLOCKWORK EXPERT

You gain a +2 bonus to Endurance checks and Thievery checks.

LEVEL 10: CLOCKWORK MASTER

When you hit no targets with an arcane clockwork power, you gain 5 temporary hit points.

SPELLS

Gear Barrage

Wizard Attack 3

You unleash a burst of steam from within yourself, and it quickly heats up your outer shell, providing a little more protection and a nasty surprise for your enemies.

Encounter • Arcane, Clockwork, Evocation, Implement Standard Action Close blast 5 Target: Each creature in the blast

Attack: Intelligence vs. Reflex Hit: 1d10 + Intelligence modifier damage, and the target is blinded until the end of the wizard's next turn.

Pendulum

Wizard Attack 5

You manipulate your enemy's (or ally's!) motions and fortunes so it swings from success to failure, success to failure, over and over with monotonous regularity.

Daily • Arcane, Clockwork, ImplementStandard ActionRanged 10Target: One creature

Attack: Intelligence vs. Will

Hit: Until the end of the encounter, the target's attack rolls, saving throws, and skill checks do not require die rolls. Instead, they always follow this sequence: 20, 1, 19, 2, 18, 3, 17, 4, and so on. The initial result of 20 occurs when the target must next make any d20 roll.

Steam Blast

Wizard Attack 9

You unleash a burst of superheated steam at your foes, enveloping them in scalding vapors.

Daily • Arcane, Clockwork, Evocation, Fire, Implement, Zone Standard Action Close burst 3 Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone of lightly obscured squares that remains until the end of the encounter. Creatures and objects staying within the zone for more than 1 round become soaking wet.

Winding Key

Catapult

Wizard Attack 10

Your expert tinkering causes the gears and cogs inside the construct to turn furiously.

Daily • Arcane, Clockwork, ImplementStandard ActionMelee touchTarget: One willing construct

Effect: The target construct gains an extra action each round until the end of the encounter. The magic of this spell is unpredictable, and each round there is a chance the construct's mechanism overheats. Roll 1d6 at the start of the construct's turn: on a roll of 1–2, the construct gains a minor action; on a roll of 3–4, it gains a move action; on a 5 a standard action; and on a 6 the effect ends and the construct is dazed until the start of its next turn.

Wizard Attack 13

You violently hurl a creature through the air to strike your chosen target.

Encounter • Arcane, Clockwork, Implement Standard Action Ranged 5 Target: One creature

Attack: Intelligence vs. Will

Hit: The target creature is grabbed and flung through the air to land prone in a square of your choice within 20 squares of its origin square. It takes 3d8 + Intelligence modifier damage. If the square is occupied, make a secondary attack against the occupying creature.
 Secondary Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier damage, and the target is pushed 1 square.

GLYPH MAGIC

Glyph Magic is not taught in any school. Its art is forbidden, and its name is forever tainted by the dark acts of the Scriveners. Still, its practitioners discuss its uses in shadowy corners of Allain. Many evil and desperate arcanists currently follow the cult of the Scriveners, using their ink magic in plots to undermine the foundations of society. There are those who would use the glyphs for good, and they may yet lift it as a school to be respected and studied.

Any wizard can take spells from Glyph School, but mages who choose to specialize in glyph magic gain the following benefits.

LEVEL 1: GLYPH APPRENTICE

When one of your arcane glyph powers causes a target to make a saving throw against the blinded, slowed, immobilized, or restrained conditions, it takes a –1 penalty to that saving throw.

You treat the following spells as having the glyph keyword: grease, shield, color spray, summon shadow servant, darklight, shadow investiture, dispel magic, prismatic burst, arcane recall, deceptive shadows, prismatic spray, prismatic wall.

LEVEL 5: GLYPH EXPERT

You gain a +2 bonus to Bluff checks and History checks.

LEVEL 10: GLYPH MASTER

When one of your arcane glyph powers bloodies or kills a creature, you gain a +2 bonus to all skill checks made as part of a ritual for the next hour.

SPELLS

Summon Harrying Glyph

Wizard Attack 1

Sketching a small string of glyphs into the ground, you summon a small ink construct to act for you as guard, scout, or trap.

Daily • Arcane, Glyph, SummoningMinor ActionRanged 10

Effect: You summon a harrying glyph in an unoccupied square within range. The creature is an ally to you and your allies.

You spend actions to command the glyph mentally, choosing from the actions in its description. The glyph has no initiative or actions of its own. You don't need line of effect to the glyph to command it.

When the glyph makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The glyph lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Harrying Glyph

Tiny magical animate (construct)

HP your healing surge value; Healing Surges none, but you can lose a healing surge for the glyph if an effect allows it to spend one Defenses your defenses, not including any temporary bonuses or

penalties

Speed 6

ACTIVE BENEFITS Lightning Bolt (lightning) • At-Will

Attack: Melee 1 (one creature); your level + 6 vs. AC Hit: 2d6 + your Intelligence modifier lightning damage, and the target is knocked prone.

Minor Action • At-Will (1/round)

Effect: The glyph either crawls, runs, stands up, shifts, squeezes, or walks.

Immediate Reaction • At-Will

Trigger: The glyph takes damage from an attack.

Effect: The glyph is invisible until the end of its next turn.

Ink Blot Bolt

Wizard Attack 3

Wizard Attack 6

Wizard Attack 7

You fire a comet of shadowy ink at your target, burning its eyes.

Encounter • Acid, Arcane, Evocation, Glyph, Implement, Reliable Standard Action Ranged 15 Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier acid damage, and the target is blinded (save ends).

Ward of Protection

You quickly fling several ink-scrawled pages into the air. The ancient glyphs form a circle around you, protecting body and mind.

Encounter • Arcane, Glyph Immediate Interrupt Close burst 1

Trigger: You are hit by an attack.

Effect: You and any allies within the burst gain a +2 bonus to AC and Will until the end of your next turn.

Sea of Ink

You toss a small inkwell up and quickly write a script in the air before the glass shatters against the ground. The ink spills out, forming a massive sinkhole that keeps your enemies planted where they stand.

Encounter • Acid, Arcane, Evocation, Glyph, ZoneStandard ActionArea burst 2 within 10 squaresTarget: Each enemy in the burstAttack: Intelligence vs. FortitudeHit: 2d6 + Intelligence modifier acid damage.

Effect: The burst creates a zone of swirling ink that lasts until the end of your next turn. Each square in the zone is slightly obscured and difficult terrain.

Sustain Minor: The zone lasts until the end of your next turn.

Aegis

Wizard Utility 10

You summon up your knowledge of the enemy's spells. Visualizing the arcane writing as it would be written upon a tome or scroll, you find its literary counter.

Daily • Arcane, Glyph, Zone Minor Action Close burst 2

- **Effect:** Choose one damage type or one effect. The burst creates a zone of protective runes, centered on you, until the end of your next turn. The zone stays centered on you if you move. You and each ally in the zone gain resist 10 against the chosen damage type or a +2 bonus to saving throws vs. the chosen effect.
- Sustain Minor: Spend 1 healing surge without gaining any hit points. The zone lasts until the end of your next turn.



Summoned Creature

MIDGARD GEAR

In Midgard, magic is strange and powerful, but it's also a part of many people's everyday life. Magic creates a strange balance that produces some truly spectacular mundane items. The following items can be purchased in many specialty markets, as long as you know where to look.

Item	Price	Weight
Alchemist Guppy	15 gp	0.5 lb.
Alseid Antlers	200 gp	5 lbs.
Book Fetish Charm	10 gp	—
Clockwork Soldier	5 gp	1.5 lb.
Dancing Ink	10 gp	—
Gut of the Gutted	300 gp	—
Horn of Frog	25 gp	1 lb.
Petrified Ironguide	500 gp	0.5 lb.
Tin Crown	5 cp	0.25 lb.
Umbral Gossamer Rope (50 ft.)	5 gp	3 lbs.

ALCHEMIST GUPPY

Found the world over, but favored especially by the alchemists of Maillon, the alchemist guppy is a curious pet. This small fish can survive in any nontoxic liquid, whether that be wine, water, or healing potion, for up to ten minutes. Should it placed within poison, it dies instantaneously. Paranoid nobles and experimenting arcanists use the fish to test the safety of liquids that may be consumed.

ALSEID ANTLERS

Alseid's pride themselves on their antlers and protect them at all costs. They range in size to a maximum of about 4 ft. in length, and as many as fourteen branches. When an Alseid has greatly wronged its tribe, its antlers are sawed off as punishment and left aside as rubbish. These antlers are prized by druids and shamans of questionable intent, and they provide a +2 bonus to checks to perform nature rituals. Members of Scarlet Citadel sometimes keep them as trophies from their forays against the Alseid. Possessing them visibly will grant a +2 bonus to Diplomacy checks when dealing with their ranks. Good fey, however, know to leave the antlers where they lie. Possessing the antlers visibly will grant a –10 penalty to Diplomacy checks with Alseid and good fey.

BOOK FETISH CHARM

Named for the shop in the College District of Zobeck, this tiny scroll is tied tightly with a black rib-

bon. Untie the ribbon and blow gently on the penned runes to instantly know the location of all written documents within 100 ft. You must still read the documents to gain knowledge of each one's writings. Each charm works only once.

CLOCKWORK SOLDIER

This simple construct is a common toy among Zobeck's wealthy youth. Standing at about a foot, it resembles a tiny legionnaire, complete with sword and shield. It follows basic commands, usually limited to "Advance," "Halt," and "Guard." When placed on guard, the soldier will stay at attention until another individual comes within 5 ft. of it. It then returns to a designated location within 100 ft.

DANCING INK

This ink, favored by artisan scribes, allows one illustration to move about the page. With a simple ritual performed while drawing (DC 11 Arcana check) the enchantment is set, and anyone who glances upon the image will see a short scene play out. The ink is very popular in children's books and as a part of merchants' banners. The ink wears with time a bit more quickly than standard text due to the movement. One bottle can be used to fill twenty-five pages of a book or a similar total area for larger banners. A commonly viewed image will fade in 2d4 weeks.

GUT OF THE GUTTED

This vile bowstring is made from the innards of a creature that was killed during a hunt. The guts are then threaded through a process originally mastered by the shadow fey. When strung to a bow, an arrow will ignore cover and concealment when the target is of the same race that the string was pulled from.

HORN OF FROG

Thought to be crafted by mistake initially, Horns of Frog have been sought after by commoners living near swampland. One blow on the horn lets out a particularly loud and compelling croak that calls frogs in from a mile around. They are then usually trapped and taken to market. Used too often, and the item is soon discarded as cursed, since the frog population drops considerably. Bullywugs and lizardfolk have also been known to answer the call on occasion.

Petrified Ironguide

This horrific totem from the Ghoul Imperium is a prized possession among many Underdark miners. It appears as a simple, small eye of stone, but this eye was never carved of rock. Each Ironguide started out as an eye in a Cantonal dwarf. When dwarves fall to the ghouls in battle, their arcanists sweep into the carnage with their rituals to divine the past histories of their slain enemies. Those who were skilled miners and craftsmen have their eyes removed, which are then afflicted with a particularly twisted geas before being petrified with cockatrice venom. The resulting Ironguide will always look toward a strong vein of a precious metal, determined at creation, if within 500 ft. Any Cantonal dwarves who discover an Ironguide on a creature become hostile at once.

TIN CROWN

This crown is a particularly fine crown of tin, set for a Small creature. Kobolds craft these crowns to mark the kings of their tribe. Even local kobold leaders in urban areas wear these as symbols of their status from time to time. They are particularly cheap to create, and some kobolds make their own before entering a new community. Any kobold wearing a tin crown gains a +2 bonus to Bluff checks to convince strangers that it holds a position of leadership in its home area.

UMBRAL GOSSAMER ROPE

This strong, lightweight rope is woven from strands of frost and shadow that linger from the trees in the Shadowfell. It's just as strong as silk and cool to the touch. Because it's available only in Shadow Realm markets, nobody has successfully brought one back to Midgard without it twisting to steam and smoke.

