

ALEA PUBLISHING GROUP PRESENTS

FEUDAL LORDS PREVIEW

Wandering Magister



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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt

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Introduction

THE GREAT THAW NEARS to an end as ice and winter torrents cease allowing a cascade of adventurers to explore the world of Terra. Petty feudal lords reign over their fiefdoms from within grand, self-sufficient manor houses while peasants cling to their small world in fear of the evil that lurks beyond. Their only hope is to endure.

ATMOSPHERE

The world of Terra differs much from other fantasy realms, yet maintains a fine balance between myth and historical reality familiar with our own. It is a world of dark fantasy, mystery, gothic horror, and medieval adventure.

Very few stray from the roads for monstrosities and dangers wait while cities are havens for the depraved; hungry to leech off humanity. Even the smallest thorp has vile secrets, crooked clergy, and covetous nobles. It is a world of absolute power and corruption eager to sway the heart of the most stalwart adventurer.

Many fear mysterious arcane forces while much of the old gods either faded away or became saints in the Church of the Eternal Spirit. Small cabals still dedicate themselves to these ancient vestiges as demigods hide and cultivate hope to rise again. Even those who do follow the tenets of church doctrine find themselves constantly scrutinized by inquisitors and spiritual invokers while burdening the yoke of the secular feudal lords.

It is a world suppressed by fear and power. It is a world held together by political intrigue, allegiances, and crusades. It is a world of mystery, dark experiments, shadowy alleys, and desperation.

It is a world of ancient ruins, forgotten gods, and buried cultures. It is a world in need of hope, a glimmering beacon to set sail to, and a moment of triumph. Terra is in need of heroes.

THE WORLD OF TERRA

The sweat of peasants, serfs, and slaves who toil the land shapes the medieval world of Terra as do artisans and laborers belonging to burgeoning guilds or grand merchant houses; all ruled by a sullied aristocracy. Terra has a rich and vibrant past shrouded in mystery and secrets. Much of the world emerges from the shadow of a long dark age as a fledging, human church consolidates its strength to soar to a new height as powerful feudal lords vie for power.

PARAGON PATHS

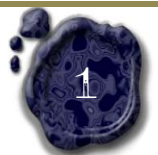
The world of Terra and, in particular, the region of Cthonia has a variety of unique paragon paths. In this campaign setting, paragon paths provide more of a role in the setting itself along with helping you define your character. They can build upon a story you already created for your character during your heroic adventures or take you upon a new path of exploration. More importantly, they allow you to further step into the world and shape its destiny along with your own.

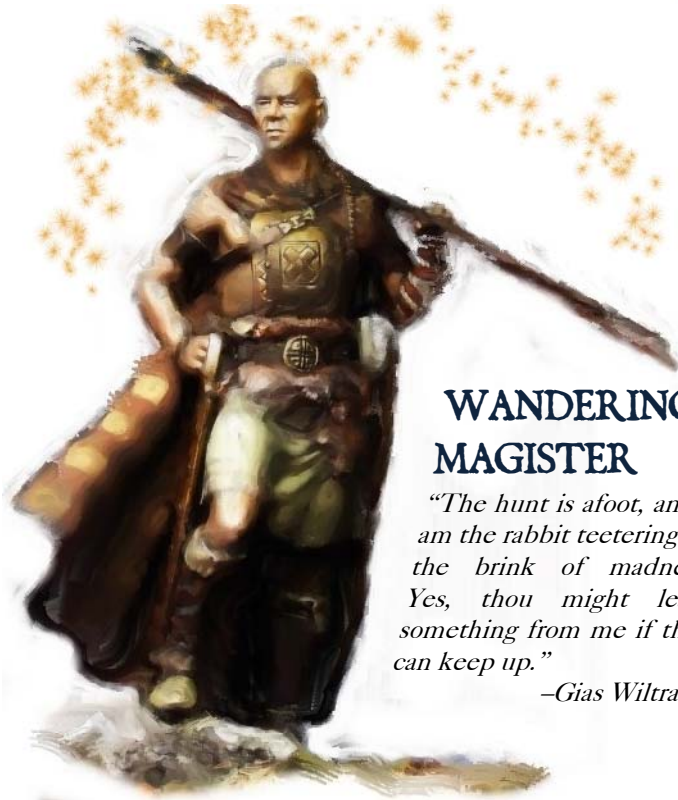


*Kingmaker
Paragon Path*



*Feudal Lord
Paragon Path*





WANDERING MAGISTER

“The hunt is afoot, and I am the rabbit teetering on the brink of madness. Yes, thou might learn something from me if thou can keep up.”

—Gias Wiltravel

Prerequisite: Sorcerer, Ritual Caster feat, Wild Magic class feature

A ONCE PROMINENT TEACHER of philosophy and liberal arts within a university, a wandering magister is a fugitive of the inquisition. These arcane scholars of magic continue their craft in secret, relinquishing their time-honored tools of wonder, the wand and orb, for a walking staff and the open road. Without their great libraries and stack of ancient tomes, they must rely on fickle, wild magic to continue their research. More often than not, their previous training eventually succumbs to chaos and bedlam despite their attempts to control their wild soul.

They often keep to the smaller villages along the fringe of civilization offering aid and guidance to burgeoning cabals or arcane prodigies. Others temporarily establish a traveling troupe of arcane apprentices forming unorthodox universities dedicated to supernatural studies and exploration.

WANDERING MAGISTAR PATH FEATURES

Arcane Instruction (11th level): You gain the Staff of Defense wizard class feature.

Exploration Mastery (11th level): Whenever you make a skill check for an exploration ritual, roll twice and use the result you prefer.

Maddening Hand of the Tutor (11th level): When you spend an action point to make a successful attack, all allies gain a +3 bonus to attack rolls until the start of your next turn. If the attack fails, all allies have a -3 penalty to attack rolls until the start of your next turn. Allies with the Arcane Prodigy or Arcane Initiate feat may shift 1 square as an immediate reaction.

Swift Retreat (16th level): When bloodied for the first time in an encounter, you may shift up to your speed as an immediate reaction.

WANDERING MAGISTER PATH SPELLS

Cryptic Soul Bolt Wandering Magister Attack 11

Your previous studies leads you to believe that you can harness the powers of chaos as you tap into your wild soul to release a torrents of arcane bolts.

Encounter † Arcane, Implement, Wild Soul

Standard Action Ranged 10

Primary Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier [WS] damage.

Wild Magic: Roll 4d10 and compare the result to your Wild Soul result. For each match you may add an extra +1d8 damage to the target or make a secondary attack.

Level 21: Roll 5d10.

Level 25: Roll 6d10.

Secondary Target: One creature within 5 squares of the last target hit by this power

Secondary Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier [WS] damage.

Wild Absorption Wandering Magister Utility 12

Your wild soul briefly extends from your body creating an arcane bubble shielding you and your allies from a blast.

Daily † Arcane

Immediate Interrupt Personal

Trigger: You are hit by an area or a close attack with a damage type matching your Wild Soul resistance.

Effect: You and your allies take no damage from the attack.

Split the Soul Wandering Magister Attack 20

You split your wild soul creating a chaotic blast of raw energy.

Daily † Arcane, Wild Soul

Standard Action Close burst 5

Target: Each creature in burst; you may ignore allies with the Arcane Prodigy or Arcane Initiate feat

Attack: Charisma vs. Reflex

Hit: 5d10 + Charisma modifier [WS] damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a second Wild Soul resistance. Roll 1d10 for the damage type.

