

Winter 2011 Issue 16

GEARS OF MAGIC

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Quarterly

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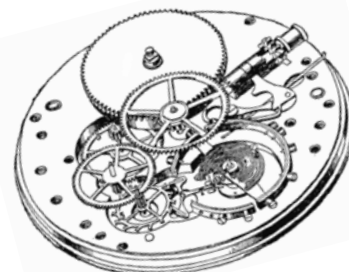
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### On the Cover

Kieran Yanner's "Siren" graces the cover this issue, sleek and frosty in her own way.



Editorial:

# A World Lit Only by Magic

For almost five years now, I've shared some pieces of my home campaign in articles and adventures. Now the time has come to do more than share a city here or a region there.

With your support, Open Design will launch the world of Midgard as a standalone campaign setting, from its northern wastes to the central city of Zobeck, and beyond to Sikkim and the haunted western wastelands—the seven regions of a world once known only to the friends at my gaming table will be yours to run with.

I'm mildly terrified at this prospect. It seems my little baby is growing up awfully fast.

As most of you surely know, anyone's home campaign is a source of joy, pride, amusement, and long hours of development and daydreaming. It's a place that's intensely private, while a creator spins campaign arcs and sets the stage for a tomb raid; and also clearly public, because without players, a setting is just an empty stage, bereft of the heroes meant to command the ramparts.

And the baby has grown, slowly but surely. I've revealed a few sections at a time, uncovering the world

adventure by adventure, in the same organic way that earlier campaign settings were designed and grown. Gygax published many Greyhawk adventures before the Gazetteer. Greenwood wrote dozens of magazine articles before the Realms showed up in a grey box. But now it's time to make a big jump.

Fortunately I have two trusted collaborators in this effort: Jeff Grubb and Brandon Hodge are designing significant portions of the setting with me. Two additional freelancers or patrons may sign on as regional designers as well. In the tradition of all our recent projects, this world's design will be guided and critiqued by patrons as we go. I'd be delighted if you joined us in choosing the first region we'll visit, funding its design, and working with us and the Open Design community to bring it to life.

Check the back cover for a glimpse of where it's starting, and visit the Kobold website for a stirring video that shows where we've been, and where we're headed. And please join me in building Open Design's first and best campaign setting.

Wolfgang Baur

Kobold in Chief



MIDGARD

—CAMPAIGN SETTING—