

Chapter 1: Characters

Character Races

The standard races in the Player's Handbook are all allowed in Midkemia. However, there are some differences. Elves have several different subraces. Gnomes are also sometimes referred to as Kobolds, so they follow the kobold entry in the Monster Manual. No Half-Orcs exists on Midkemia.

Races of Midkemia

Humans

Humans make up the majority of the races in Midkemia. Due to their short life spans, humans are known to use violent methods to justify or obtain their desires. Thus, humans have reached a golden age. Humans can be found in almost all places and in all manner of trade. Because humans can be found almost anywhere, they have different relationships with regard to the other races. Dwarves respect the individual human but consider them as a whole, undisciplined and chaotic. Elves too consider humans given to unnecessary haste and impatience.

Regions: Humans can be found all over Midkemia. Decide what character class you wish to play and pick a region listed in the class description, or decide from which region your character came from and then pick a class from that region.

Racial Abilities: Human characters, regardless of region, have all the human racial traits listed on page 13 of the Player's Handbook except as follows:

Automatic Languages: Common, home region. Bonus Languages: Any (except secret languages like Druidic).

Dwarves

Dwarves in Midkemia can be found in any mountainous regions. Dwarves are not natives of the planet of Midkemia, most magicians argue, but rather are a refugee race that fled from their home world and enter this one. Though there are no evidences to support that claim. Now, the dwarves are known for their bravery, honor and their strong dwarven spirits.

Male dwarves have beards and take great pride in grooming them. Female dwarves have a choice. Some chose to shave, leaving their chin hairless; others choose to cultivate beards as lovely as their male counterparts.

Regions: Dwarves can be found in any regions with mountains, though their communities' sizes differ by large. Common regions include Stone Mountain, The Gray Towers and Dorgin and many others.

Racial Abilities: Dwarves have all the Dwarven racial traits listed on page 14 of the Player's Handbook except as follows:

Racial Abilities: +2 Constitution, -2 Dexterity: Dwarves in midkemia are tough and not well known for their agility.

Underground Lore: Dwarves gain a +4 to all wilderness lore checks when travelling underground. (This is in addition to the stonecutting ability.) They are so adept at mining that they have a hard time getting lost. +1 racial bonus against moredhel (Instead of orcs and goblinoids.).

+4 dodge bonus against moredhel (Instead of giantkin).

Elves

The elves of Midkemia are the original inhabitants of the planet. All elves on Midkemia have fluting voices and a lifting grace that always accompanies their steps. Although there are five major subraces of elves, there is only one true monarch. Queen Aglaranna of Elvander is an Eledhel and she rules from her throne in Elvander with Tomas, Consort and warleader.

Eledhel

The eledhel are forest dwelling elves of midkemia. They can be found almost exclusively in Elvander. The eledhel are known for their skill with the long or shortbow. Their spellweavers fashion items of subtle influence like boots that make no noise and arrows that hardly miss.

Regions: The eledhel can be found only in one place, Elvander, home of the elves.

Racial Abilities: The eldhel have all the elven racial traits listed on page 16 of the Player's Handbook except as follows:

Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, Sylvn and Moredhel.

Favored Class: Ranger

Abilities: +2 Dexterity, -2 Constitution, +2 Charisma: The Eledhel are graceful and frail but beautiful.

Elder

The elder are the first among the races of elves. They served the Dragon Lords as Lorekeepers when the Valheru raged across the multiverse. Compared to their masters, they were weak. Compared to other lesser races, they are a race of mighty magicians. IT was they who first fashioned Elvander and lent it its magical aspect.

Regions: In the past, the elder can be found in Kelewan, now, after the Great Return, all elder live in Elvander.

Racial Abilities: The elder have all the elven racial traits on page 16 of the Player's Handbook except as follows:

Automatic Languages: Common and Elven. Bonus Languages: Draconic, Thun, Thuril, Tsurani, Sylvn and Moredhel.

Abilities: +2 Dexterity, -2 Constitution, +2 Wisdom: The Elder are dexterous and wise but traditionally weak.

Spellsense: +2 bonus on all spellcraft checks and one knowledge skill (Select at 1st level).

Favored Class: Lesser Path Magicians

Moredhel

The moredhel, or the Brotherhood of the Dark Path, as humans call them, were the house servants of the Valheru. When their master vanished, the moredhel sort out their master's artifacts and were intent in inheriting midkemia. Along that path, the moredhel turned to darkness and evil. Driven from Elvander, the moredhel now resides in the cold and harsh Northlands.

Regions: The moredhel can be found throughout the Northlands. Any land beyond the teeth of the World is the 'Northlands'. Some can also be found in the Green Heart.

Racial Abilities: Moredhel have all the elven racial traits listed on page 16 of the Player's Handbook except as follows:

Abilities: +2 Dexterity, -2 Constitution, +2 Strength, -2 Wisdom. The moredhel are strong from having lived in such harsh conditions, but the Dark Path has eroded much of their wisdom.

Favored Class: Ranger (From Green Heart) or Fighter (From Northlands)

Automatic Languages: Common and Moredhel. Bonus Languages: Draconic, Gnoll, Goblin, Giant, Troll, Orc, Dwarven, and Elven.

Alignment: Mostly Evil

Glamredhel

The glamredhel, or the Mad Ones, were originally the elves who were twisted by the energies of the Chaos War. Now, the decendents of those mad ones a little more tame. Just recently, they have been living in the Edder Forest, living off the land like savages. Just a few years back, what's left of the glamredhel have returned to Elvander, with their king, King Redtree, now sits as part of the advisory council to Queen Aglaranna.

Regions: The glamredhel used to be from the Northland. Now, they live in Elvander with their other cousins.

Racial Abilities: The glamredhel follow the wild elf entry in the Forgotten Realms Campaign Setting except as follow:

Automatic Languages: Common, Elven. Bonus Languages: Draconic, Goblin, Giant, Orc, Dwarven, Elven and Moredhel.

Alignment: Mostly Chaotic

Oceandhel

The Oceandhel are a branch of elves who lives across the Endless Sea on the continent of Norvindus. Instead of living in the trees like the eldhel, these elves live like plainsmen. They are also nomads. Little is known about them. Using this subrace is not advisable unless the player has a good reason why his character is so far from home. Of course, if you're playing in Norvindus, it's no problem.

Regions: The Oceandhel can be found only on the continent of Norvindus and rarely outside the Steppes of Jeshendi.

Racial Abilities: The Oceandhel have all the elven racial traits listed on page 16 of the Player's Handbook except as follows:

Favored Class: Fighter

Automatic Languages: High Keshien, Elven. Bonus Languages: Pantathian, Dwarven, Common, Goblin and Saur

Gnomes

Gnomes, like dwarves, dwell almost exclusively in mountain regions. They are a race of simple miners. In midkemia, they are also referred to as kobolds. They are very shy towards other races except dwarves and are very reclusive.

Regions: Gnomes exist in mountainous regions like The Gray Towers and Stone Mountain. Some were seen in Dorgin and some mountains in the east.

Racial Abilities: Gnomes have all the kobold racial traits on page 123 in the Monster Manual except as follows:

Alignment: Usually neutral

Favored Class: Rogue

Halflings

Halflings, or Gilani, as they are known on midkemia, are a race of short but fearsome warriors that are native only to Novindus. They are a race of nomads and barbarians who steal and eat horses for food. They are fearsome and are very chaotic.

Regions: Plains of Djams or the foothills of the Ratn'gary.

Racial Abilities: Gilani have all the halfling racial traits on page 20 of the Player's Handbook except as follows:

Automatic languages: Gilani, High Keshien. Bonus Languages: Pantathian, Dwarven, Saur, Common, Jeshandi.

Favored Classes: Barbarian.

Half-Elves

Half-elves are very rare on Midkemia. Some are found in the Green Heart or near Elvander, others are found living with the Jeshandi on Novindus. They have the physical attributes of both their parent races.

Regions: Novindus, Greenheart, Elvander

Racial Abilities: Half-elves have all the half-elven racial traits on page 18 of the Player's Handbook.

Classes of Midkemia

One chooses many paths when walking through life. The Way of the Warrior is one fraught with danger. Bards sing some of the most enchanting songs. These are some of the many classes available in Midkemia. While some are similar to those in the Player's Handbook, some are drastically different. In here, we have two new classes, the Lesser Path Mages, and the Greater Path Mages. No druids or paladins exist in midkemia.

Barbarians

Unfretted by civilizations, the barbarians of Midkemia exist in only a few places. Those who struggle to survive far to the north in the Great Ice Mountains and those who live in the Plains on Novindus. Those in the Northlands are mostly Moredhel, but there are some humans and glamredhel barbarians too. Those who live in Novindus consist of the Oceandhel, Gilani and some humans.

Preferred Region: Regions in which barbarians are commonly found include the Northlands, the Far North and the Plains on Novindus. Far to the east, there are some tribes of barbarians who resisted the call of civilization.

Bards

Singers, storytellers or just rumormonger, these bards of midkemia travel the land to learn new tales and retell old ones. They make the villains seem more sinister and the heroes more heroic. Their kind is always welcome at an inn or a tavern. Unlike the bards described in the Player's Handbook, midkemian bards, have no spellcasting ability. Instead, they have additional bardic song abilities:

Ghost Sound: With at least 6 ranks in Perform, the bard can mimic the effects of the Ghost Sound spell.

Cause Fear: With at least 9 ranks in Perform, the bard can inflict fear on his enemies as the Fear spell.

Song of Discord: With at least 12 ranks in Perform, the bard can duplicate the Song of Discord spell.

Repulsion: With at least 15 ranks in Perform, the bard can duplicate the Repulsion spell.

Preferred Region: Bards in Midkemia do not have a preferred region. They are wanderers and singers and entertainers. Bards can be found at any festival in any city trying to earn their living.

Clerics

Clerics of Midkemia function as described in the Player's Handbook. All clerics in midkemia serve a patron deity. It is not possible to cast clerical spells without a divine patron.

Preferred Region: Clerics have no preferred region, but some faiths can be found more readily in some places than others as the table below:

Deity – Favored Region

Banath - Underworld

Kahooli - Northlands

Prandur - Jar-Pul

Guis-Wa - Northlands

Fighter

Fighters are the most common adventurers. Fighters can be found from all walks of life. Prince Arutha was a fighter, so is Locklear. With skill of arms, fighters seek to overcome all obstacles with brawn more than anything else does. Some regions are known to produce quality fighters. The Border Baronies have quality fighters, so do they exist in the Royal Household Guards. In Kesh, It's the Dog Soldiers who can claim supremacy in skill of arms.

Preferred Region: Northlands, Krondor, Vale of Dreams, Northern Kesh, Overn Deep, The Girdle, Eastern Kingdoms, and the various clans of Novindus. In addition, dwarves, elves, moredhel and glamredhel make good fighters.

Monk

Some faiths encourage a more martial approach to problems than preaching. Monks must have a patron deity and is usually of the same faith as their companion clerics. Midkemian monks follow the monk entry in the Player's Handbook with the following exceptions:

Monks do not gain the following abilities – Timeless Body, Empty Body and Perfect Self.

Monks get some limited spellcasting ability as the table below. To cast a spell, monks must have a minimum Wisdom score if 10 + the spell's level. Saving throws against his spells have a DC of 10 + spell level + Wisdom modifier. A monk must start with 2 (any 2) domains out of their deity's domain list. A monk has access to any spells in the two domains and can freely choose which to prepare. A monk does not benefit from the domain abilities. A monk prepares and casts spells just as a cleric does; though he

cannot use spontaneous casting to substitute a spell for a cure spell. A monk does not gain bonus spells from high ability scores.

Level	Special	Spells per day								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2 Domains	0								
2		0								
3		1	0							
4		1	0							
5		1	1	0						
6		1	1	0						
7		2	1	1	0					
8		2	1	1	0					
9		2	2	1	1	0				
10	3 Domains	2	2	1	1	0				
11		3	2	2	1	1	0			
12		3	2	2	1	1	0			
13		3	3	2	2	1	1	0		
14		3	3	2	2	1	1	0		
15		4	3	3	2	2	1	1	0	
16		4	3	3	2	2	1	1	0	
17		4	4	3	3	2	2	1	1	0
18		4	4	3	3	2	2	1	1	0
19		5	4	4	3	3	2	2	1	1
20	4 Domains	5	4	4	3	3	2	2	1	1

Rogue

Rogues are the staples of the underworld. One could not walk a few steps in the sewers of Krondor without tripping over one. On their very best, rogues represent treasure gatherers, investigators or spies, on their worst, assassins and brigands. Rogues often gather in-groups to work efficiently. One such group is the Mockers, the thieves' guild of Krondor.

Preferred Regions: Any underworld.

Ranger

Rangers are often working as scouts like the Krondorian Pathfinders or simple woodsmen like Martin, the late Duke of Crydee. These rangers are often loners and tend to be neutral in all aspects. Most of them prefer the woods to the company of men. Most of these great trackers are employed to seek out individuals like those bounty hunters. Others prefer to defend a patch of forest from logging or human intrusion.

Rangers in Midkemia do not have any spell-casting abilities, instead, they gain fighter bonus feats at 1st, 5th, 10th, 15th and 20th level. Prerequisites must be met.

Preferred Region: Green Heart, Black Wood, Krondor, Free Cities of Natel.

Lesser Path Magician

Adventures: A lesser path magician gains power as he sees more of the world. Most of his talents are inborn, but others can be obtain through study of the world around them, thus, one often find lesser path magicians journeying with fighters and other adventurers. Good lesser path magicians seek out magic to bring ease to their lives while other more evil ones work for gold.

Characteristics: Lesser path magicians cast arcane spells of great wonder and power. Although they have access to less 'spectacular' spells than a greater path magician, they are very clever at manipulating objects and items.

Alignment: A lesser path magician is often chaotic. His craft calls for little methods, but requires curiosity. Lesser path magicians are both equally likely to be good or evil.

Religion: Lesser path magicians are not very religious people, but occasionally give an offering to Ruthia, Goddess of Luck, or more often, to Sarig, God of Magic.

Background: A lesser path magician is often apprentice to another lesser path magician. It is then that the apprentice is taught the basics of spell casting. Feeling the weather, smelling the air, trying to manipulate the stuff of life consists of what they usually learn. In later years, these lesser path magicians learn to develop their own theories and thus construct their own spells.

Races: Lesser path magicians are almost exclusively human. There has never been known any reason why that is. Dwarves find honing their smithing or fighting skills more important than spelling the air or viewing the stars. Elves, if they have an inclination towards magic, almost always become spellweavers.

Other Classes: Lesser path magicians are mostly loners, but when one feels wanderlust, any adventuring party would be glad to include one. Their brewing skill alone make them valuable. They do find working with greater path magicians distasteful, as their more 'spectacular' spells draw away attention.

Game Rule Information (Before the release of the Lifestone)

Lesser Path Magicians follow the sorcerer entry in the Player's Handbook with the following exception:

Lesser Path Focus: Lesser path magicians have no access to spells from evocation, abjuration and conjuration schools. They also cannot use any trigger command items (example wands) that contains or uses a spell from those restricted schools. However, they gain the Spell Focus feat as a bonus feat at level 1. This bonus feat's benefit applies only to one non-restricted school of their choice.

Knack: Lesser path magicians have a knack for item creation. They gain bonus item creation feats at level 6, level 12 and level 18.

Game Rule Information (After the release of the Lifestone)

Lesser Path Magicians follow the sorcerer entry in the Player's Handbook.

Greater Path Magician

Adventures: A greater path magician gains power through study. He's more of a scholar than anything is. Given a choice, he would rather study and go get chased through the woods but occasionally, one would go adventuring to gain some obscure piece of knowledge or magic.

Characteristics: Greater path magicians love details. They will go to great lengths to theorize a spell and their construction. Those who live long enough to gain power are usually a force to be reckoned with.

Alignment: A greater path magician is often studious, thus they then to be lawful. Most of them are not concern with issues of good or evil, so they are mostly neutral.

Religion: They are not religious. Some offer prayers to Sarig in the midst of some important experiment or undertaking.

Background: A greater path magician begins his career after he passed his test at the Academy at Stardock. To take the test takes great skill and courage, for to fail is to die.

Races: Only humans are known to be greater path magicians. There are no known records of elf or dwarf becoming a greater magician, though it is not impossible.

Other Classes: Greater path magicians are highly desired in any adventuring for their skill in blasting away enemies by the dozen.

Game Rule Information (Before the release of the Lifestone)

Greater Path Magicians follow the wizard entry in the Player's Handbook with the following exceptions:

Greater Path Focus: Greater path magicians have no access to spells from divination, transmutation and Enchantment schools. They also cannot use any trigger command items (example wands) that contains or uses a spell from those restricted schools. However, they gain the Spell Focus feat as a bonus feat at level 1. This bonus feat's benefit applies only to one non-restricted school of their choice.

Studious: Greater Path magicians do not gain the Scribe Scroll feat at 1st level. They are prohibited from taking item creation feats as many consider item creation to be an undertaking of the lesser magicians.

Game Rule Information (After the release of the Lifestone)

Greater Path Magicians follow the wizard entry in the Player's Handbook.

Prestige Classes

Midkemia is home to many organizations from the very base ones like the Nighthawks to the elite's like the Pathfinders. A ranger may find his true calling as a Ranger of Natel, a Pathfinder of Kronder, or a Imperial Keshian Guide, all of which offers prestige and fame. Mockers number many rogues among them, but they also allow fighters and some lesser path magicians into their ranks. And of course, we have others like Keshian Dog Soldiers, and the Izmalis and the notorious Nighthawks. These are but a few one can find in the world of Midkemia.

Beast Hunter

Beast Hunters were thought to be extinct, but in truth, they still exist in the Far North. Some of them, over the years, have moved south and lived with the Yabonese and adapted to their way. Beast Hunters are common among the Hadati Hillmen. Many of them come from the ranks of fighters, barbarians and mainly rangers. Beast Hunters are a strong and hardy class of people, with may survival and hunting skills necessary to ensure that life in the mountains endures.

Hit Die: d10

REQUIREMENTS

To qualify to become a Beast Hunter, a character must fulfill all the following criteria.

Alignment: Any Chaotic

Skills: Handle Animal 4 ranks, and Survival 4 ranks.

Feats: Endurance and Run.

CLASS SKILLS

The Beast Hunter's class skills are Animal Empathy, Balance, Climb, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (Nature), Listen, Move Silently, Swim, Survival. Refer to the Player's Handbook page 59 for skill related stats.

Skill Points at Each Level: 4 + Int Modifier.

CLASS FEATURES

All the following are class features of the Beast Hunter Prestige Class.

Weapon and Armor Proficiency: Beast Hunters are proficient in all Simple and Martial Weapons. They are also proficient with all Light and Medium Armor.

Animal Companion: A 1st level Beast Hunter begins his career with a beast hound. In the course of his life, the Beast Hunter can have as many beast hounds as half his total character levels rounded down. A 5th Ranger/ 2nd Beast Hunter can have no more than 3 beast hounds while a 6th Ranger/ 4th Beast Hunter can have no more than 5 beast hounds. Whenever one of his beast hounds dies or when the Beast Hunter gains a level, a suitable beast hound always arrive from the nearby surroundings.

Track: At 1st level, a Beast Hunter gains the feat Track as a free feat.

Weapon Focus: At 3rd level, a Beast hunter gains the Weapon Focus (pick a weapon) feat for free.

Weapon Specialization: At 5th level, a Beast hunter gains the Weapon Specialization (pick a weapon) feat for free.

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1 st	+1	+2	+2	+0	Animal Companion (Beast hound), Track
2 nd	+2	+3	+3	+0	
3 rd	+3	+3	+3	+1	Weapon Focus
4 th	+4	+4	+4	+1	
5 th	+5	+4	+4	+1	Weapon Specialization

Izmalis

Izmalis. This dreaded brotherhood in Kesh has been known to hire out these personals as bodyguards to nobles and travelling dignitaries. It is also rumored that these izmali are also sometimes hired as assassins. They have been known never to miss their mark and are almost ghost-like in their work. Whether their reputation is well earned or just a misguided man's nightmare is unknown.

Hit Die: d6

REQUIREMENTS

To qualify to become an izmalis, a character must fulfill all the following criteria.

Alignment: Any non-lawful

Base Attack Bonus: +4

Skills: Hide 12 ranks, Move Silently 8 ranks, Tumble 4 ranks.

Feats: Lightning Reflexes

Special: Must have the Sneak Attack ability.

CLASS SKILLS

The Izmalis' class skills are Craft (Alchemy), Innuendo, Intimidate, Jump, Move Silently, Hide, Tumble and Use Rope. Refer to Player's Handbook page 59 for skill relater stats.

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All the following are class features of the Izmalis prestige class.

Spring Attack: At 1st level, an izmalis gain the Spring Attack feat for free.

Invisibility (Sp.): At 2nd level, an izmalis gets to cast *Invisibility* (as the spell) as a spell-like ability 1/day, 3/day at 4th level and 6/day at 7th level.

Crippling Strike (Ex): At 5th level, whenever the izmalis successfully sneak attacks an opponent, the opponent also takes 1 point of temporary Strength damage, in addition to the normal damage. Ability points lost to damage return on their own at the rate of 1 point per day.

Poison Blade: At 3rd level, the izmalis gets to add poison to any weapon he uses once per day. This poison causes 1d4 temporary constitution damage at 3rd level, 2d4 at 6th level and 3d4 at 9th level. Ability points lost can be recovered through a successful Heal check (DC 15, 17, 20 respectively) or at the rate of 1 point per week.

Improved Invisibility (Sp.): At 10th level, the izmalis get to Improved Invisibility as a spell-like ability 1 per day as the *improved invisibility* spell.

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1 st	+0	+0	+2	+0	Spring Attack
2 nd	+1	+0	+3	+0	<i>Invisibility</i> 1/day
3 rd	+2	+1	+3	+1	Poison Blade I
4 th	+3	+1	+4	+1	<i>Invisibility</i> 3/day
5 th	+3	+1	+4	+1	Crippling Strike
6 th	+4	+2	+5	+2	Poison Blade II
7 th	+5	+2	+5	+2	<i>Invisibility</i> 6/day
8 th	+6	+2	+6	+2	Slippery Mind
9 th	+6	+3	+6	+3	Poison Blade III
10 th	+7	+3	+7	+3	<i>Improved Invisibility</i> 1/day

Keshian Imperial Guide

Keshian Imperial Guides are the elite scouts of the Imperial Keshian Army. These scouts are known for their tracking and scouting skills as well as their ambush tactics. One can find many rangers and fighters among their ranks. Some lesser path magicians also find this life enticing as they walk closely with nature.

Hit Die: d8

REQUIREMENTS

To qualify to become an Imperial Guide, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Move Silently 4 ranks, Handle Animal 4 ranks, Survival 8 ranks, Swim 4 ranks.

Feats: Endurance

CLASS SKILLS

The Imperial Guide's class skills are, Balance, Climb, Handle Animal, Heal, Knowledge (Nature), Move Silently, Search, Spot, Swim and Survival. Refer to Player's Handbook page 59 for skill related stats.

Skill Points at Each Level: 4 + Int Modifier.

CLASS FEATURES

All the following are class features of the Keshian Imperial Guide prestige class.

Weapon Armor Proficiency: Keshian Imperial Guides are proficient with all Simple and Martial Weapons. They are only proficient with all Light Armor.

Trackless Step: At 1st level, Keshian Imperial Guides cannot be tracked while on the Material Plane.

Bow Feat: At 2nd and 4th level, the Guide can select a bonus feat from the following list: Precise Shot, Far Shot, Point Blank Shot. At the DM's discretion, other bow related feats may be added to the list. The guide need not meet the prerequisites (if any) of any of the feats taken at those levels.

Low-light Vision: At 3rd level, the guide gains the ability to see further with a light source than before. Characters with inherent low-light vision have their range doubled.

Darkvision: At 5th level, the guide has the ability to see in the dark. Characters with inherent darkvision have their range doubled.

Know Direction: A Guide can cast the spell *Know Direction* once per day at 2nd level and 3 times per day at 5th level.

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Trackless Step
2 nd	+2	+0	+3	+0	Bow Feat, <i>Know Direction</i> 1/day
3 rd	+3	+1	+3	+1	Lowlight-vision
4 th	+4	+1	+4	+1	Bow Feat
5 th	+5	+1	+4	+1	Darkvision, <i>Know Direction</i> 3/day

Keshian Dog Soldiers

Dog soldiers are the infantry and backbone of the Imperial Keshian Army. Most Dog Soldiers can be found along the Keshian borders such as the North (Kingdom/ Kesh Border) and the in the Girdle of Kesh. Within its ranks you can find many fighters and barbarians. Some rangers join the Dog Soldiers but are very rare. They are only accorded respect from their enemies as Kesh herself holds Dog Soldiers in low regard.

Hit Die: d10

REQUIREMENTS

To qualify to become a Dog Soldier, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Knowledge (Warfare) 4 ranks

Feats: Endurance, Toughness, and Run.

CLASS SKILLS

The Dog Soldier's class skills are Climb, Jump, Knowledge (Warfare) and Swim. Refer to Player's Handbook page 59 for skill related stats.

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All the following are class features of the Dog Soldier prestige class.

Weapon Armor Proficiency: Dog Soldiers are proficient with all Simple and Martial Weapons. They are proficient with all Light and Medium Armor and all shields.

Cleave: At 1st level, Dog Soldiers get Cleave as a free feat.

Bonus Feats: At 2nd and 4th level, Dog soldiers get bonus feats. These feats can only be chosen from General Feats.

Weapon Specialization: At 3rd level, Dog Soldiers are allowed to be specialized in one weapon of their choice as the feat Weapon Specialization.

Great Cleave: At 5th level, Dog Soldiers gain the Great Cleave feat.

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1 st	+1	+2	+0	+0	Cleave

2 nd	+2	+3	+0	+0	Bonus Feat
3 rd	+3	+3	+1	+1	Weapon Specialization
4 th	+4	+4	+1	+1	Bonus Feat
5 th	+5	+4	+1	+1	Great Cleave

Krondorian Pathfinder

Krondorian Pathfinders are the ones to scout ahead before any royal hunt or mission for the crown. These elite forces are only second to the elves in terms of stealth and tracking. Some of them are also snipers of the Prince of Krondor's Army. Among them, one can find rangers and fighters. There are also few rogues among them who take on the job of working in the darker side for the prince.

Hit Die: d10

REQUIREMENTS

To qualify to become a Pathfinder, a character must fulfill all the following criteria.

Weapon: Proficient with either the longbow or the composite longbow.

Skills: Move Silently 4 ranks, Survival 8 ranks.

Feats: Point Blank Shot

CLASS SKILLS

The Pathfinder's class skills are Climb, Jump, Knowledge (Nature), Move Silently, Survival and Swim. Refer to Player's Handbook page 59 for skill relater stats.

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All the following are class features of the Pathfinder prestige class.

Weapon Armor Proficiency: Pathfinders are proficient with all Simple and Martial Weapons. They are proficient with all Light and Medium Armor.

Far Shot: At 1st level, Pathfinders gain the Far Shot feat as a free feat.

Nature Sense: A Pathfinder can identify plants and animals with perfect accuracy. He can tell weather water is safe to drink or dangerous.

Track: A Pathfinder gains Track as a free feat at 1st level.

Woodland Stride: Starting at 2nd level, a Pathfinder may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the Pathfinder.

Precise Shot: Starting at 3rd level, the Pathfinder gains Precise Shot as a free feat.

Trackless Step: Starting at 4th level, a Pathfinder leaves no trails on natural surroundings and cannot be tracked.

Fleetness: At 5th level, the pathfinder's base speed increases. Add 10ft to his base feet. This ability only functions in forests or similarly wooded areas. At other places, his speed remains at his old value.

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
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1 st	+1	+2	+0	+0	Far Shot, Nature Sense, Track
2 nd	+2	+3	+0	+0	Woodland Stride
3 rd	+3	+3	+1	+1	Precise Shot
4 th	+4	+4	+1	+1	Trackless Step
5 th	+5	+4	+1	+1	Fleetness

Nighthawk

Nighthawks are the assassins of legend. It is said that when one becomes a nighthawk, one sells one's soul for everlasting life. The work of nighthawks are grisly and yet, somehow, artistic. Once paid, they will hunt down their mark until they completed their mission or are killed in the process, which they then rises again as Black Slayers.

Hit Die: d8

REQUIREMENTS

To qualify to become a Nighthawk, a character must fulfill all the following criteria.

Alignment: Any non-good, non-lawful.

Skills: Move Silently 8 ranks, Hide 8 ranks.

Special: Must be accepted into the Guild of Death by murdering someone for no reason other than for the kill itself.

CLASS SKILLS

The Nighthawk's class skills are Climb, Jump, Knowledge (Underworld), Move Silently, Survival and Swim. Refer to Player's Handbook page 59 for skill related stats.

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All the following are class features of the Nighthawk prestige class.

Weapon Armor Proficiency: Pathfinders are proficient with all Simple and Martial Weapons. They are proficient with all Light and Medium Armor.

Blood Ritual: Upon initiation, the nighthawk partakes in the Blood Ritual, which grants it a +2 enhancement bonus to Dexterity when wearing light armor only and only at night. This ritual also allows the nighthawk to rise as a black slayer when he is killed.

Shadow Feet: Starting from 3rd level, a nighthawk gains a circumstance bonus of +10 to all Move Silently check when working at night and in only light armor.

Shadow Mind: At 5th level, nighthawks gain the ability to resist compulsion spells. They get a +2 bonus on all saves dealing with compulsion and similar spell effects.

Blood Hunt: At 7th level, nighthawks gain the Endurance feat for free, but it only takes effect at night.

Shadow Step: Once per night, a nighthawk can cast dimensional door as per spell at night.

Blood Blessings: At 10th level, nighthawks' +2 bonus to Dexterity from the Blood ritual now increases to +4 (Still only active at night and wearing only light armor). All Hide checks are now made with a +10 circumstances bonus when at night and wearing only light armor.

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1 st	+1	+2	+0	+0	Blood Ritual
2 nd	+2	+3	+0	+0	

3 rd	+3	+3	+1	+1	Shadow Feet
4 th	+4	+4	+1	+1	
5 th	+5	+4	+1	+1	Shadow Mind
6 th	+6	+5	+2	+2	
7 th	+7	+5	+2	+2	Blood Hunt
8 th	+8	+6	+2	+2	
9 th	+9	+6	+3	+3	Shadow Step
10 th	+10	+7	+3	+3	Blood Blessings

Chapter 2: Deities

The Gods of midkemia are many and varied. Some wield great power while others seem weak. Some appear totally nefarious while others look saintly.

Before the Chaos War, there were seven Controller Gods and one hundred lesser gods. Now, with the three greatest gods gone, or barely alive, only the four controller gods and twelve lesser gods survived the chaos war to govern the daily affairs of midkemia.

There is also the remote possibility that some of the dead lesser gods will return to consciousness. For such a thing to happen there are only two ways. One is the long worship of the dead god. Given enough time and prayers, the dead god will revive. The other way is through a burst of power strong enough to revive the god through some ceremony or a sacrifice of an artifact. Below are the write-ups of the three greater controller gods and the intermediate controller gods.

Name (Power)	Align	Domains	Favored Weapon	Portfolio
Arch-Indar (G)	NG	Good, Healing, Protection, Magic	Dagger	Good works, charity
Ishap (G)	LN	Law, Knowledge, Magic, Protection	Quarterstaff	Knowledge, Balance
Nalar (G)	NE	Evil, Death, Destruction, Magic	Unarmed strike	Evil, destruction
Abram-Sev (I)	N			
Ev-Dem (I)	N			
Graf (I)	N			
Helbinor (I)	N			
Silban (L)	LN	Law, Earth, Plant, Animal	Sickle	Nature, Earth
Astalón (L)	LN	Law, Protection, Strength	Longsword	Justice, Law
Kahooli (L)	LE	Evil, Law, Destruction, Strength	Longsword	Vengeance
Sung (L)	LG	Good, Law, Healing, Protection	Quarterstaff	Healing, Purity
Banath (L)	NE	Evil, Trickery, Luck	Dagger	Thieves
Killian (L)	NG	Good, Water, Earth, Travel, Animal, Air	Halfspear	Forests, Oceans, Rangers, Sailors
Tith-Onanka (L)	N	War, Destruction, Strength	Javelin	War, Combat
Dala (L)	N	Protection, Travel, Strength	Unarmed strike	Protection
Ruthia (L)	CN	Chaos, Luck, Travel, Strength	Rapier	Luck
Guis-Wa (L)	CE	Chaos, Evil, Destruction, Strength	Greatsword	Hunting
Prandur (L)	CN	Chaos, Sun, Fire, Destruction	Scimitar	Fire, Sun
Lims-Kragma (L)	CN	Chaos, Death, Knowledge	Unarmed Strike	Death, Judgement

Arch-Indar (Greater Goddess)

The Good Lady, She Who is Perfect, the Selfless

Alignment: NG

Portfolio: Good works, charity

Domains: Good, Healing, Protection, Magic
Favored Weapon: Dagger

Arch-Indar is a powerful deity. One who has dominion over all whom do good in her name, she is the foe of all that is evil, namely, Nalar. Whenever evil threatens to overshadow good, Arch-Indar weeps for the people and steps in on an immortal level to aid her worshipers. Her worshipers are few, as not many wish to walk the ways of good. Her clerics number even fewer, for her faith is new. Founded by Nakor the Isalani, the Church of Arch-Indar has grown only a little under the leadership of High Priest Dominic and High Priestess Aleta. The church is always sort out on issues of charity and faith, with worshipers among the down trodden and the middle and lower class people.

History/Relationships: During the Chaos Wars, Arch-Indar, together with Ishap, banded together to fight Nalar, the Mad God. With a last act of desperation, Arch-Indar sacrificed herself to give Ishap enough power to imprison Nalar away on a far away world.

Recently, due to a series of strange circumstances, Arch-Indar was revived. Nakor the Isalani then started the Church of Good to bring goodness back into the world to balance what evil Nalar and his minions did. The Good Lady's predominant church is located in Krondor. After founding the church, Nakor left High Priest Dominic, formerly known as Abbot Dominic of Ishap, and High Priestess Aleta to oversee the church's growth and expansion.

Dogma: Do good works everyday. Bring joy into the hearts of men and women. Do what is good first what is lawful second. Attribute all good works done to her name and bring back the Good Lady, for only goodness is the way of life. When confronted with an evil act, be it your own or others, seek correction and rehabilitation. With patience, all evil can be redeemed.

Ishap (Greater God)

The Matrix, The Balancer

Alignment: LN

Portfolio: Knowledge, Balance

Domains: Law, Knowledge, Magic, Protection

Favored Weapon: Quarterstaff

Ishap is the greatest of the Gods. It was he who created the original one hundred lesser gods and decreed that the greater gods be served by the lesser gods, and through them, by the priesthoods. The Ishapians are the leaders in the temporal world. The Ishapians are the self appointed keepers of knowledge when Woder-Hosper, the God of Knowledge, perished during the Chaos War. It has been thus for so long, everyone now considers Ishap to be the God of Knowledge.

History/Relationships: Before the Chaos wars, it was Ishap who created the 100 lesser gods. It is he who decreed that the greater gods be served by the lesser gods and them through the priesthoods. During the Chaos Wars, After Arched-Indar sacrificed herself to defeat Nalar, Ishap used much of his divine power to keep him banished. With that banishment, Ishap's power fell drastically and then fell into a deep sleep. Though he still grants spells to his worshippers, he is unaware of whatever happens in Midkemia.

Dogma: Keep all things in balance. Seek not the extremes in any circumstances but the middle grounds. From everything bad, something good happens, from something good, evil can take root. Life occurs when no one goes extreme, while non-balancing acts bring destruction. Seek knowledge, for knowledge is the source of all life. Without knowledge, there is no life. All knowledge is sacred, to destroy or withhold knowledge is forbidden and to falsify knowledge is to risk the wrath of Ishap.

Nalar (Greater God)

He Who Is Flawed, The Nameless, The Selfish

Alignment: NE

Portfolio: Evil, Destruction

Domains: Evil, Death, Destruction, Magic

Favored Weapon: Unarmed strike

Nalar is the ultimate evil. He is evil and destruction incarnate. Though he is now absent from Midkemia, he has a few worshippers who have no knowledge that they worshipped the Nameless. His power is vast, so vast that he is able to manipulate some events on midkemia even through his imprisonment.

Now, he has a few cults dedicated to his name. These cults are always on the run. They are so base even the moredhel and goblins shun and hunt them down. Nalar has worshippers among those who wish to walk in darkness. People who have been turned away from the various temples find refuge in the shadow of the Nameless.

History/Relationships: In the past, Nalar was a force to be reckoned with. Now, he is still powerful, but has been banished so far away it makes no difference if he were dead. Recently, his power has risen and he is able to reach out to answer some of his followers' pleas.

Now, Nalar seeks the end of his banishment and wants to return to his place in the pantheon of the midkemian gods. To this end, he seeks out people who have no qualms about using the most destructive forces to achieve his ends. The return of Arch-Indar, his nemesis, has caused him some discomfort, but he knows she is still weak and his minions are now working to free him, to restore him to his full power.

Dogma: Destroy all that stands in your way. Great power is only achieved when one goes to all means to get it. The more who are sacrificed to achieve your goal, the sweeter the victory. If you can use someone instead of yourself, do it, cause betrayal is sweet in the ears of Nalar. The more evil you do, the more rewards you will get when you at last join Nalar.

Actively seek out priests of Arch-Indar and destroy them. All who they lead must be destroyed as well, for they seek to block the Nameless One's return to his rightful place in power. Any of the other faiths that actively oppose your ideals must be dealt with swiftly and painfully.

Abram-Sev, Ev-Dem, Graf, Helbinor (Intermediate Deities)

These four, with Arch-Indar, Nalar and Ishap, are referred to as the seven greater gods of Midkemia. These four gods have no priesthood but rather, are served by the twelve lesser gods of midkemia.

After the Chaos War, only these four gods were left to take control of midkemia. All seven greater gods need no worshippers to stay 'alive', as do the lesser gods. They are not affected by their lack of worshippers or whatever that happens to the people of midkemia.

Now, only Arch-Indar, Ishap and Nalar have their respective priesthood. It is not because these three gods require worshippers, but that the followers of these three gods wish to return their respective gods back to power to restore midkemia to balance.

On midkemia, almost no one has heard of these four gods. They answer no prayers and grant no spells. Those who have heard of them are only those highly placed within the various temples and those who served Ishap, the God of Knowledge.

Chapter 3: Magic

Midkemia is a world suffused with magic, if one knows where to look. Though magic is now more widely practiced and tolerated, it was feared and persecuted only half a century before. Recently, though more schools have sprung up, to teach magic to all that have the knack, it is still more of a novelty than a real livelihood. This does not mean everybody from the lowliest farmhand to the king has hordes of magical items or spells at his disposal. Magic is available to those who can afford it and use it, but not in abundance. There are a few types of magic in midkemia.

Divine Magic

Clerics in midkemia wield their own brand of magic. They wield divine magic. Their magic comes from the twelve lesser gods and three greater gods of midkemia. All divine magic is used through prayer. To cast a spell, a cleric must have the spell in his mind. Once the spell is cast, it is gone from his memory until restored.

To prepare a divine spell, a cleric must pray to his deity at the appropriate time with the required rituals (some deities require their clerics to pray at dawn, some at night, some while bathing, others over a sacrifice...). Only when are his prayers done are his spells granted by his deity for his use. To cast a divine spell, the cleric must have that spell in mind. After the spell is cast, it is gone from the cleric's memory and can only be restored by performing the rituals to his god to have that spelled restored. Divine magic is not affected by wearing armor, so there's no chance of failure when wearing armor while casting divine spells.

Arcane Magic

Arcane magic exists on midkemia in two forms. Greater Path Magicians use one form, while the Lesser Path Magicians use the other form. There is almost no similarity between the Greater and Lesser magics that they are almost considered two different types of magic. Greater Magic is considered an Art, while Lesser Magic is more talent. Arcane magic are affected by arcane failure when used with armor. Take note that the descriptions below apply only to arcane magic before the release of the Lifestone. After the Lifestone energies were released, all arcane magic are the same.

Greater Magic

Magicians of the Greater Magic are the scholars of arcane magic. They are the ones who can wave a hand and cause spectacular effects in the air. Greater Magic is almost abstract in concept and usage. Greater magic is most often used to bring something out of nothing. Greater Magicians tap into this greater magic to weave spells of awesome powers and displays. Fireballs, Lightning Bolts are some such spells. Summoning spells that summon outsiders are also spells mostly employed by Greater Mages. Protection spells like Protection from Evil and Mage Armor are spells that are typically used by greater mages. They are the ones who will sit around in their library and discuss who to bring their magic to greater heights. Powerful as it is, Greater Mages are not able to tap into the natural energies of the world to perform spells that are restricted to the lesser mages only. Their time spent studying on their spells allows them to harness and use the magical energy more often but leaves them unskilled in the area of item creation. Thus, item creation is mostly left to lesser mages.

Lesser Magic

Lesser magic is native to the world of midkemia. While greater magic is an art, lesser magic is of talent. One often finds that some of the greatest lesser mages start when they discovered they can do simple things like finding water with a stick or predict the weather by sniffing the air. Lesser mages focus more on using the natural energies of the world or themselves to shape their spells. Thus lesser mages are known for their shape changing spells, enchantment or charm-related spells and their divination skills. When one is troubled by strange storms or troubled by strange beasts, one can often find the hand of a lesser mage behind the incident. Because of their talent with the natural energies, lesser mages excel in making magical objects. The hands of lesser mages make most magical devices. Because of this, lesser mages are highly sort out to create magical items, brew potions or, in times of war, enchant weapons.

Chapter 4: NPCs

Below are some of the more prominent personals of the world of midkemia who have appeared at one time or another. Some of them are already deceased in the present game time but are presented here if you wish to play in a time slot where they were around.

All the NPCs listed here have only their race, classes, stats, levels and CR listed. There's no information on feats, spells and other things. This is to allow you to customize them fully to fit your game.

Name	Race	Class	Str, Dex, Con, Int, Wis, Cha	CR
Tomas	Half Human/ Half Valheru	Fighter 24	22, 19, 25, 17, 16, 14	34
Pug	Human	GP Magician 23/ LP Magician 9	12, 13, 17, 23, 19, 16	32
Acala	Elder	LP Magician 20/ Epic 5	11, 12, 14, 21, 19, 17	25
Miranda	Human	LP Magician 4/ GP Magician 22	12, 14, 13, 18, 17, 15	23
Aglaranna	Eledhel	Aristocrat 16/ Fighter 3	11, 15, 16, 18, 17, 16	19
Calis	Half-Elf	Fighter 15/ Rogue 4	18, 15, 17, 17, 16, 13	19

Redtree	Glamredhel	Barbarian 16/ Fighter 3	16, 15, 17, 13, 14, 12	19
Dominic	Human	Cleric (Ishap, Arch-Indar) 19	14, 15, 17, 16, 19, 17	19
Nakor	Human	LP Magician 3/ GP Magician 7/ Monk (Dala) 6	13, 16, 15, 17, 18, 13	19
Amos	Human	Expert (Sailor) 16/ Fighter 3	17, 15, 16, 15, 16, 12	18
James	Human	Fighter 2/ Rogue 16	12, 18, 15, 14, 13, 12	18
Locklear	Human	Fighter 18	17, 15, 16, 15, 12, 13	18
William	Human	Fighter 18	17, 15, 17, 16, 14, 13	19
Lyam	Human	Fighter 17	15, 13, 17, 16, 14, 15	17
Calin	Eledhel	Fighter 17	15, 16, 16, 17, 15, 14	17
Borric (King)	Human	Fighter 15/ Rouge 2	15, 16, 15, 17, 14, 16	17
Erland	Human	Fighter 15/ Rogue 2	15, 16, 15, 17, 14, 16	17
Tathar	Eledhel	LP Magician 17	12, 14, 15, 19, 17, 15	17
Gorath	Moredhel	Fighter 17	16, 17, 15, 16, 14, 12	17
Makala	Human	GP Magician 17	13, 15, 14, 17, 16, 14	17
Guy	Human	Fighter 17	17, 15, 16, 15, 16, 13	17
Miranda	Human	GP Magician 17	14, 16, 15, 18, 16, 14	17
Katala	Human	Commoner 5/ Expert (Mayor) 13	12, 14, 12, 16, 18, 17	16
Arutha	Human	Fighter 16	13, 15, 16, 17, 15, 16	16
Martin	Human	Fighter 3/ Ranger 13	13, 16, 17, 16, 15, 15	16
Laurie	Human	Bard 16	13, 14, 16, 15, 13, 17	16
Owen	Human	GP Magician 16	13, 15, 16, 18, 16, 13	16
Brother Solon	Human	Cleric (Ishap) 9/ Monk (Ishap) 7	17, 14, 16, 16, 15, 12	16
Father Belson	Human	Cleric (Prandur) 16	15, 17, 16, 15, 18, 16	16
Baru	Human	Fighter 16	16, 14, 18, 16, 17, 12	16
Nicholas	Human	Fighter 6/ Expert (Sailor) 10	14, 15, 17, 16, 15, 16	15
Briana	Human	Fighter 15	15, 17, 16, 13, 15, 14	15
Dolgan	Dwarf	Fighter 15	17, 14, 18, 15, 16, 15	15
Kasumi	Human	Fighter 14	16, 15, 17, 15, 16, 13	14
Lucas	Human	Expert (Innkeeper) 8/ Fighter 6	16, 17, 15, 16, 16, 14	13
Borric (Duke)	Human	Fighter 13	15, 13, 16, 18, 16, 17	13
Jazharr	Human	LP Magician 6/ GP Magician 7	15, 16, 14, 17, 16, 13	13
Kendaric	Human	GP Magician 5/ LP Magician 8	16, 15, 13, 18, 15, 16	13
Gamina	Human	Commoner 4/ Aristocrat 10	13, 15, 16, 17, 16, 18	14
Father Nathan	Human	Cleric (Sung) 12	16, 15, 17, 16, 18, 15	12
Erik	Human	Fighter 12	18, 15, 16, 17, 16, 13	12
Roo	Human	Rogue 4/ Fighter 7	15, 17, 14, 16, 15, 12	11
Marcus	Human	Fighter 4/ Ranger 7	15, 16, 18, 16, 15, 14	11
Aleta	Human	Cleric (Arch-Indar) 10	12, 14, 15, 16, 17, 15	10
Sho Pi	Human	Monk (Dala) 7/ Rogue 3	14, 15, 17, 16, 18, 13	10
Harry	Human	Fighter 4/ Rogue 5	15, 17, 15, 17, 16, 15	9
Meecham	Human	Ranger 8	14, 15, 17, 15, 16, 12	8
Brisa	Human	Rogue 8	13, 16, 15, 16, 14, 15	8
Carline	Human	Fighter 7	13, 12, 15, 16, 16, 18	7
Kulgan	Human	LP Magician 7	9, 10, 11, 19, 17, 15	7
Father Tully	Human	Cleric (Astalón) 12	8, 10, 10, 17, 20, 17	7
Anthony	Human	LP Magician 3/ GP Magician 4	14, 15, 13, 17, 16, 14	7
Anita	Human	Aristocrat 7	10, 12, 15, 17, 18, 16	6
Talia	Human	Commoner 3/ Cleric (Kahooli) 4	14, 16, 15, 13, 16, 15	6
Abigail	Human	Aristocrat 7	12, 14, 13, 16, 16, 15	6
Margaret	Human	Fighter 5/ Aristocrat 2	15, 16, 14, 17, 16, 16	6
Elena	Human	Aristocrat 5	10, 14, 12, 16, 15, 17	4

Arutha: Youngest son to Borric, Duke of Crydee. In the beginning of the book he was Prince of Crydee, later he becomes Prince of Krondor. Brother to Martin, Lyam and Carline. Marries the Princess Anita. Father of Borric, Erland, Elena, and Nicholas. He is known as a skilled swordsman, especially with the rapier. He had travel north to Moralin to collect Silverthron and slain the false Murmandamus in the Great Uprising.

Martin: Earlier known as Martin Longbow, Bastard son of Duke Borric. Oldest son to Borric, Duke of Crydee. Friend of the Elves. Later marries Briana. Father of Marcus and Margaret. Brother to Lyam, Arutha and Carline. A legend with a longbow, Martin eventually rose to become Duke of Crydee.

Pug: Grew up at Crydee, Was apprentice of the Magician Kulgan until later captured by the Tsurani, and was taken to their homeland of Kelewan. It was there that his powers where to peak to there highs as he

became a Tsurani Great one. While on Kelewan Pug was known as Milamber and meets a young slave named Katala. Later he marries her and has a son, William, and an adopted daughter, Gamina. When back in the kingdom Pug creates a school for Magician at Stardock.

Tomas: Also grew up at Crydee, Pug's best friend. Wearer of the armor of Ashen-Shugar, last of the Dragon Lords. Although Tomas is Human when he put on the Armor of the Dragon Lord his appearance altered and he looks more like an Elf than a Human. Tomas is also the Warleader of Elvendar, and wife to the Elven Queen Aglaranna. Tomas has one Son, Calis.

Jimmy the Hand/James: Thief of Krondor, Member of the Mockers. Later Squire, Assistant to the Duke of Krondor, Assistant to the Duke of Rillianon, Duke of Rillianon, and then Duke of Krondor. Marries Pug's Daughter Gamina. Father to Arutha (named after the prince), Grandfather of Jimmy and Dash.

Lyam: Second oldest son to Duke Borric. Later becomes King of the Isles. Father of Prince Patrick. Brother to Martin, Arutha, and Carline

Amos Trask: Once known as Trenchard the Pirate, he has turned to a more 'respectable' life as Admiral of the Princes Fleet. Marries Princess Alicia.

Nakor: Strange Isalani who has a knack for 'Tricks', Says there is no magic. He is also said to be three times older than the life span of an average man.

Nicholas: Youngest Son of Arutha (Prince of Krondor), Later Admiral of the Princes Fleet.

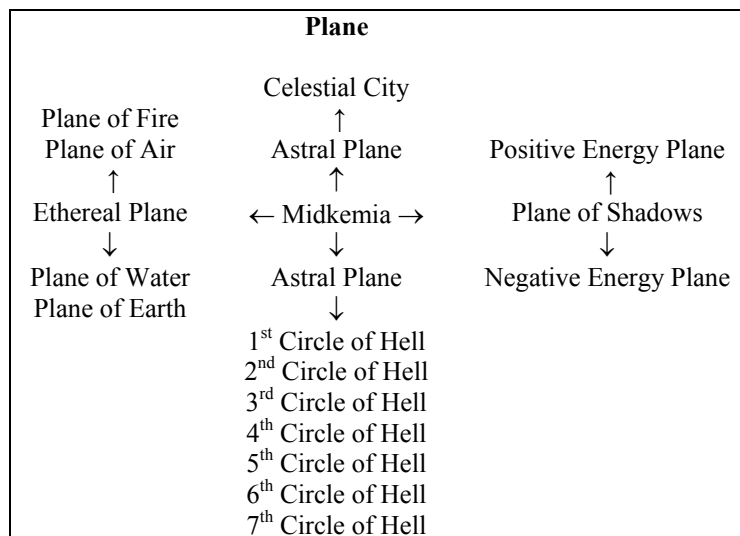
Borric: Oldest Son of Arutha (Prince of Krondor), Twin Brother to Erland, Brother to Nicholas. Later King of the Isles, Father of Patrick.

Erland: Second Eldest son To Arutha (Prince of Krondor), Twin Brother to Borric, Brother of Nicholas.

Chapter 5: Cosmology

The afterlife has always been issues of debate between the various temples. Different temple clerics claim different things regarding life after death. Some believes in oblivion, others, reincarnation, yet for some, a better life.

The natives have very little knowledge of the various planes of existence and care very little about it. In general, most of the commoners will know about the Seven Lower Hells or the Courts of Heaven. The cosmology presented here is the one most commonly perceived by the general populace.



Celestial City

The Celestial City is the plane where all the gods of Midkemia have their realm. Considered by mortals to be somewhere up in the peaks of the mountains of Novindus, most sages have deduced that it's wrong. Instead of being on the peak, the peak has a Gate to the Celestial City.

Those who have been there describe it to be a beautiful place. It's a place of solidity and illusion at the same time. The Celestial City is described to have great halls dedicated to each of the gods or goddess in Midkemia, even those reputed to be dead or gone. The great halls of the gods are different to all who view them. The Hall of Purity, home to Sung, is seen as a shrine built out of a single block of the whitest marble. Within its hall, one can see and meet with the living goddess Sung and her powerful proxies. There are rumors that this hall once belonged to Drusala. After Drusala perished during the Chaos War, her sister Sung moved into her dwelling and took over her place as Goddess of Purity until her return.

The Celestial City is marked off into different sections, with each sections dedicated to a different god. Those sections that have a living god in them are teeming with life. Petitioners are always around, doing things for their god, wishing to eventually merge with their gods. The gods also sometimes bring their most powerful mortal chosen to work with them on an immortal level.

Those sections without a living deity are still beautiful, but in a faded kind of way. Their beauty brings out feelings of loss and despair and hopelessness. Every once in a while, the cold statue of some dead god flicker to life at some prayer directed at them, then dies. It is then that one can catch a glimpse of the former glory of the dead god. The dwellings of the living gods are shown below.

Deity	Dwelling
Ishap	Ishap's Grace
Arch-Indar	The Good Home
Nalar	Eternal Darkness
Silban	Mother's Harvest
Astalon	Hall of Justice
Kahooli	Vengence Peak
Sung	Hall of Purity
Banath	Palace of Shadows
Killian	Nature's Rest
Tith-Onanka	Eternal Battlefield
Dala	Warrior's Rest
Ruthia	Coin Toss
Guis-Wa	The Hunting Grounds
Prandur	Palace of Flames
Lims-Kragma	Necropolis

Hell

In Midkemian lore, hell is separated into seven distinct circles. Hell is where pain and suffering fills the entire plane. Anyone who tumbles into those planes unprotected are likely to be found and enslaved by the denizens or just die outright from the hostile atmosphere.

Every circle of hell is home to different creatures. Some creatures, like the demons of the Fifth Circle, are so powerful that they conquered the Third and Forth Circles too. It is believed that the lower one travels into hell, the more powerful foes one finds. Some of the most dangerous creatures come from the lowest circles like the Dread, which inhabits in the 6th Circle. No one knows who or what dwells in the 7th Circle. In general, the circles of hell are closed to midkemia, but occasionally, some mage opens a gate and left it open, giving the creatures there a chance to wreak havoc on mortals. Other times, when magic becomes unstable, a rift opens, allowing entry into midkemia for those infernal creatures.

Chapter 6: Monsters

Midkemia is a planet almost unique into itself. There are a lot of monsters and strange creatures in different parts of midkemia. While some uses their respective entries in the Monster Manual, most do not. Some monsters in the Monster Manual do not even exist in midkemia. Below are three such creatures.

Demon

Medium-Sized Outsider

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 6-7 HD 4; 9-12 HD 7; 14-17 HD 10; 19-23 HD 14; 25-29 HD 19; 31+ HD 22

Treasure: Standard

Alignment: Usually Evil

Advancement: 6-7 HD (Medium); 9-12 HD (Large); 14-17 HD (Huge); 19-23 HD (Huge); 25-29 HD (Gargantuan); 31+ HD (Colossal)

Bite: Bite attacks deal the listed damage plus the demon's strength bonus. Bite attacks use the full attack bonus

Claw: Claw attacks deal the listed damage plus half the strength bonus (round down). Claw attacks are at –5 to the attack bonus.

Tail Sting: When a demon reaches gargantuan size, its tail changes into the shape of a viper. Tail stings deal the listed damage to the target's constitution. Lost constitution points are regained back at the rate of 1 per day. Tail sting attacks are at –5 to the attack bonus. A successful reflex save deals no damage.

Frightful Presence (Ex.): A Huge or bigger demon can unsettle foes by its mere presence. At this size, those who the demon consumed will have their faces seen writhing on its skin. This ability takes into effect whenever the demon attacks, charges or flies overhead. Creatures within 30 feet are subject to the effect if they have fewer hit dice than the demon. Those affected are allowed a will save to resist its effects. Once resisted successfully, that character can not be affected by the same demon's frightful presence for a day.

Skills: A demon start with, and gains at every hit dice, $(8 + \text{Int Mod}) \times \text{HD}$ worth of skill points. Demons cannot purchase skills that are exclusive to a class.

Feats: All demons start with 1 feat, and gains 1 additional feat per 4 HD. Demons favor Cleave, Sunder, Mighty Cleave, Power Attack and other combat related feats. Demons can also choose from the following feats:

Flyby Attack: See Monster Manual Page 11

Hover: When flying, a demon can halt its forward motion and hover in place, fly straight up or up regardless of its maneuverability.

Life Drain (Ex.): To increase their power, demons must consume other beings. Anytime, a demon consumes a creature or a foe, take half of the victim's HD (round down) and add to the demon's own HD. These Hit Dices are permanent. Consuming life force takes a standard action.

Fire Subtype (Ex.): Fire immunity, double damage from cold except on a successful save.

Serpent Tail: A demon at this size has its tail changed into a poisonous viper. The Serpent Tail is 15ft long and can strike in any direction, even in front of the demon.

Spell Resistance (Ex.): As a demon gets bigger, it becomes more resistant to spells and magical effects and other spell-like abilities, as listed in the table below.

Hit Dice	Size	AC	Attack Bonus	Fort Save	Ref Save	Will Save	SR
5d8+ 10	M	16	+3	+4	+2	+0	5
8d8+ 14	L	18	+6	+6	+4	+2	10
13d8+ 20	H	21	+10	+10	+9	+5	15
18d8+ 25	H	24	+17	+14	+10	+7	20

24d8+ 37	G	27	+23	+16	+13	+10	25
30d8+ 45	C	32	+30	+20	+16	+13	30

Hit Dice	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
5d8+ 10	30ft., fly 30ft. (clumsy)	12	10	12	12	10	8	Fire Subtype, Life Drain
8d8+ 14	30ft., fly 30ft. (clumsy)	18	10	14	15	14	10	
13d8+ 20	30ft., fly 40ft. (clumsy)	22	13	18	18	16	12	
18d8+ 25	30ft., fly 40ft. (poor)	28	13	24	20	19	16	Frightful Presence
24d8+ 37	30ft., fly 50ft. (poor)	30	15	28	23	20	18	Serpent Tail
30d8+ 45	30ft., fly 50ft. (poor)	35	16	30	26	24	20	

Demon Face, Reach and Damage

Size	Face	Reach	1 Bite	2 Claws	1 Tail Sting
M	5ft. By 5ft.	5ft.	1d8	1d6	
L	5ft. By 5ft.	5ft.	2d6	1d8	
H	10ft. By 10ft.	5ft.	2d8	2d6	
G	10ft. By 10ft.	10ft.	4d6	2d8	1d6 Con
C	15ft. By 15ft.	10ft.	4d8	4d6	2d6 Con

Demons are found in the 3rd, 4th and 5th Circles of Hell. They are mean and evil, often full of chaos and maliciousness. Demons want nothing more than to devour the essences of their enemies to increase their own power. They care nothing about life or law or anything that prevents them from feeding on life. Basically, they are nothing but trouble.

Dread

Medium-Sized Outsider

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 5-6 HD 5; 8-12 HD 8; 14-18 HD 13; 20-24 HD 19; 26-30 HD 25; 32+ HD 32

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement: 5-6 HD (Medium); 8-12 HD (Medium); 14-18 HD (Medium); 20-24 HD (Medium); 26-30 HD (Large); 32+ HD (Large)

Claw: Claw attacks deal the listed damage plus half the strength bonus (round down). Claw attacks are at –5 to the attack bonus.

Skills: A dread start with, and gains at every hit dice, (8+Int Mod) x HD worth of skill points. Dreads cannot purchase skills that are exclusive to a class.

Feats: All dreads start with 1 feat, and gains 1 additional feat per 4 HD. Dreads favor Cleave, Sunder, Mighty Cleave, Power Attack and other combat related feats. Dreads can also choose from the following feats:

Flyby Attack: See Monster Manual Page 11

Hover: When flying, a dread can halt its forward motion and hover in place, fly straight up or up regardless of its maneuverability.

Life Drain (Ex.): During combat, a Dread can attempt to grapple and opponent. During a successful grapple, a Dread drains Constitution points from the target and gets half (round down) of that score as temporary Constitution bonus. During not combat situations, a dread drains life from all it touches. Grass withers where it threads. Any contact that lasts more than 6 seconds drains Constitution points from the

target. Lost Constitution points can only be regained through a Greater Restoration, Wish or Miracle spells. The temporary constitution bonus lasts 1 minute per HD of the Dread.

Spell Resistance (Ex.): As a demon gets bigger, it becomes more resistant to spells and magical effects and other spell-like abilities, as listed in the table below.

Hit Dice	Size	AC	Attack Bonus	Fort Save	Ref Save	Will Save	SR
4d8+ 8	M	12	+4	+4	+2	+0	8
7d8+ 13	M	15	+8	+6	+4	+2	12
13d8+ 19	M	21	+14	+10	+9	+5	18
19d8+ 25	M	24	+20	+14	+10	+7	25
25d8+ 39	L	26	+27	+16	+13	+10	32
31d8+ 46	L	33	+35	+20	+16	+13	40

Hit Dice	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
4d8+ 8	30ft., fly 40ft. (poor)	12	10	12	12	10	8	Life Drain
7d8+ 13	30ft., fly 40ft. (poor)	18	12	14	15	14	10	
13d8+ 19	30ft., fly 50ft. (poor)	22	15	18	18	16	12	
19d8+ 25	30ft., fly 50ft. (average)	24	18	24	20	19	17	
25d8+ 39	30ft., fly 60ft. (average)	27	22	28	23	20	19	
31d8+ 46	30ft., fly 60ft. (average)	31	25	30	26	24	23	

Dread Reach and Damage

Hit Dice	Reach	2 Claws	Life Drain
4d8+ 8	5ft.	1d6	1d6 Con
6d8+ 13	5ft.	1d6	1d8 Con
13d8+ 19	5ft.	1d8	2d6 Con
19d8+ 25	5ft.	2d6	2d8 Con
25d8+ 39	10ft.	2d8	3d6 Con
31d8+ 46	10ft.	4d6	3d8 Con

Dreads inhabit the 6th Circle of Hell. Creatures of Nightmare and pain, they are known as the stealers of life. Whatever they touched is drained of life. They are so removed from the lives of mortals that they are almost unknown outside the churches. Yet they are known in stories which are used to scare children. In the past, it is known that the most powerful dreads give even the Valheru pause for caution.

Beasthound

Medium-Sized Animal

Hit Dice: 3d8+8

Initiative: +2

Speed: 50ft.

AC: 14

Attacks: Bite +4 melee

Damage: Bite 1d6+4

Face/Reach: 5ft. by 5ft. /5ft.

Special Attacks: Trip

Special Qualities: Scent

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*

Feats: Weapon Finesse (Bite)

Climate/Terrain: Any forest, hills, plains and mountains

Organization: Solitary, pair or pack (4-10)

Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4 HD (Medium-Sized); 5-7 HD (Large)

Combat

Most Bloodhounds are under the command of a Beasthunter. Those that are not usually attack the most intimidating foe by lunging for the neck. They are known to be vicious and relentless in their hunt.

Trip (Ex.): A bloodhound that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the bloodhound.

Skills: *Bloodhounds receive a +6 racial bonus to Wilderness Lore checks when tracking by scent.

Appendix 1: Templates

Half-Valheru

Half-Valherus are the product of magic. There is no way a Valheru will and can mate with another creature and produce offspring. To create a Half-Valheru takes enormous amount of magical energy. On midkemia, Tomas is a known Half-Valheru. For a few years, the Emerald Queen was one too. For him to be a Half-Valheru, Macros reached back into time to mold Ashen-Shuga into his armor. Then he reached out into the future to 'arrange' for Tomas to be lost in the Mac Mordian Cadel and 'find' the ancient armor. In total, it took Macros almost one hundred and fifty years of magical research and work to perform this feat, bringing the essence of Ashen-Shuga into Tomas. Only through the use of Valheru items can one become a half-valheru.

Creating a Half-Valheru

'Half-Valheru' is a template that can be added to any corporal creature (referred to hereafter as the 'base creature'). The creature's type remains the same. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12.

AC: Natural Armor improves by +6.

Special Attacks: A Half-Valheru gains the following special attacks in addition to those of the base creature,

1-5 hit dice – Call Dragon (DC 16), Extend Will, Levitate, Ride Dragon
6-10 hit dice – Call Dragon (DC 18), Extend Will, Levitate, Ride Dragon
11-15 hit dice – Call Dragon (DC 20), Extend Will, Levitate, Ride Dragon
16-20 hit dice – Call Dragon (DC 22), Extend Will, Levitate, Ride Dragon

Special Qualities: A Half-Valheru gains the following special qualities in addition to those of the base creature,

1-5 hit dice – Gains +5 resistance to elemental spells (earth, fire, air, water, sonic).
6-10 hit dice – Gains +10 resistance to elemental spells.
11-15 hit dice – Gain +15 resistance to elemental spells. Gains +5 spell resistance.
16-20 hit dice – Gains +20 resistance to elemental spells. Gains +10 spell resistance.

Saves: Gains + 4 racial bonus to Fortitude and Will saves.

Abilities: Increase from the base creature as follows: Str +8 Dex +2 Con +8 Int +2 Wis +2 Cha +4

Skills: Same as base creature. Gains skill points as the character class.

Feats: Follow base creature.

Climate/Terrain: Same as base creature

Challenge Rating: 1-5 hit dice +4, 6-10 hit dice +6, 11-15 hit dice +8, 16-20 hit dice +10

Treasure: Same as base creature

Alignment: Same as base creature

Advancement: By character class

Call Dragon (Ex.): A Half-Valheru gains the power to call a dragon to serve as his mount. A mental summons is sent out and all dragons within a certain distance must attempt a Will save at the listed DCs. With 1-5 hit dice 10-mile radius, 6-10 hit dice 20-mile radius, 11-15 hit dice 50-mile radius, 16 hit dice and above, unlimited distance, but must be on the same plane. Those who fail their save must travel at great speed towards the caller. The first who reach the caller will then serve as his mount while the rest is released from their summons.

Extend Will (Su.): A Half-Valheru gains the power to project his actions through his will. At 1-5 hit dice, he can manipulate objects (Move, pull, push, crush, etc) at half his strength and dexterity score within a 20-mile radius. At 6-10 hit dice, this can be done within a 30-mile radius. At 11-15 hit dice, this can be achieved at his full strength and dexterity score. At 16 hit dice and above, this extends to a 40-mile radius.

Levitate (Sp.): At 1-5 hit dice, Half-Valheru gets to cast Levitate as a spell-like ability 1/day. At 6-10 hit dice, this becomes 3/day. At 11-15 hit dice 6/day. At 16 hit dice and above, at will. Use the character levels as the caster level.

Ride Dragon (Ex.): At 1-5 hit dice, a Half-Valheru gains a +10 racial bonus to all ride checks when riding his dragon. At 6-10 hit dice, this ability extends to all his passengers. At 11-15 hit dice, the Half-Valheru can never falls off his dragon by accident, but his passengers do not gain that ability. Beyond 16 hit dice, All that ride with the Half-Valheru can never fall off the dragon by accident.

[Back to index](#)