

M I C H A E L G . H U R S T O N ' S
AVE'N MOLECH



C A M P A I G N S E T T I N G

WITHIN THE DEPTHS YOU'LL FIND ME
AS I WALK TO THE END
MY LIFE SPILLS OUT BEFORE ME
SO I LEAVE YOU FRIEND

DON'T WAIT FOR HIM TO SAVE ME
IT'S ALREADY TOO LATE
IF THEY COME TO ABYSS WITH ME
WE'LL ALL END THIS FATE



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About Ave'Molech.....	5	Marshes of Tierly.....	18	Protector.....	40
What is Ave'Molech.....	5	Coastal Lands of Hus.....	18	Dragonne.....	42
A Brief History.....	5	Gal's Floating Cities.....	19	Shadow Dancer.....	44
Timeline of Events.....	7	Sahenix Desert.....	20	Ecclisiarch.....	46
Terminology.....	8	Ice Plains of Germore.....	21	Fearasitic Mage.....	48
The Storms.....	8	Forgotten Forests.....	21	Brief on Occupations, Skills, Feats, Spells & Abilities, Languages.....	50
Magic & Technology.....	8	Mudlands.....	22	Equipment.....	51
Traveling the Planes & Death.....	9	Northern Jungles.....	22	Vehicles.....	54
Religion & Beliefs.....	9	Organizations & Important People.....	23	Wondrous Items.....	54
Education.....	10	Tempered Bank.....	23	Incantations.....	56
Business & Industries.....	10	Vaudevilian Guild.....	23	Tattoos.....	57
Fashion.....	10	Followers of Sharess.....	24	Common Mounts.....	57
Economy.....	11	Followers of Talon.....	24	Unique Monsters of Ave'Molech...	58
Governments.....	11	Order of Eclias.....	25	Common Monsters.....	61
Natural Resources.....	11	Deliverers of Peace.....	25	Creature Templates.....	66
Transportation.....	12	Goblinwerks.....	26	GM Info - House Rules.....	80
The Races of Ave'Molech.....	12	Order of the Red & Black.....	26	GM Info - Heritage Traits.....	81
Humans.....	12	The Valisna.....	27	GM Info - Elder God & Creation...	82
Goblins.....	13	Game Mechanics & Classes.....	28	GM Info - Cult of Molech.....	83
Tiefling.....	13	Brief on Advanced Classes.....	31	GM Info - Catacombs.....	85
Halfings.....	14	Red Hand Initiate.....	34	GM Info - Adventure Ideas.....	85
Half-Orc.....	14	Black Hand Initiate.....	36	An Ave'Molech Campaign.....	86
Half-Giant.....	14	Brief on Prestige Classes.....	38	Legal.....	96
Sec'Toda.....	15	Dark Hunter.....	38		
The Cities & Lands.....	16				



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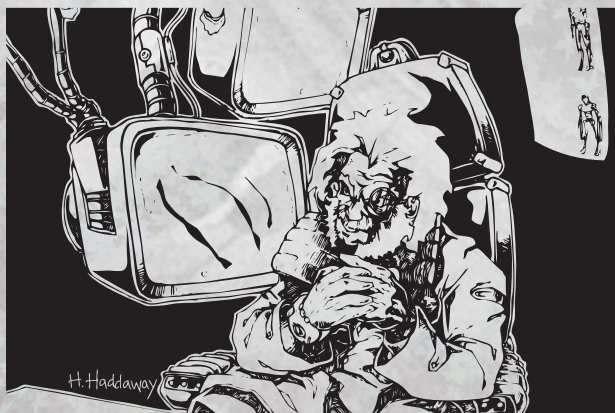
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Goblins

Goblins in the world of Ave'Molech are very different than those found within other worlds. Small and lanky they often are found with many gadgets worn about their clothing. These creatures have a high proficiency with industrial engineering and all manner of technology. They create the mechanical lifts for cities, post master message terminals, horseless carts, airships, and all manner of strange and unusual devices. Goblins are even responsible for the creation of various types of combustible weaponry. Although these Goblins are more intelligent than their previous ancestors, they have a natural resistance to magic and it's unlikely that one would ever become a magic user of any kind.

Because of their affinity with mechanical devices, the Goblins have little desire to leave the city of Hork, and instead have made their home among the other races that dwell within this kingdom. The few that have ventured out rarely do so for any reason other than to construct additional post master message terminal stations in neighboring cities or sell their inventions and blueprints to the highest bidder. The initial creators of the Credere system currently used as currency throughout the world, the Goblins in Ave'Molech have gained a fondness for collecting large amounts of wealth, and with little interest in the ethics of their customers, can often be found as the investors of the majority of businesses throughout the world.



- -2 Str, +2 Dex, -2 Cha, +2 Int
- Size: Small, a Goblin gains a +1 size bonus to Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character
- Darkvision out to 60'
- +4 Bonus to hide checks
- -4 penalty on grapple checks
- Lifting and carrying limits $\frac{3}{4}$ those of medium characters
- +2 racial bonus to checks involving mechanical non-magical objects
- Automatic Languages: Common and Goblin / Bonus Languages: Draconic, Elven, Giant and Orc

Tiefling

Having an ancestry based on Human mothers raped by the fiends that came through the first storms, Tiefling were often looked at as abominations or abhorrence in the past. With the passing of centuries though and their blood becoming more mingled with that of Humans they are now widely accepted, although some Half-Elfs still may be apprehensive towards them. In fact Tiefling, and even those who show more fiendish features, are generally found to be visually attractive to many Humans and Half-Orcs.

Because of this newfound popularity many are usually flirtatious, and in some cases down right lustful. They take up residence in places where they can easily be the center of attention, even if it is at sensual or seedy entertainment outlets. Tiefling often travel, and although they enjoy the exploration of new places, will rarely visit places where Humans or Half-Orcs are not the predominant race.



- Size: Medium, Tieflings have no special bonuses or penalties due to their size
- +2 Dexterity, -2 Intelligence, +2 Charisma
- Base Speed: 30 feet
- Darkvision: Tieflings can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Tieflings can function with no light at all
- Energy Resistance: Tieflings have cold, electricity, and fire resistance 5
- Spell-Like Abilities: A Tiefling can use the darkness spell once per day, as cast by an Acolyte of the Tiefling's character level
- Skill Bonuses: Tieflings gain a +2 species bonus on Bluff and Hide checks
- Bonus Feat: Tieflings receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat
- Free Language Skills: Read/Write Abyssal or Infernal, Read/Write Language (any one), Speak Abyssal or Infernal, Speak Language (any one) / Bonus Languages: Any
- Level Adjustment: +1



The Cult of Molech

While Ave'Molech's deities are nothing more than old fables, there are a few who believe that there are still gods who with much perseverance and worship can be brought back to existence. Once revived it is a common assumption that these gods will reward these true followers with honor and power in this new world. One such group of believers is the cult of Molech, a group of Rakshasa, shape changing cat-like sorcerers, hidden among the citizens of the world.

Prone to secrecy they meet in homes to share their plans to awaken the elder fire god Molech. They believe that with his awakening he will be able to completely remake the world in his glorious image. A land that will forever be free of tyranny and chaos, with peace and prosperity in abundance, and of course those who help this cause will be rewarded with absolute power and authority.

To do this the cult will often hire adventurers to uncover relics containing magical energy. Careful to conceal the true uses of these items, the cult currently is destroying the items and harnessing their power for use in an Arcamic. The Arcamic that caused the world's first destruction was believed to have stirred the elder god and released his power into the people of the world. It's now a common belief for members of the cult that all magical and psionic energy is drawn from the thoughts of this sleeping being. The cult of Molech believes that unleashing a second Arcamic upon the world will again stir the elder god enough to hear their praise and worship, allowing him to regain his strength and bring salvation to the world.

While using magic items to create a weapon capable of destroying the world could be considered a serious flaw in their design, the group also practices the sacrifice of children to the spirit of Molech. The group has a grotto that meets within a series of hidden catacombs near the Southern borders of the Coastal Lands and the Sahenix Desert. It is here that they bring the poor children of New Hus to their alter and offer them up to Molech in a fountain of blazing oil.

Eclias Onica, Darius Nore, Mistresses Khayla & Niva

With even the thought of a group of shape changers attempting to build an Arcamic causing alarm, it has been decided that all efforts to suppress and remove this group should be done in secret, without alerting the general

public. While the leaders of Hork, New Hus, and Gal are fully aware of the groups existence, currently Darius Nore has been appointed by Eclias Onica himself to oversee the destruction of this group at all cost. In addition he has also enlisted the help of Mistresses Khayla & Niva from the Order of the Red and Black. With their initiate's abilities to sense the presence of magical auras used to polymorph ones self, as well as detect shape changers, they are often used to sniff out potential Rakshasa's hiding among the citizens of many cities. While the three may not interact with each other directly, Mistresses Khayla and Niva relay the information of their followers to Darius Nore, who currently has several spies infiltrated within the Cult of Molech's followers.

Unbeknownst to Darius Nore there are also Rakshasa spies working amongst him, attempting to pin the kidnappings from New Hus on him. In addition they also seek to ruin him by revealing his less than ethical and improper practices among the citizens of Onica Shores and the Coastal Lands of Hus. A flaw his human nature is reluctant to part with.

Molech

Molech isn't an elder god; in fact he isn't even a god. The truth of the matter is he was a very powerful Ifrit who enjoyed toying with mortal men. While many people viewed him as a deity, one man viewed him as an annoyance. This man, a great and powerful unknown mage, tricked Molech into sealing himself within an impenetrable bubble of energy. It's rumored that the ruse involved the acquiring of a chair located in a distant land, though other versions tell of it being a bottle of wine from a royal cellar. Either way suspending himself within this magic bubble caused time to become altered within and the Ifrit quickly became separated from the world's timeline. While time moved at a millionth of its current rate, time outside continued on normally with the absence of this being. After thousands of years the Ifrit became forgotten and there was little for him to do except fall into an eternal sleep, until a time would come for him to be awakened.

Unfortunately during the havoc of the storms an opening between two worlds split the bubble briefly, though Molech still slept. This slight opening allowed a parasite of unknown origins, probably from the outer planes, to pass through the bubble briefly, attaching itself to Molech and eventually devouring him. Now barely more than a large mass of grasping appendages and sensory organs, the entity finds itself trapped, but surging with this ancient fire beings energy. While it remains held, each time a worshipper draws close to the bubble it feels as if it might be able to jump through to them, if only they would get a little closer.



ENTER THE WORLD OF **AVE'MOLECH**

- † New Playable Race, The Sec'Toda
- † New Additions to Goblins, Tiefling & Formians
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- † 2 New advanced classes
- † 5 New prestige classes
- † Optional rules for non race specific characters
- † 3 New Monster Races with an all new monster template
- † Unique Equipment, Weapons, Armor, Materials & Vehicles
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