

MICHAEL G. HURSTON'S

Ave Molech

*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*

SECOND EDITION



d20
system

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Introduction

Apologies & Ramblings from the Author

Welcome to the introduction. First off, let me sincerely thank you for purchasing my work, it's taken me a long time and a lot of effort, and while I know I'm not the greatest writer on the face of the planet I hope you are able to find this game world enjoyable and adaptable to your own story and settings. However, if you stole this off the internet via a torrent site, then well I'm happy you're enjoying the game, could you at least do me the favor and buy the PDF from Onebookshelf – you can find it there for fifteen bucks which I'm sure won't break you and will do me a ton of good. Otherwise, please die in a fire. Thanks.

Back in my youth, when I first moved from San Jose, California to Chappaqua, New York I was introduced to the world of Dungeons and Dragons by one of my neighborhood friends. As I recall we only played a couple of times during one summer since my stay in that area was short. My mother and I moved further upstate with my step-dad to a town called Brewster. But this brief encounter started the fantasy/sci-fi spark within me.

During my Junior High and High School days I would find and buy every Dragonlance book that came out. Of course the typical J.R. Tolkien and C.S. Lewis works were among my collection, but I found Piers Anthony, H.P. Lovecraft and the occasional futuristic Isaac Asimov novel to be much more inspiring. I started to love fantasy and began taking art classes, which I wasn't very good at, as well as writing classes, which I also wasn't very good at.

Near the end of my High School years and during my brief stint into Junior College I began writing short stories and ideas for books, even a rough outline for an RPG game. Unfortunately I put these things on hold for a time as I came into the realization of the one thing I had always been good at and could actually find work doing; Graphic Design. After some time of job hopping and moving from city to city every six months I became depressed, started drinking a lot and wrote a bunch of poetry – most of which is awful.

Eventually, I began to sit in on some Deadlands games that a few friends would play on Sundays. While I enjoyed the world and setting, I have to admit I found the game's rules for progression and spell casting clunky. In any case, a little bit later and my friend Joe Bond started GM'ing a D&D game.

I was again excited to adventure with other like-minded people. However, as I began to collect more and more D&D books I found that for me, I liked the rule sets and levels of D20 Modern a lot better and easier to follow. During this time I started to show Joe some of the fantasy writings I had done and ideas I had for campaigns. Eventually, I began GM'ing a weekend game as well for a little while. I even created a web forum for the adventures to be logged in case anyone missed a week or wanted to talk about ideas for their character.

I began to start writing fantasy stories and ideas again, this time taken right from what was happening in my gaming sessions. If I couldn't figure out what a character should do, I

would write the situation into my next weeks campaign and see what the players did. It gave me a plethora of what I believe were great ideas. These ideas began to turn into a story, set in a world, which would become Ave Molech.

After a year of writing and rewriting I sent out my first book Ave'Molech (note the apostrophe) which received very little feedback. I suppose this was because I never really told anyone about it, or advertised it in anyway. The reviews from the online stores generally consisted of people telling me how awful my sentence structure and grammar was. In contrast, most of the forum responses mentioned my book physically looked great and offered some interesting and useful campaign ideas, but not enough. I'd like to think I learned a lot during that experience.

Anyway, I then began writing additional material for it, such as the Ave'Molech Source Book and Journals. I even compiled a list of Spells, Feats, Psionics, Classes and Occupations that I put into poorly formatted PDFs onto the forum website; this quickly became the Morbidgames site it is now. I didn't feel I needed to spend time on reformatting and making the free books look like something appealing since most of it is just regurgitated from various MSRD/SRD texts.

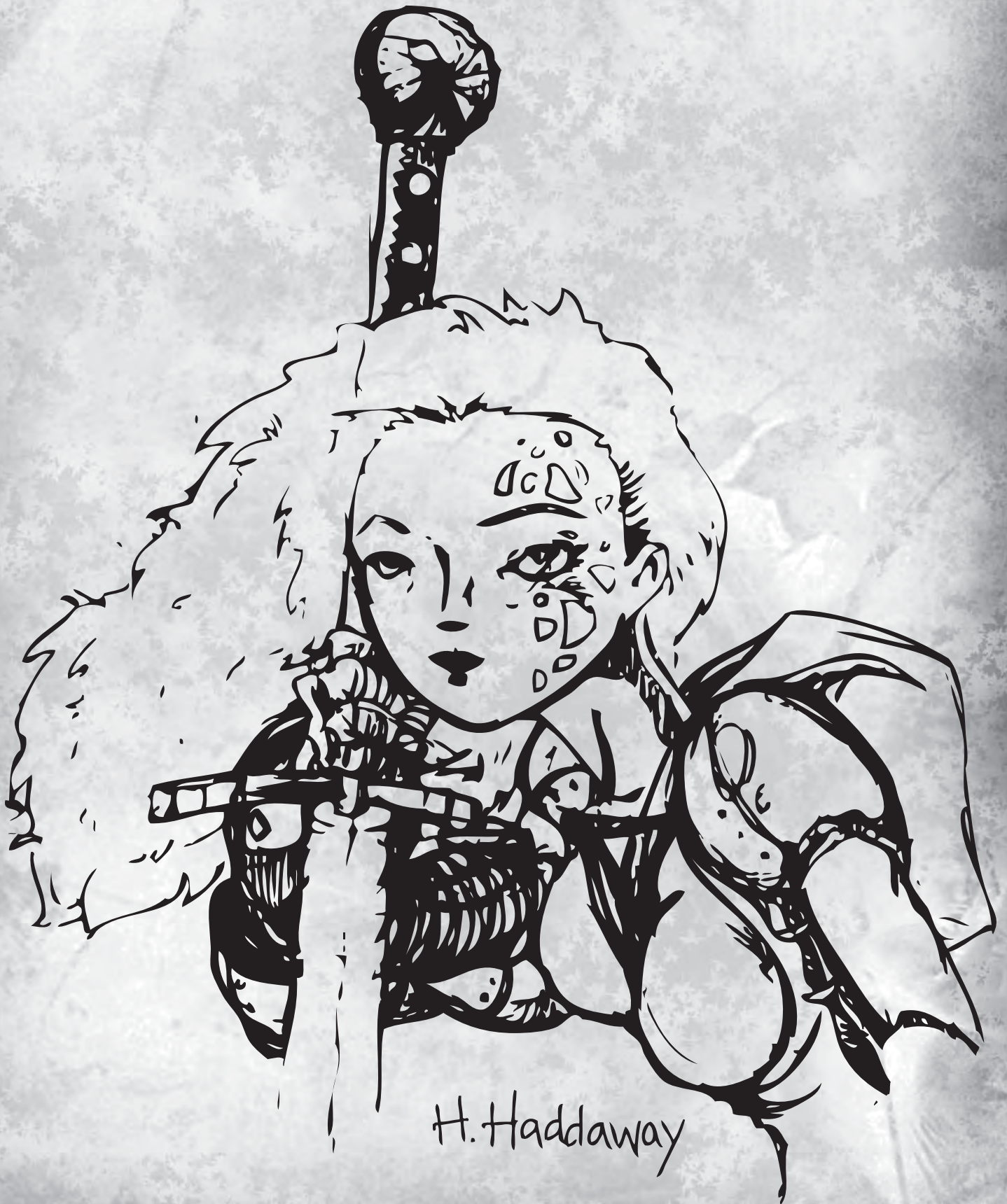
Unfortunately I was still suffering from poor grammar and spelling and my reviews reflected this. Even with the help of my friends (who are much better than me at things like there, their and they're) I couldn't get a manuscript out that didn't have some type of error in it that reviewers would just tear me a knew one with. While this would tend to bring out the *emo* within me, the feedback I was getting from RPG forums like 3rdedition was in such contrast, so positive, that I decided to keep at it and redo it all.

But how? I had already tapped all my friends to take a look at the manuscripts and with errors still in them – what was I to do? Random college students majoring in English and interested in helping edit my work, that's how! I placed ads on Craigslist and got a ton of feedback, however many didn't read the ad fully and/or spelled awfully in their emails so I narrowed it down to two people. These two people mentioned in the credits were amazingly helpful, and they did it for practically peanuts - unsalted even.

So finally, after acquiring a bunch of new artwork, rewriting and combining all my online PDF materials from RPGNow and finding two people unaffiliated with me to edit my work I was able to create this. The new and much improved Ave Molech, a world setting that I hope many of you will find enjoyable to play in or find parts of useful within your own campaigns.

And there you have it. As far as I know there may still be some grammar and spelling issues in here. For that I apologize, and ask that you just try to move past them and have some fun in the game world.





H. Haddaway



Chapter 1

The World Of Ave Molech

About Ave Molech

Ave Molech is a high-powered campaign set in a post-cataclysmic Medieval fantasy world with Steampunk inventions and characters with Wild West attitude. To play Ave Molech, you will need at minimum the *d20 Modern Role Playing Game*, MM, DMG and the Ave Molech Campaign Setting. Use of the *Player's Handbook* is also recommended.

What is Ave Molech

The world of Ave Molech is a land that has passed through the fires of turmoil and destruction, being tempered and remade into a thriving plane of existence. For the past few hundred years the majority of the world's population has been hiding below ground or floating high above the chaos engulfing the realm. Reestablishing life on the surface is a feat that has only started to take shape over the last two hundred years.

Originally a realm where the dark lusts and thoughts of man were manifested, nothing could sheath the sword of destruction the people of this world wielded. With kingdoms in constant ruin and the world a struggling war zone, just as many fought for survival as did for power. Little hope existed for any kingdom to take control and make the lands tranquil again, and it wasn't long before the inventions of necessity for war would cause their undoing.

With an invading force of unstoppable power using advanced weaponry to raze many of the cities, enslaving the people or killing them, many of the world's citizens had little choice but to hide underground or leave to the skies. Whatever culture or history they had was all lost, forgotten and twisted into simple fables over the last few hundred years. Because of this the world split into three distinct realms, each empowering themselves by their own means.

Now, a couple hundred years later, the invading forces have been curtailed and the dimensional doorways for the most part have been shut off; allowing the world to heal and rest from its weary travels. Thanks in part to the comprehension of high powered magic and working with advanced technology the world is quickly reforming and taking shape.

However, the greed and selfishness of the people in this world still exists, and for the most part will never diminish completely. Although governments are starting to form and people are working together, the dark desires of mankind are quickly becoming evident. And there is little anyone can do to stop it.

A Brief History

Until recently the stench of rotting flesh and the burnt remains of a lost history were all that remained of this forsaken realm. Now the lands are beginning to heal as the world discovers itself after centuries of hardships and chaos. A world newly restored after being torn apart by its inhabitants, once condemned and dying, now given salvation by the sacrifice of one of its own.

Little is now known about the origins of the world, but that which is remembered will burn in the minds of survivors for millennia to come. In years past wars were waged. Whether

over insatiable greed or a lust for power, the tyrants of the world went to many lengths to conquer and subjugate. Inevitably many seers foretold of woe and sorrow, but nothing could change fate.

As war ravaged the countryside many of the ancient races, including Elves, Dwarves, Gnomes and others, grew intolerable towards man's lack of foresight and decided to leave the world for new horizons. Constructing vast fleets of ships and sailing past the farthest seas, they forever left the battered lands they once called home. The few sympathizers left behind tried to help, but ultimately became nothing more than additional pawns in a world gone mad.

It was near this time that a mage renowned for his great advances in the use of magic, Eclias Onica, toiled for the world's salvation, searching with his allies for some way to bring peace and new hope into the world. After years of research and countless failed expeditions, he discovered the sunken city of Gal, long forgotten by mortal men. In the city were many old devices created to amplify the power of those who dwelled within its walls. And it was here that Eclias used these magic amplifiers to permanently raise it to its rightful place high above the clouds for all to see. Unfortunately, Eclias' spectacular success, which could have drawn nations together, instead became just another sight rulers wished to rule from. Many makeshift blimps and airships were purchased from goblin technicians and sailed to the city in hopes of using it as a strategic location. After much consideration, Eclias banned all travel to his city, declaring it free of turmoil and a paradise. With his immense power he was able to send any ships foolish enough to challenge him down into the oceans below.

As magic and technology research grew, the mating of these two forces conceived a device known as the Arcamic. Little is known about its conception, other than that it was viewed as an abomination by some and created for the sole purpose of utterly destroying another's enemies. The device was created using both the combined power of magic and technology. Essentially a metal sphere which is able to absorb, compress, and contain an almost infinite amount of spells, the idea was believed that with the proper spells included it would be possible to destroy an entire city's army and citizens without having to damage the surrounding dwellings or buildings.

Unfortunately this theory proved incorrect, and when the Arcamic was unleashed the magical compression technology instead amplified and changed the magic upon release. People throughout the world were randomly struck down by a surge of power that covered the land. After the initial discharged shocks of energy, the world was torn asunder, great earthquakes shook the land and the sea flooded its coasts. Uncontainable power burst forth from it scorching the clouds in the sky and shortly after the mass death caused from these disasters, much sickness swept across the land. But the worst was still to come.

Multiple openings called Storms, tears in the very fabric of Ave Molech's material plane, began to cover the world bringing in many foreign monsters and plagues from all planes of existence. Yet none of these were as horrid or tenacious as

the ones referred to as the Hybrude Tarea. A brutal race of humanoid beings, feeding on all in their path, the Hybrude acted as locusts traveling from world to world, acquiring new magic and technology from the races they enslaved, eventually leaving behind only death and destruction. No world had ever recovered from their tyranny.

Ignoring the cries for help from those left on the surface, many schools of magic banded together to duplicate the magic amplifiers found within the city of Gal and were able to raise their schools into the heavens. After a short time a floating tower of unknown origin was soon discovered and even mages with their supposed greater insight into the workings of the world gave in to the darker side of their psyche. A power struggle over who would control the knowledge to come from within the tower soon broke out. When it appeared inevitable that a war among the skies soon threatened, Eclias, not willing to see his heavenly sanctuary ruined, took it upon himself to sink the great tower. Using the magic amplifiers, he caused the tower to fall, burrowing itself into the ground within the center of a large Hybrude outpost, forever lost.

Aarden Tidugo was the only son of a warring king who, during the many battles fell in combat. When Aarden took control of Hus, a city once famed for its majestically high walls and elaborate architecture, he was first to see the chaos these beings brought with them. After practically leveling the city within a single night and enslaving most of his country's citizens, he had no choice but to look for a way to save his followers. With many of the other kingdoms being overrun or consumed with fear it wasn't hard to find support, and eventually with the help of the goblins a great underground city was constructed.

Controlling a multi-race dwelling would have been impossible, and it was after the initial first sections of the city were constructed that Aarden quickly appointed the Council of Hork where a representative from each race was selected to speak on all decisions made within the underground kingdom. However, even with the council, racial tensions quickly escalated and would have caused a civil war, if it had not been for the Hybrude discovering the city. The break-in was swift and furious and Aarden was left with little choice but to act quickly. Collapsing a few sections of the city along with its entrance, Hork was forever sealed off from the surface.

As the goblins took charge of construction operations, and with the help of Formians, an ant-like race of humanoids, this new multi-racial society was able to burrow vast tunnels and lifts far below the surface. Ever digging and building downward and outward, the city grew immeasurable in size, able to accommodate each race's own desire for a place of their own.

Few survived on the surface of Ave Molech. Either killed in battle or forced into slave labor for the Hybrude, they felt angered and abandoned by the ones whom they referred to as "Those Gone Above and Below". Tortured and tormented with Hybrude experiments and devices, or even hunted for sport, all hope was removed from these leftovers. Cursed by fate to be hunted from birth and plagued till death. To be a decoy while others fled, to be a living shield for some, or to simply die. All

had indeed seemed lost.

It wasn't until several centuries later when a magic user known only as Talon came into immense power that the world would begin to heal. After betraying and murdering the ancient black dragon Sharess, a being considered celestial by her followers and who he had sworn allegiance too, he combined her very life's essence to his own. With this power he was able to close many of the Storms leading to other dimensions and cripple the Hybrude invasion. In addition it was he who was able to raise the city of Hork, exposing life to the world once again. But as quickly as he came, he drifted away, with many unsure as to whether he still lives or is dead.

And it is at this time that we now enter the world of Ave Molech, a place yearning for heroes to continue to push back the Hybrude, seek out new places of growth for their peoples home, and rediscover the world they have only heard stories about.

Assorted Historical Documents

The following are two of the many assorted documents recovered from various excavation points, antique shops, or donated from private collections. While not all are confirmed accurate they help to depict the history of the world from different view points. Originally found in multiple parts they have been combined and translated for the purpose of this display.

Titled: Portrait of Destruction

Author: Unknown

The rain drizzled methodically, as a soft autumn breeze crossed down from the icy north. There was a flutter of light in the sky, followed by the roll of thunder, a million roaring canons all-firing at once. Lightning struck the ground, singeing the earth with explosive force, while the clouds crackled with a sound like hideous laughter.

The drizzle grows stronger and stronger until it becomes a downpour upon the city below. Water rushes down the hillsides and out into the streets, thick mud from the nearby rivers clog the drains and soon all is flooded. From the ground rises a thick, blinding fog, engulfing everything, blocking any escape by road or walkway.

Families light fireplaces, seeking the warmth from the flames to ward off the darkness in the air. The gray mist slowly works its way in the cracks and crevices of wood, a cold chill breathes into the homes, as the rain turns to an icy sleet. Hail the size of a giant's fist comes crashing through the roofs, dowsing flames. Fires go cold, along with hopes, and the people slowly freeze.

Horses can be heard in the distance, almost as if coming from the sky, yet shaking the earth beneath the ground with a violent force. Riders upon steeds with hooves of flames approach the town, with even darker thoughts in their minds. Unaffected by the cold they come, bringing more destruction with them than with any other force known to man. At this time pure chaos rises all around, as people,

frozen with terror, are struck down. The screams echo throughout the fog, but no quarter is shown, no mercy upon these, for the Hybrude have come.

In the end, the hail slowly turns back to sleet, the people lay dead. Crumbling, blowing in the winds, and resting in the mud, all that remains are the ashes of a city that once was. All had ended. What survivors managed to get away found nothing but barren, harsh lands, for everything now lay in ruins, buried in the dust of their former lives. Many would come to know this fear and begin to taste its madness, the ones who had died here and every other identically destroyed city across the surface of Ave Molech.

Title: Remembrance of the First Years (Partial File)

Author: Cyd Mahure, Human from New Hus

With the world having its fill of death and destruction, a few of us created shelters hidden deep underground, or raised their cities high above the clouds. We knew that never again in our lifetime would we return to the surface of Ave Molech. We had always hoped that one day the world would heal and we could return to the life we had above us. We didn't imagine that the new creatures above would continue to hunt, and eventually find us.

The digging sounds turned to scratching, nails on steal, and as we slept at night we wondered how long it would be before they breached the walls. We continued to build on, as far as we could go, and deeper still. We worked in shifts day and night, hand in hand with many other races, we were forced into a single unit; we were forced to help each other survive.

We had started with but one underground city. As it expanded we found ourselves quickly losing track of who was where. We began dividing into sections and eventually as we grew, each expansion became it's own city, and therefore its own section. Sections one through three were breached within the first year and had been collapsed in order to save the remaining five. It was then that we knew they would never give up, and then that we dug straight down. Stretching miles below the surface, Hork now sits with one hundred and seventy five Sections, cities, all connected through a series of public lifts and trams. The initial ten sections now remain collapsed, and it's been many years since a break in the walls has occurred; yet we still build, forever sinking downwards.



Timeline of Major Events

- Years 0 – 954

Unknown.

- Years 955 – 976

The larger kingdoms go to war with one another and many of the ancient races leave their lands for new horizons.

- Years 977 – 1023

Arcamic device begins concept stage by unknown group.

- Years 999 – 1004

Eclias Onica discovers the sunken city of Gal and using the magic amplifiers raises it into the sky.

- Year 1025

Arcamic unleashed cataclysm occurs.

- Years 1025 – 1030

Multiple storms are discovered after new monsters and races pour in from other worlds; Hybrude are first seen.

- Years 1027 – 1031

Following Eclias' feat, many schools of magic band together and raise their cities to the heavens.

- Years 1031 – 1033

Aarden Tidugo helps all races escape and begins creation of an underground city, Hork.

- Year 1032

Hybrude break in and Hork's entrance is sealed from the surface forever. A multi-race council forms as government with individual district leaders reporting to them. The races tolerate each other but stay segregated. A few fights break out but no major civil outbreak occurs.

- Year 1032

The people left on the surface feel betrayed by those in Gal and Hork as if they were left to die. They live in constant fear, always on the run, eating and living wherever they are able to for brief periods of time.

- Years 1033 – 1054

Formians continue to help build Hork downward and outward.

- Year 1033

Mages discover a naturally floating tower in the sky sealed with some type of strong shielding. A heated discussion over who should explore it first breaks out among the elders with many mages threatening each other. Eclias sinks the tower into the ground in the middle of a Hybrude city.

- Years 1299 – 1300

Talon betrays and murders the ancient black dragon Sharess, using Sharess' power to magically raise Hork above the ground. He then seals the majority of the Storms throughout the world, substantially suppressing the Hybrude invasion.

- Years 1300 – 1400

The Hybrude's forces being crippled are pushed back and the world of Ave Molech begins to be rebuilt.

- Year 1414

The Present.



Terminology

Because the world is still taking shape after only barely one hundred years, the citizens of Ave Molech use many terms such as *city*, *outpost*, *village*, and *town* interchangeably. The reasons for this vary, but most settlements started out as strategic outposts to survey the land or launch raiding parties. Now over the years they have grown large enough to be considered a *town* or even *city*, however they are still sometimes referred to as an *outpost*. The larger cities such as Hork and New Hus can sometimes have people refer to them as the *Kingdom of Hork* or the *Cities of Gal*, when in fact the towns and villages within the regions may not even have allegiances with them. In addition many of the territory borders are often unconfirmed and people are either willing to go out of their way to avoid working on what could be questionable lands, or will blatantly farm or mine where they see fit, causing tension and struggles.

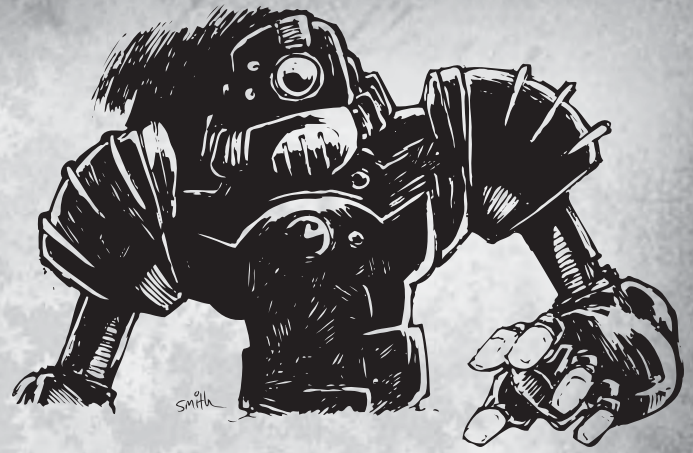
The Storms

When magic and technology tore the world apart, gaps in the very foundation of what hold the material plane of Ave Molech together were separated. These separations created not only tangible holes within the world, essentially linking various planes of existence with the material plane, but also gateways connecting each one in a chaotic web of chance. The people of Ave Molech refer to these openings, or tears in space, as Storms

This name comes from the dark clouds and weather that inhabit the areas surrounding each opening across the world. Often even the appearance of lightning and the roll of thunder can be seen and heard near the eye of the Storm, the opening. Along with this aspect, many devices and creations, such as Astral Skiffs find it hard to navigate through the turbulence around a Storm and usually end up passing the area, rather than through its center and into the next plane.

One of the many chaotic features of Storms is their ability to mislead would-be adventurers. Although someone could look into the eye of a Storm and see their destination, the step through could lead them to an entirely different world altogether, let alone just a chance of being dropped in a different location. It's also not uncommon that once a person travels through a Storm the return route has vanished, not quite gone, but instead located in another part of the next world entirely.

Because of the nature of these storms, and the beings that can enter through them, warding stones are often placed by local magic users or the technology savvy, near their edges to serve as a warning of their nearby location. Both magically or technologically created warding stones serve to alert people in the vicinity of a Storm when anything passes through their line of site. When any object breaks this circle a siren is unleashed that can be heard for miles in any direction for hours.



Magic & Technology

Due to the hardships faced in the past, Ave Molech is a world that long ago renounced its belief in any true god, instead relying on power to come from within ones own being. Through the study of magical nature and new technological advances nothing is ever perceived as divine. Three main forces exist in this world, and each lies distinctly within the three realms.

The sky kingdom of Gal with its neighboring schools of magic poses a great deal of magic affinity, relying on years of study or the inherent abilities of ones self to bend the world to their will. It's not uncommon for people to travel from one school to another on nothing more than a floating slab of marble controlled by its rider. They have little desire to understand technology and although they tolerate the traders that frequent the Shores of Onica's market hub, they become annoyed when anyone stays longer than is needed too. In addition the airships of goblins are not often welcomed among Gal's skies as the citizens tend to be annoyed with ships blocking views of the world below from their celestial city. Because of this many goblin ships practice the courtesy of avoiding the area near Gal when passing over the Great Sea on route to or from the Ice Planes of Germore.

Few people left on the surface survived, and being born enslaved to the Hybrude what few managed to escape or had been freed became reclusive and somewhat resentful of the others who had not known of their plight. Feeling abandoned and without a place to call home, they became nomadic, and rely on their own survival skills to hunt and farm. These nomadic people use their own psionic powers and the forces of nature. They build their homes from wood, their clothes from animal skins, and attempt vengeful raids on Hybrude outposts. Though few will occasionally try to dwell with others in cities, it proves a difficult task and usually their resentment for those left unscathed causes them to seek isolation.

Although many of the larger cities have attempted to expand and offer support to smaller outposts or towns with protection or trade caravans, many are left to their own devices. They can either be the offspring of a rich merchants dreams and have a great deal of technology imported or be the random occurrence of a fishing guild that sprang up along some gentle shores making their living off the land. In either case it's in the

best interest for most cities like New Hus or Hork to trade their equipment for a supply of fresh organically grown food, usually fish or fruits and vegetables.

Hork, thanks in part to the goblin construction teams, is the complete opposite of the sky kingdoms. The citizens had to rely on various aqueducts, mechanical lifts, air vents, and other advances created by the goblins on a day-to-day basis. In fact much of the technology the world has today comes from inventions created within the underground city, overflowing into the worlds above. With new worlds to explore it wasn't long before the goblins created horseless carts and airships to carry them across this new frontier.

Although the use of mechanized weapons such as guns and missiles are apparent in the world, the use of archaic weaponry is also commonplace. Not necessarily due to the quirks that can come about from using much of the goblin devices, but rather because of the lack of a sufficient distribution of Petroxolin, a highly combustible substance derived from a mineral found deep below the Sahenix Desert. With few companies willing to transport this limited resource to places beyond the coastal regions, many of the advances made by the goblins become less seen and used beyond the Desert and Coastal areas.

Communication is one of the key elements to any society, and it is here that the goblins of Ave Molech have shown their greatness. By extending the main Post Master Message Terminal (or PMMT for short) of Hork the Goblins have created a universal messaging system able to connect the people of one town with any other. Using displays and text chat, friends and families are able to keep in touch with one another. Newly formed job opportunities are available on these electronic bulletin boards from various cities, and even bank account information can be accessed.

With the tension caused by constantly being on guard against the happenings of this world, one of its newest inventions to grace the world and put people at ease, somewhat, is the invention of the clockwork companion. Able to lend a helping hand or four with daily chores, these fully customizable mechanical servants prove to be a favorite among the wealthier citizens of Hork and New Hus. Although often used in the home, it's not uncommon to witness older models being used for sport in mechanical battle arenas or even seen as a traveling companion of a wealthy adventurer.

A Brief on Magic

In the world of Ave Molech there exist three types of magic: Arcane, Divine and Ancient. While many players will be familiar with Arcane and Divine magic, it's important to understand that these are merely modern versions of what is now referred to as *Ancient Magic*. Ancient magic was the first magic ever used and as it has adapted over the centuries has now become a pure living

magic. Because of this, Ancient magic can bring about both divine and arcane effects, although the spells themselves are considered Ancient and not Arcane or Divine.

Various forms of this ancient magic exist, each named after its fabled heritage. One example is the Bardic form, a magic supposedly stemming from the capture of music, which was discovered many hundreds of years ago before the coming of the Storms. The ancient forms of magic include Bardic, Cleric, and Druidic I & II.

A Brief on Spells

With the many schools of power that exist in the world, there is no limit to the type of magic a character could learn, provided he studied at least some form of the appropriate art. It's also not unlikely that a Mage or Acolyte walking the path of Arcane or Divine spell casting, perhaps after spending time within the many libraries of Gal, would learn a means of wielding this ancient magic. However because of the difficulty associated with learning and casting older types of magic a Grimoire is required. In addition, cantrips and spells from time past use up two spell slots and take twice as many pages in a spell book.

While some older forms of divine magic were received based on the belief in a god rather than faith within ones own self, over the years these magical domains have now simply become a type of discipline or focus. Essentially, based on various aspects of learning, divine casters seeking to further their casting abilities may sometimes specialize in one or more Divine Focuses. Any divine caster can access any one focus group provided he gives up a spell slot to the focus spell and is using a Grimoire.

It's important to keep in mind that all entities, whether living or not, were created from the original elder god whose being was shattered by the former gods. Although the gods now have entered eternal slumber and the Ifrit have, for the most part, left the mortal realms, each piece of the universe has a small amount of divinity within it and thus allows for the use of divine spell casting.

Using Ancient Magic in Game

First and foremost in order to learn and cast ancient magic a caster must have a Grimoire. A Mage of 4th level, with access to three 1st level arcane spells per day could instead learn and cast the 1st level Cleric spell, Cure Light Wounds, but would now only have access to one 1st level arcane spell.

But it's Cure Light Wounds?

The divine spell Cure Light Wounds and the ancient spell Cure Light Wounds, although having the same end result are very different in the way they are cast and the way they are written. For example the divine spell is a modern



version of the spell, takes up one page in a spell book scribed in common and can be cast by any divine spell caster. The ancient version of the spell takes up two pages in a spell book, is often scribed in Draconic and can only be learned and used through use of a Grimoire.

Using Divine Focuses

First, a divine caster such as an Acolyte must acquire a Grimoire which will allow him access to greater spells, as well as be able to specialize in a given a focus. Next, he then gains the abilities associated with this focus, such as Fire, allowing him to turn/rebuke water creatures. In addition, an Acolyte of 6th level able to cast four 2nd level spells can now replace one of these with a focus spell. This would allow an Acolyte with a Fire Focus to cast three of his regular 2nd level spells, and in addition unable him to cast Produce Flame from the Fire Focus group.

A Brief on Psionics

While psionics in the world of Ave Molech may be commonplace, their abilities are far surpassed by those of more magical natures. The reason behind this is not so much that the people within the world lack the understanding or even ability to learn to tap into these higher powers, but rather because of the Hybrude. The Hybrude had enslaved those psionic in nature, continuously keeping watch, and curtailing many abilities through various devices or torture.

Although Psirods offer many who wish to delve further into the power of the mind's additional abilities and power, it's still a rare occurrence for any to be seen manifesting abilities above 5th level. This has led many psionics to talk about creating an organization for the purpose of researching and teaching these abilities, though given the solitary nature of many psionic enabled people it is hard pressed to find enough to really create an institution. Instead, those seeking to further their own knowledge and power will seek out those who are capable of manifesting abilities significantly greater than the norm.

The Post Master Message Terminal

In short, the PMMT is a network of electronic terminals capable of interacting with the main database of information stored within Hork. The central database holds records of every citizen who ever lived within its walls as well as the record of anyone who has registered with their offices. The information contained within range from a simple physical description of a person to their amount of Credere, and even records of deeds held.

Each person's account has an owner administrator and allows for the use of additional user accounts. The owner administrator controls the amount of information and privileges that can be accessed this way. In addition the type of account, a person has set access to what information they can view from others.

For the most part the majority of people have administrator rights to their own accounts with extremely limited access

to anything else. This means that a person can view their own Credere information and access it to make purchases or deposits, as well as review any recorded deeds of property or intellectual rights they may have purchased through the Tempered Bank of Ave Molech.

While individual accounts serve many purposes there are still many who simply use the more basic features of the PMMT system. Anyone with an account is granted access to a host of bulletin board systems and private messaging. Able to post information on available services or send virtual letters to distant relatives quickly, the PMMT is about keeping the citizens of Ave Molech in constant communication.

Metagaming

Imagine personal computers that, instead of storing their own information on a hard drive, were simply terminals which all accessed the internet and their information from a central server in the middle of Arizona. Now imagine that this internet consisted of only various forums, search engines, and email. In addition, each person has a personal webpage or "profile" viewable by anyone.

Keep in mind there are no websites in the sense of businesses having websites or marketing sites for miscellaneous items (read crap like on the real internet) While many companies in the world of Ave Molech will post job openings on their bulletin boards (forums), they will require the applicant to come to their physical location for processing.

Traveling the Plains & Death

With the tears of time and space throughout the world, planar travel is common to anyone who knows the locations of these holes in the fabric of the universe. However, since Hybrude dwellings may surround them, Storms are often avoided by those who are not slaves or have little choice but to fly through one while avoiding some other danger. Often these unknown gateways can bring monstrous creatures through which is why magical or technological warding devices have been placed around them, warning those nearby of their existence.

It is a good idea for would-be planar travelers to keep in mind of the disorientating affects associated with organic minds passing through storms or even if capable of making their own dimensional openings. Brief fits of insanity or the illusion of ones body manifesting new parts, talking or inanimate objects appearing to become alive are all known to happen. Ninety-nine percent of the time though these occurrences are simply random workings of the mind with no cause for alarm that only last a few minutes. The other one percent of the time these occurrences can become reality.

Although the world lacks any form of raise dead spell, some have found the knowledge to bring back the dead. Although this sounds promising at first, the path leading to the plane of the dead is hard to travel, and many who attempt to traverse it end up trapped forever in its constantly changing state. The plane of death is a mirror image of Ave Molech, with the following exception that all locations and places shift

constantly. In fact it is not uncommon for a planar traveler to be walking along a road and suddenly find himself inside the closet of a house in a city that would normally be many miles from his previous location. In addition all native spirits of the plane experience memory decay, inherent abilities are kept, but the recollection of their former lives fade.

To bring the dead back to life, other than as some type of undead servant, requires that their spirit be found on the plane of the dead and literally pulled willingly back into the material plane of Ave Molech. Spirits themselves may not leave on their own; instead, a living person must be able to grab a hold of them and help them through a Storm. However, when this happens, the spirit will not be able to be fully restored. Able to stay tangible for only short periods of time, they revert to a ghost like or aberration state. The memory decay experienced is often recovered, albeit slowly, while on the plane of the living. Characters and players brought back to the living world after dying have the ghost template applied to them.

Unfortunately the plane of death is not without its own host of trials and terrors. In addition to being the dwelling place of the spirit of once living beings, it is also home to many of the darker spirits that haunted the world in a time long since lost. Any form of monster that exists within a fantasy world would have its ethereal version making its home here. While the dangers can be few or many depending on the ongoing shifts in the world around adventurers who travel its paths, the one great fear is the living dying on this plane.

Any living entity that, by will or accident, travels to the plane of death and dies within its boundaries suffers an immortal curse that can never be remedied. Their bodies are immediately cast out of the plane of death to any random plane of existence. They become an abomination, their minds completely destroyed with no other desire than to feed on anything living. Chaotic and incapable of any thought process, these creatures known as Witiku, are not able to be destroyed by conventional means. *See the Witiku in the Monsters of Ave Molech section for further information.*

Religion & Beliefs

One of the fables told by the people of the world is of a powerful god that long ago tested his subjects with trials and tribulation. The idea was, similar to how ore is refined and purified by fire, that his followers were purified by overcoming the obstacles and hardships given them to face. Of course, like most gods, over the years he was worshipped less and less and has now slept himself into oblivion. Regardless, the fire god Ave Molech was the name people chose to call their newly formed world.

The gods of old have long been forgotten or considered dead to many of the people within the world of Ave Molech. When the world was first torn apart many people felt forsaken by their gods, and over the many hundreds of years those living within the city of Hork grew more and more reliant on the technology of the Goblins and the accomplishments of themselves that a self awareness came about with people relying on purely their own innate abilities to get through each day.

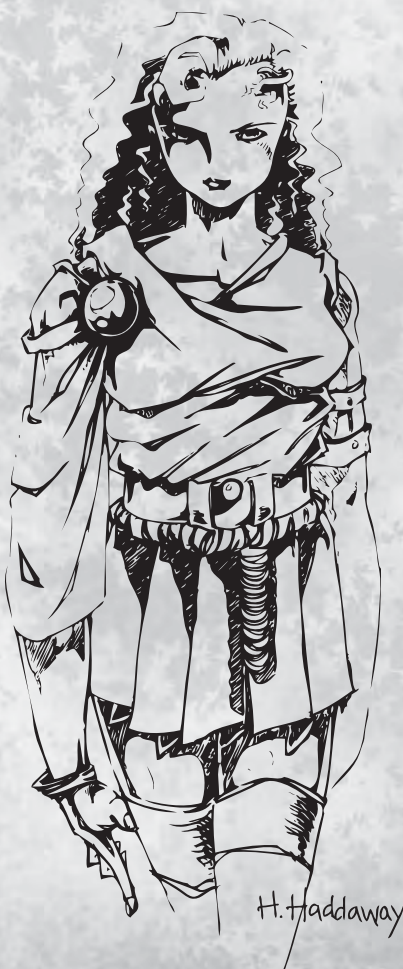
Because of this, people will hold others of great power or wisdom in high esteem, but never practice any form of worship or organized religious following. With the majority of religious texts lost or abandoned those who do seek to learn of past deities are hard pressed to find any solid information or a coherent collection of material. In addition, any group that attempts to mention the return of the gods or wishing to go back to the ways of the past are usually scoffed at and reminded of how grim things once were.

Most believe in a process by which all the different kinds of living organisms developed and diversified from earlier forms of life. The process, called Adaptation, first came into wide acceptance when people began to see the races of their world changing from what many considered “pure” races to mixed-breeds, not a negative term. As people changed and new abilities and power were discovered, it was estimated that given a long enough timeline, with plenty of variation in life style and abilities, the present races would all eventually become something else. Something, they hope, would be far better than what they are now.

Whether or not the people of Ave Molech will transform over the next millennia is subject to debate, the idea of a heaven or hell is something easily disproved with the awareness of the plane of death. Many have gone and peered through the Pool of Mortality, or at the very least having heard embellished stories of this overlapping world from other visitors to the pool. This knowledge, that the consciousness of loved ones live on in another form, brings comfort to many people. Though they know of the memory loss that comes with their ethereal bodies the essence of who they are is never truly lost.

Fashion

The races of Ave Molech adorn themselves in an array of clothing and accessories, from light cotton shirts and pants to thick leather coverings. Robes and coverings are usually bright and vibrant in color, with dull earth tones worn only by the financially lacking. Loose and comfortable clothing is worn by the majority, with only the harshest of climates giving cause to wear thick goose down-lined jackets.



Body art and piercing are very commonplace within the world of Ave Molech, and whether rich or poor, many, elaborate pieces can be seen on all. Large hoop earrings are only the beginning, as many of the citizens in larger cities will have their lip, eyebrow, and nose, among other things, pierced with an assortment of precious metals or gems. Tattoos and even body scarring are often found to show signs of adulthood, maturity, and even strength, along with being viewed as pleasing to the eye and alluring.

For soldiers and adventurers, many of these same customs still apply. Having given up on heavy mail armors due to their awkward mobility and spell hindrances, it's rare that adventurers wear any form of chain mail and plate would not even be considered due to its encumbering nature. Although the goblins have made mechanized plate armor that allows for the use of heavy ballistics, it's more practical for infantry in general to be covered in moon ivy or wearing heavy leather coats for quick advancements or retreats.

A Brief on Body Art

Tattoos in Ave Molech serve many purposes, the rite of passage to adulthood, marks of status or rank, a decoration of bravery, or even powerful spells woven into their flesh. The etchings in their skin that display a particular motivation are usually placed within specific locations on the body. For example, military marks indicating rank within the Valisna are often shown along the left side of ones neck. Tattoos depicting an act of bravery are usually drawn upon the chest and commonly displayed by those wearing light open vests or shirts.

While these are the more commonplace tattoos shown, rite of passage tattoos are not always indicated but can be seen in various places on the body depending on the origins of the person. Such cases include those from the Sahenix Desert who draw small markings along the upper cheeks to indicate adulthood, while those from Coastal lands place them on the center of the forehead. Often these markings are found on the face, and in some cases like the nomads who wonder near Hybrude territory, may even be drawn to cover the entire face.

Although many people may also wear tattoos for purely cosmetic reason, you'd be hard pressed to find someone who couldn't share with you some type of story about the mark's meaning. For these, many inhabitants choose to tell stories or display family ancestry along the center of the back, possibly covering the shoulders and lower back as well. Women more often show these types of markings than men, as many fashionable clothing exists for them that expose the area from the neck and shoulders to the lower back.

However, even if the tattoo is simply cosmetic the mark would most likely have a dual purpose and serve as some protective ward or hold some spell-like ability. Since the many

tattoos that contain wards or spells often require the user to touch them and speak an activation word, they are often placed within easy-to-reach areas such as the forearms and hands, though it is not uncommon that they may be placed on the legs as well, especially if they affect the speed of an individual.

A Brief on Piercing

While much of the body piercing for inhabitants in Ave Molech exist for purely cosmetic reasons, there is one that the people of the world wear to remember their history of hiding. Earrings, fabled as symbols of slavery in ancient times upon Ave Molech, are now worn by almost every inhabitant within the world. The earrings serve as a constant reminder that they were once held captive underground, above the skies, or within the Hyrude camps.

Besides the earring, there are many commonplace jewelry that adorns the nostrils, bridge, septum and eyebrows. Though purely cosmetic, they are viewed as appealing and are currently extremely popular within the Northern Coastal Lands, especially New Hus. In addition to these reminders and maquillage there are also some that inspire desire or are indicative of sensuality, such as those with pierced lips, tongue, nipples, belly buttons and other sensitive areas.

Though rare, it has occurred that individuals will occasionally bind spells to the metals used in creating many piercings. When this is done the magic usually becomes very faint, and because of this many spells will simply not work properly or will be too weakened to offer much use. Because of this it'd be almost impossible for more than a spell equal in power to a cantrip to be contained within a single piercing. A collection of three or four piercings in close proximity to each other or even chained together could possible combine to form a first level spell, but the result would most likely have a high chance of failure.

Education

While many of the people who have origins leading back to Hork or Gal escaped poverty and recognize the benefits of higher education, for the many nomadic tribes of the world education is something that a child's guardians would teach him. Because of this there exists a sizeable gap in the level of interaction within these groups, with most well versed people choosing to speak with only those of equal verbal footing. The colleges found throughout the world offer many opportunities for advancement within the social rankings of society; it's often the means to which many people have started their political paths. Still, a number of people whose desires lead them into fields of exploration, travel, or even war with the Hybrude find anything more than their initial general education as holding them back from their ambitions.



Business & Industries

A variety of businesses are found throughout the world of Ave Molech, ranging from simple craftsmen, to large corporate conglomerates. Goblin mining ventures in the Sahenix Desert find ores which are then refined into metals and supplied to various cities across the lands. Forestry is another common trade, with many towns and outposts having their own harvesters. Many of the woodlands of the northern regions are cut and shipped back to New Hus via airships or boats traveling the great sea. Besides the larger importing and exporting of natural resources, many types of transactions and events exist through, the towns and cities, whether focused on bartering animals skins for herbal remedies and dyes, or clothing manufacturers seeking models for their fashion shows, each major city can contain a plethora of opportunities for the financially established as well as the common traveler.

Economy

When the world first fell into chaos, money and wealth lost its influence and for a time those who lived on the surface bartered with one another with skins, herbs, and a variety of crafted weapons. To this day many of the nomadic tribes still use this system when trading with travelers or passing caravans. No one system completely encompasses all of Ave Molech.

The people of Hork, who had once lived in proud industrious cities, had little use for money while constructing their city as all served their part in helping each other survive. In addition, the use for gold and platinum quickly diminished as stronger ores such as steel and titanium became more of a necessity. It wasn't until Hork had been established for quite some time that the goblins, who had been keeping track of the contributions made by various individuals, would propose a system of credit to the council.

The system, called Credere, was a way in which the actions of those within the city who helped build, defend its walls, or performed some function the city required could be recorded and converted into a monetary value. This currency of sorts would then allow the individual's first access to new goods or food made available; this also required that all items found within the city be given value based on necessity. Instead of the need to carry a set amount of coins on ones person or store rare stones within chests hidden under a mattress, one can simply carry around their Account Terminal Card (or ATC for short) and use it for any day-to-day transaction. This assumes that the location of purchase uses the system and therefore has a machine connected to the Post Master Message Terminal (or PMMT for short) of Hork that can access the information held on the card.

Over the years, with the population moving to the surface, the system has undergone various tweaks and adjustments, taking into account new materials and resources found throughout the world. With the records of every living beings, Credere level recorded within the Goblin database as well as the values of every imaginable item in existence being added daily, the system thrives as one of the main alternatives to

engraved coin usage, a practice that has for some time started to die out.

Printed currency existed well before the Hybrude invasion, and when the magic cities raised into the skies this common practice of having a physical representation of ones wealth stayed in practice. Although many mages have seen the usefulness in the Credere system and may have even created accounts within the Goblin database, the citizens of Gal still prefer to use their coins and store their jewelry within their homes and banks. Because of this many larger cities will offer C2C, or Credere to Coin, exchange services.

Governments

Thanks in part to the Followers of Talon, no city rules over another. And although each of the three domains are referred to as kingdoms by the people of Ave Molech, there is no true individual kingdom in existence. Each city conducts itself according to how it sees fit, whether lead by an established council of members or some form of monarchy. In most civilized places might still proves right.

While Hork continues its practice of council members overseeing the grand scheme of its operations, many of the other cities have elected town leaders, men or women, who speak for the people and handle disputes that arise within town. Coming into power by some great accomplishment, these people can either be passive towards the authority they hold, or aggressive with how they use it to coerce their population. On the other hand cities such as New Hus, who strive to bring some of the old worlds glory back, have chosen to elect a monarchy into power. Although considered a king, his rule is restricted to within his city's walls.

The majority of larger sized cities have selected individuals that police their inhabitants. Essentially town guards; these men, or woman, investigate any misdealing among the public, and when needed, have the authority to take people into custody as well as, in extreme circumstances, subdue culprits by any means necessary. Often perfectly capable of handling their own territory, it's only when criminals flee to other cities or go into hiding that bounty notices are sent out through the PMMT and any person or persons wishing to collect are welcome too.

Natural Resources

In addition to the highly combustible fuel known as Petroxolin, other unique natural resources exist within the world of Ave Molech. A rare and expensive metal known as Vertabrax steel is always in high demand and the discovery of new deposits of it often yield in making the discoverer extremely wealthy. The reason for its high demand and value is because it is the key metal used in the manufacturing of all Goblin airships. The metal ore, when refined, becomes lighter than air; because of this, when large amounts are placed together, like for the hull of an airship, it becomes necessary for the ship to actually be forced down with weights and its air or rocket propulsion systems, than lifted up with them. Though many have wondered

what happens to pieces that have floated up into the sky, most assume they have burned up in the atmosphere and there is little concern that the metal will ever lose its ability to float and fall back down.

Another mined ore that the goblins discovered within the mountains of Germore's frozen land was Cronarium. A very dense metal that, when magnetized, bends the gravitational pull around an object or individual. Even small amounts, such as those crafted into belt buckles, allow people to jump almost ten times as high without injuring themselves when landing. Many powerful fighters who are wealthy enough to afford this luxury find it one of the most valuable assets available to them when fighting Hybrude or any other type of threat.

Moon Ivy is another of Ave Molech's natural resources. Originally thought to have been a plant, this strange metallic-like substance clings to the surface of rocks in an ivy-like manner. Its thin veins appear as vines over mineral deposits, as if it were feeding off of them. When harvested the substance is first scraped and separated from the ore or rock it clings too; its pliable nature allows it to be woven into various light weight clothing such as a leather jacket or even cotton pants. Although it is able to be bent and twisted, it is a substance that is very durable and hard to break apart or puncture, making it ideal for various light armor uses.

Transportation

The main means of transportation in Ave Molech may vary depending on the region in which a traveler finds himself. For instance, within the desert and southern coastal regions it is commonplace for people to be seen traveling on horseless carts between the cities of Hork, New Hus, and the Shore of Onica. However, to the north beyond the Marshes of Tierely and into the Forgotten Forests leading to Elowen, the terrain is either too soft for heavy land vehicles to traverse or too dense with vegetation and trees. Because of this the northern regions, and even the far eastern Plains of Germore, rarely see any mechanized vehicles except for the occasional passing airship.

Airships carry many of the goods found in settlements back to their larger supporting cities, and in return back to the smaller outposts when sufficient funds are supplied. Although they are large in size, the vertabrax steel and their sophisticated goblin engineering allow them to hover over towns not accessible by typical land vehicles. Lowering supplies down via retractable staircases, or even dropping crates with parachutes attached in times of conflict, these air creations provide a much-needed lifeline to many of the farther away settlements.

In addition to the airships that pass overhead, many fishing vessels as well as large sea zeppelins, travel the oceans of Ave Molech. Most cargo vessels carry supplies to and from the settlements in the East, while the smaller fishing ships stay closer to the southern shores for their catches. With the port of Old Hus usually surrounded with galleys from New Hus, few Hybrude ships make it to or from their city, and the ocean is one of the few places few have to fear encounters with them.

Ave Molech has many unique means of travel, with more traditional means of travel such as horses and large wolves being very scarce but still existing within the world. The three most common mount types are Cauchemar, jet-black horses with fiery hooves and breath often used by Hybrude, Howlers, large dog-like creatures with quills around their necks, and Sea Cats, a dolphin-like creature with a lion head. The nomadic tribes, the poor, or adventurers exploring the outer edges of the world most often use these means of travel.





Chapter Two

The Races & Lands Of Ave Molech

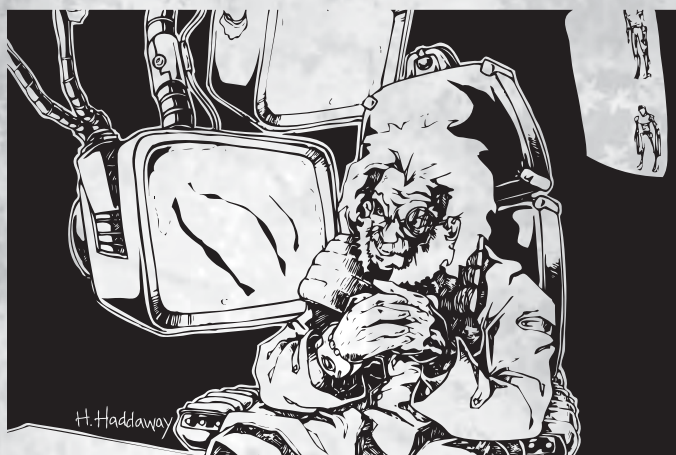
The Races of Ave Molech

Those who went above and those who went below were able to enjoy safety and comfort and therefore thrived. Although still taking caution to avoid lands occupied by Hybrude, many races search for the places their ancestors called home and the world is quickly filling with small cities and outposts. Any race that exists in a fantasy world exists within the world of Ave Molech. However, the most prominent of the races are the Humans, Goblins, Tiefling, Halflings, Half-Elves, Half-Orcs, Half-Giants, and the Sec'Toda.

Humans

The flame that burns twice as fast burns twice as bright, and humans with their shortened life spans are no exception. Within a lifetime only a century long they can build kingdoms, conquer distant lands, or bring about peace between two warring nations. The most adaptable of all races, humans are able exist in all varieties of cultures and climates. One could easily find himself a friend among the Half-Giants in the northern ice plains of Germore, or as the business partner of a Goblin technician in the sandy deserts of the Sahenix where Hork lies. Humans cover the world and can be found mingling with any race, adopting the culture and social interactions of the others that surround them.

- Size: As Medium creatures, humans have no special bonuses or penalties due to their size
- Human base land speed is 30 feet
- 1 extra feat at 1st level
- 4 extra skill points at 1st level and 1 extra skill point at each additional level
- Automatic Language: Common / Bonus Languages: Any



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 feet
- -4 penalty on grapple checks
- +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 an 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



Halflings

Some would consider them the world's greatest escape artist, while others might see them as simple opportunists. Cunning and clever, these small humanoids match the Goblins in size but resemble small humans with playful and cheerful demeanors. Notoriously curious and horribly mischievous, these small beings often find themselves causing more trouble than good especially when left unattended while in a public setting. Though they get along with their own kind, Halflings are nomadic, often found working as harlequins for traveling fairs, masquerading about in parades, or participating in some form of entertainment in their current surroundings. When one is your friend it's not uncommon to go without seeing him for years at a time, even if he was only going to the store for a carton of milk.

- +2 Dexterity, -2 Strength
- Size: Small, a Halfling 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

- Halfling base land speed is 20 feet
- +2 racial bonus on Climb, Jump, and Move Silently checks
- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear: This bonus stacks with the Halfling's +1 bonus on saving throws in general
- +1 racial bonus on attack rolls with thrown weapons and slings
- +2 racial bonus on Listen checks
- Automatic Languages: Common and Halfling / Bonus Languages: Elven, Goblin and Orc

Half-Elf

After living in close quarters with humans for so long, it's hard for the Half-Elves of Ave Molech to find a place with anyone else. Adopting the culture and lifestyles of the humans they dwell with, many Half-Elves go unnoticed as anything other than human. Though slightly taller than humans with slender builds, the only distinct features that remain are their pale skin, pointy ears and green eyes.

The few Half-Elves that have a greater desire to learn of their Elven heritage they find their way to the thick patches of forests and jungles of Ave Molech attempting to seek out what few remnants of a proud race remain. More tribal in appearance than their metropolitan cousins, these urban Elves attempt to learn more of what nature surrounding them has to offer.

- Size: As Medium creatures, Half-Elves have no special bonuses or penalties due to their size
- Half-Elf base land speed is 30 feet
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects
- Low-Light Vision: A Half-Elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions
- +1 racial bonus on Listen, Search, and Spot checks
- +2 racial bonus on Diplomacy and Gather Information checks
- Automatic Languages: Common and Elven / Bonus Languages: Any

Half-Orc

Larger and stronger than their human fathers, their stern features and grayish skin tend to intimidate those around them. Uncomfortable around Half-Elves due to each other's fabled ancestry, and often feared for their lack of understanding by

Halflings curious with their bags, the Half-Orcs of Ave Molech find themselves often in the service of Goblins as bodyguards or loners who hire themselves out as mercenaries. Street smart and tough, Half-Orcs are found to be the most useful of allies or the worst of foes in a fight. Most who decide to live within a major city's walls find their home in the diversities of either Hork or New Hus.

- +2 Strength, -2 Intelligence, -2 Charisma. A Half-Orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3
- Size: As Medium creatures, Half-Orcs have no special bonuses or penalties due to their size
- Half-Orc base land speed is 30 feet
- Darkvision: Half-Orcs (and Orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Half-Orcs can function just fine with no light at all
- Orc Blood: For all effects related to race, a Half-Orc is considered an Orc
- Automatic Languages: Common and Orc / Bonus Languages: Draconic, Goblin and Abyssal.

Half-Giant

Most Half-Giants in Ave Molech were at some point in their history kept as slaves by the Hybrude. Much better at physical labor and most being psionic like their captors, the Hybrude found them the most useful of all races. Few Half-Giant families have ties to the city of Hork since most came from those who survived on the surface. Because of this the majority has an awkward feeling when traveling around largely populated humanoid cities. Most have now migrated to the far northern ice covered lands of Germore, forging a new society for themselves. Remote, desolate, but easy to get lost in, the Half-Giant villages thrive, accepting traders from all races, but rarely desiring to leave the peaceful solitude of their frozen mountains.

- +2 Strength, +2 Constitution, -2 Dexterity: Half-Giants are tough and strong, but not too nimble
- Giant: Half-Giants are not subject to spells or effects that affect humanoids only, such as charm person or dominate person
- Size: As Medium creatures, Half-Giants have no special bonuses or penalties due to their size
- Half-Giant base land speed is 30 feet
- Low-Light Vision: A Half-Giant can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions
- Ice Acclimated: Half-Giants have a +2 racial bonus on saving throws against all ice spells and effects. Half-Giants

are accustomed to enduring low temperatures

- Powerful Build: The physical stature of Half-Giants lets them function in many ways as if they were one size category larger

Whenever a Half-Giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the Half-Giant is treated as one size larger if doing so is advantageous to him

A Half-Giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A Half-Giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category

- Naturally Psionic: Half-Giants gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class
- Psi-Like Ability: 1/day—stomp. Manifest level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based
- Automatic Language: Common / Bonus Languages: Draconic, Giant, Ignan
- Level Adjustment: +1.



Sec'Toda

One would think by first appearances that the Sec'Toda are simply Humans who have become pale from their underground existence and have grown a fondness for body scaring. The truth is farther from this than most could imagine. The Sec'Toda are a race of people standing anywhere from around 5' to 6' and weigh close to 100 - 200 lbs. They have pale skin and solid black eyes that resemble socket filled pupils.

Both males and females are inherently hairless and thick scars usually tattooed with varying colors adorn their spines, reaching from the lower back up above the neck and splitting across the top of the head into two paths that end slightly above the forehead even with their eyes.

It is these markings that lead many to consider them nothing more than a race of tribal who managed to survive the Hybrude by hiding in caves. Though Sec'Toda are natural burrowers and tend to live in shelters made below the muddy marshes of the east in Tierily, they are not simple tribal. The markings often mistaken for body art are simply the remains of the each host's acceptance of his Bloodmate, a large wormlike parasite found only within the marshes of Tierily.

In Sec'Toda society woman are seen as nothing more than breeders, and are little use for much else. It is the male's responsibility to acquire food and do the necessary day-to-day duties, unless he is absent for some time a woman would not concern herself with common chores. Sec'Toda females spend their days teaching their children or in trance, meditating for the good fortune of their mate and friends. When a Sec'Toda child is born they resemble a healthy human baby. On their 10th year of life they meditate and fast in solitude for a day, referred to as Lastday, and prepare for the Bloodmate ritual.

The Bloodmate ritual begins after Lastday, the child is stripped and taken naked to a room with his father or an elder of the tribe who stands in his father's place. Six small jars are placed around him. The jars each contain a different Bloodmate type who will bind itself to the child. Bloodmates are a fully sentient being, although appearing as large black worms, they grow in knowledge and understanding as their hosts. Once a jar is chosen the child is lead to the surface of the marsh and those of the tribe who wish to watch are welcome at this point. The child lays flat on his stomach in the mud of the marsh, and his father or elder opens the jar and places the Bloodmate along the spine of his back.

Often times a child will cry out in pain as the Bloodmate first digs through their back and adheres itself to the spinal cord and brain, but the pain lasts only an instance as the parasite soon soothes and begins healing the entry wound. The combining of the two takes less than an hour and ends once the child is able to stand up on his own. From this point on the child is seen as a full member of the Sec'Toda clan; it is also at this point that his eyes darken to a solid black and his hair falls out. The wounds take about a week to heal and afterwards are covered with tattoo markings that coincide with the type of Bloodmate chosen. For the first year after a Sec'Toda accepts a Bloodmate, the two tend to seclude themselves and learn about one another. Combined forever, there is no separation of the two minds. Since both are young the two blend together and learn to communicate with each other and others at the same time without losing track.

To outsiders the Sec'Toda appear as humans with a taint of some alien race, and are usually treated by the inhabitants of a city the same as they would treat any other Half-breed

race. Sec'Toda speak common as well as have their own unique language. They are usually solitary beings and only frequent cities or towns when looking to trade with merchants or when in need of service. They rarely have a desire to engage in combat, preferring to instead remain unseen, but when forced too or cornered they are fearless.

Sec'Toda Stats

- -2 Str, +2 Dex (also +2 Int +2 Wis if Hermaphrodite)
- Size: As Medium creatures, Sec'Toda have no special bonuses or penalties due to their size
- Darkvision out to 60 feet
- +4 Bonus to Hide checks
- Immune to Fear, and fear-like abilities or spells
- Racial Ability: Meld. As a standard action Sec'Toda can instantly place their bodies into any dirt or mudded area provided it's large enough to hold an object their size. While using Meld, the Sec'Toda cannot be targeted and gain health regeneration of 1hp per round.
- Automatic Languages: Common, Sec'Toda
- Bonus Languages: Draconic, Elven
- Level Adjustment +1 (if Hermaphrodite)

Sec'Toda Bloodmate Bonuses

- Purple Bloodmate of Strength +3 bonus to base attack
- Green Bloodmate of Constitution +3 bonus to fortitude
- Black Bloodmate of Dexterity +3 bonus to reflex
- Gold Bloodmate of Wisdom +3 bonus to will saves
- Blue Bloodmate of Intelligence +3 bonus to spot
- Red Bloodmate of Charisma +3 bonus to diplomacy

Sec'Toda Society

As a unified tribe, the Sec'Toda do not have individual cities or outposts, instead referring to their homes as simply the Tierily Marshes or The Great Marsh. They don't seek to expand their tunnels anymore than is needed to house their people. Often the speculation is that because the Sec'Toda had kept to themselves for so long the Hybrude never noticed them, which is why their marshes were kept somewhat safe from the invading forces. Willing to explain many of their ways, it is still unknown as to why the Hybrude never attacked their lands, and many scholars find little evidence of their existence before the Storms.

When trading with travelers who happen to pass through their lands, they are mostly interested in medicines and food. The Sec'Toda wear leather clothes made from the animals they hunt, or linen they have received from traveling merchants. Merchants keen to the Sec'Toda will often receive various dyes derived from many plants within the marshes that these

tribal use in their rituals and body art.

The Sec'Toda rarely travel far from their marshes, usually only when seeking aid. Though some do occasionally become curious, only the most daring of the tribe would ever willingly leave to explore. They travel mostly by foot, when possible, as this allows them to remain close to the surface, able to meld with it when necessary.

While there are both males and females among the Sec'Toda, many are often born hermaphrodite and viewed as beings of "Two Minds". Because of this combination of sexes these Sec'Toda are honored and revered as wise, usually possessing additional inherent power. In addition, these Sec'Toda lead many of the rituals and incantations believed to increase their connection to the world.

One such ritual is the Mediry. The Mediry takes place by an elder of the tribe preparing a room with a small fire in the center. Around the fire is placed several rocks that are then heated. As the fire grows, water is slowly poured little by little onto the heated rocks until the room is filled with a thick mist. Once the room is filled with this moisture a Sec'Toda seeking a cure for either a physical or emotional ailment will enter the room. The two will sit in quiet meditation until the flames of the fire go cold and the room's steam dissipates, after which the elder will leave the afflicted Sec'Toda to his solitude, until he sees fit to leave on his own.

The Cities & Lands of Ave Molech

Estimated size of Ave Molech: 3,081,304 Square Miles

In the world of Ave Molech many outposts, towns, and cities have began to spring up across the world as people seek out their ancestor's dwellings or explore unknown regions. The majority of these style themselves in very ornate ways within their stonewalls, wide hallways and high towers. Larger cities keep much the same style of baroque architecture although rely more on steam and clockwork mechanisms to transport people up high towers or to opposite sides of a city. The main cities in the world are Hork, New Hus, Old Hus, Gal and the outpost along the Shores of Onica.

Although the once great city of Hus has fallen home to the Hybrude, New Hus, constructed across the shore in defiance, is viewed as the most well-crafted and considered by some to be the new capitol of the world. With the largest markets and most diverse population of any city, it's home to the majority of the world's population as well as a meeting point for many travelers.

Hork is the city within Ave Molech that uses the most advanced analog and electronic technology. Although the point of which all life returned to the surface, many consider it a Goblin city. The majority of the goblins stay within Hork, but many Human, Tiefling and Half-Orc citizens find it a comfortable dwelling as well. Ever growing downward and outward as it has in the past, Hork continues its construction, despite the Hybrude invasion being curtailed.

Gal was once a single city, with its own unique celestial designs. However, the city of Gal today is the term used by those living on the surface to describe the collection of schools and towers huddled together within the skies. Serving as the magic center of the world, its skies have always been protected by its powerful mages. With little hardships ever faced, Gal's citizens often tend to be aloof and unaware of the trials faced by the people below. Few travel far from their home, though the occasional Half-Elf, Human, or Halfling visit the city when seeking knowledge of the past or greater magical understanding. Of course not many are simply allowed to fly up whenever they choose to do so, at least not without first passing through the Shores of Onica.

The Shores of Onica, often referred to as Onica Shores by common folk, is one of the most well traveled places within the world of Ave Molech. Anyone wanting to visit the city of Gal must first get permission from its magistrate. This includes those who are taking part in the Green Faire, visiting their libraries, or even returning home.

The Marshes of Tierily

General Size: 836,412 Square Miles

Population: 43,771

Sec'Toda Village Size: 54 Square Miles

Long ago when the Arcamic forever reshaped the surface of the world, there came to be a wetland area far to the east where once a crystallized saline lake lay. Now being a thick muddy marsh plentiful in tall grass and reed growth, this untouched fen to mankind is home to many strange and unusual life forms. One in particular, the Sec'Toda, lies just below the surface.

Traveling through this land untouched by the Hybrude, you can often find the remains of abandoned villages. *Broken and burned down huts halfway sunken into the mud, torn straw roofs flail in the wind, with crumbled clay pots and tools washed of their color from the continuing rain above.* At times the rain can lighten to a small drizzle, but the majority of the time these lands are battered by heavy rainstorms. In Sec'Toda history there is no recollection of a day it did not rain in the lands of Tierily.

In the midst of these abandoned shacks are often found trap doors made of straw and covered in mud. Only those with a distinguishing eye would be able to notice the coverings. Though seldom used by the Sec'Toda, who prefer to use their Meld abilities to pass through the mud into their tunnels, the doors remain present for those few visitors



not native to these lands.

Though the surface of Tierily is covered in mud and rain, underneath lies a hardened base of thick clay, and it's this clay that allows for the tunnels of the Sec'Toda to be built. Stretching across the entire base of the marshes, this collection of passageways and rooms form the makings of a complete city hidden from those on the surface, even the Hybrude.

The Coastal Lands of Hus

General Size: 958,402 Square Miles

Hus was once a proud and famed city. Its towers reached to the heavens and the populace composed a beautiful and noble tapestry of tradition, wealth, and diversity. The city sat along the shores of the great sea northwest of the deserts of the Sahenix, and its watchtowers looked out across the unending ocean towards Gal. However when the Arcamic's Storms first tore its holes in the world Hus was the first kingdom to fall to the Hybrude. Now the center of the Hybrude's domain, its walls lay crumbled under the biomechanical nests of the Hybrude, its coastal waters darkened by the waste and bodies of the dead.

When Talon raised the city of Hork to the surface to repopulate the world, many of the Humans and those close to them wanted to rebuild this great city. However, because of the Hybrude's presence in their once beautiful home, the people decided to rebuild in the land Northwest of the Sahenix. Relatively close to the Hybrude domain, it serves not only as a monument to the achievements of humanity, but also as a strategic military position for those fighting the Hybrude. The city now has a perimeter wall 60' high by 20' wide with guards stationed at intervals of 100' in protective towers. Scouts constantly patrol the outer forests in case of Hybrude attacks, and the civilians live close to the main city whose majestic towers once again reach into the skies in defiance of the Hybrude.

With the many wonders of the city and its citizen's hopeful nature, few have given thought to where the city receives its funding or supplies, while constantly defending itself against attacks. Most assume the city's wealth comes from the export of electrical power from the many windmills that line their kingdoms hillsides or the attraction of their large marketplaces. The frequent visits of robed figures and the disappearance of poor children go unnoticed by the majority of the middle and upper class. And although the city is physically beautiful, a short walk to the northern most lands along the oceans waters show the chaos that still plagues the world.

The Gazaniel Straights is the name given to the areas of water that flow in from the Great Sea, past the Shores of Onica and end just beyond the city of Hus. Because of the city's close proximity to the Hybrude, constant skirmishes are fought along the waters. In addition to the men and woman who patrol these lands, there are also two watchtowers, known as East and West Hopes Stand, constructed on each of the islands near New Hus. Serving as both a lookout facility

as well as a supply depot, these towers are equipped with large lanterns on top that are lit whenever Hybrude ships or patrols are spotted. These islands also serve as ports for New Hus' naval fleet, The Valisna, whose sole purpose is to keep the Hybrude from expanding past these seas.

The Villages of Fiche & Kut'n

Kat'n Population: 63,893

Kat'n Size: 19 Square Miles

Fiche Population: 62,698

Fiche Size: 13 Square Miles

With New Hus' militia keeping constant vigil along the northern shores, many settlements have sprung up around this area. One in particular is the Fiche village, originally a small fishing outpost located along the shores between both Hork and New Hus, this quickly growing town supplies these two cities with an abundant amount of seafood. While also exporting their goods to other neighboring villages, the closest neighboring town of Kut'n is one of the largest farming communities in the world. Expanding to the size of a small city, with many suburban homes being built around its perimeters, this town provides much of the cotton and edible vegetation for the surrounding coastal lands. Large vineyards and farms separated by often-traveled roads cover this countryside.

The City of New Hus & King Kevar Wolls

New Hus Population: 694,820

New Hus Size: 469 Square Miles

Tarren Dravier, the first king of New Hus, was a proud and powerful leader, a human who recruited and negotiated for the citizens of Hus to help him in his quest to rebuild this famed city. The city was finished under his rule, along with the construction of many ships and the two tower bases on the nearby islands. Because of this his fame and power grew, as well as his arrogance.

It was around this time that he had attempted to expand New Hus' territory across the southern coastal regions by first attempting to implement a tax on all outposts and towns within what he felt was his domain. The citizens of New Hus, feeling that more of the world's population should have been helping them, willingly supported this decision. After all, it was their blood that was being spilt everyday to fight the Hybrude as well as construct this tactically located city.

When a few of the settlements refused, Tarren Dravier sent out a militia to force them to submit. Originally intended to harass and fear their town's people, the group ended up killing several prominent members of the outposts along their way. Because of this, tensions quickly escalated and the towns people fought back, attacking any soldier who came into their lands. Tarren, unable to relinquish his desire to control more of the world as the kings of old did, devised a plan to raze all

the villages that had not submitted. Unfortunately for him, on the day of his planned attack he met with a sudden illness and died.

It was no secret to his council that The Followers of Talon, a secret society that attempts to keep the balance of power in the new world, had been involved with the death of Tarren. Although keeping it secret from the citizens of New Hus, the current king, another human named Kevlar Wolls, now rules. Although renowned as a brave and powerful warrior, he quickly chose to remove all authority of New Hus from any place outside his kingdom's walls. Although he orders his men to continue to patrol the seas and the lands near his city, they do not collect any form of tax or are allowed to ask for supplies from any settlements.

Although this has stabilized the non-Hybrude conflicts within the area, the lands of New Hus face a new danger from themselves. Kevlar is currently aging without an heir, and as his city's armies and town folk focus on fighting the Hybrude, many wonder who will take his place. Without an heir a council will most likely decide who his successor will be. However, their current choices are limited to Kevlar's two cousins. Both are renowned for their fighting skills as well their intellect; but where the younger Yurin has no actual leadership qualities, his older brother, Murog, talks openly about how New Hus will become the center of the world one day and rule all the kingdoms, statements the current king's council fear will cause them to lose another ruler to unknown assailants.

Gal's Floating Cities

Gal's Population: 89,628

Size: 27 Square Miles

The oldest of any city, and the only place completely untouched since the Hybrude invasions, the city of Gal is no longer just the one original city. Instead it now exists as a collection of floating towers and other magic schools that have attached themselves together. Whether by stone walkways or simple floating stones, these combined cities create a fantastic sky domain.

The city has flourished over the years and gives off the impression of having an abundance of wealth. Having been self contained for so long, the city has little need to interact with anyone else. A variety of plant life has grown around and even underneath it's many earthen foundations, and the sea has always supplied them with many necessities for life. In fact, even the sky, filled with its many migrating flocks of birds, has been able to feed their populace for years.

With the chaos of the world far below them, this heavenly society has existed without conflict or turmoil. Devoted to the study of magic, art, and literature, many scholars and writers of the world have been birthed from this sanctuary, with those wishing to learn attending one or more of its many schools. While many assume that the history of Ave Molech would be contained within these floating libraries, only stories of fantasy, magical history, and the time from the city's rising exists. This

unfortunate occurrence is due to the mages of long ago and their blatant callousness towards anything outside their walls.

It is also the only nation that has been able to rely on the same person to govern them for the last four hundred years. From a time even before the Hybrude first attacked. A human mage named Eclias Onica, who for reasons never discussed, has not shown any signs of age since the time he founded and raised the initial city to the heavens. Rumors suggest that an accident occurred when he first used the magic amplifiers that froze his timeline, making him unable to age, but also causing him to constantly exert himself to support the city's floatation. Another theory is that he is not human, but instead a dragon who has polymorphed himself so as not to frighten others. Whatever the reason for this phenomenon, Eclias' word has remained absolute, and although he has absolute power, he has never once abused it.

Eclias Onica

Renowned as the most powerful mage in the world of Ave Molech, he has the appearance of a male human in his mid thirties, though he has lived for many centuries. Even his close friends who had traveled with him when he lifted the first city into the heavens have grown old, or passed away from age, yet he remains as ever vibrant and full of life. A usually jovial person, he can be serious and stern when required, and although some of his actions can be mistaken as brash, the outcome always proves to be one made of well thought out and careful planning.

Often seen walking the streets and perusing the halls of libraries, he is often said to have a joyous aura surrounding him that immediately can brighten the heart of any who pass him. Always genial and courteous, it's not uncommon for him to stop and make small talk with a person he has never met, or acknowledge the passing by of a regular citizen. There is even a story of a young child who once tried to throw a small stone at Eclias while his back was turned. As soon as it was about to make contact the boy suddenly found himself struck lightly in the back of his head by a small stone, the one he had thrown just a moment before. Only turning to glance and smile, Eclias waved a finger at the young boy who then promptly ran off.

The Shores of Onica

Onica Shores Population: 36,895

Onica Shores Size: 8 Square Miles

Along the coastal lands of Hus lies a small outpost built around a mage facility. A connection point between the city of Gal and the surface lands of Ave Molech, it serves as a gateway between these two kingdoms. No one, unless given special permission, is allowed to visit the city of Gal without first passing through Shores of Onica. This rule is applied to all merchants, travelers, and even those returning to their homes.

While being a key point of travel between the sky

kingdom and the surface kingdom, it also serves as a major hub of commerce in magical goods and products not available in other regions. Many who wish to study or dabble in the art of magic will find many useful resources here and can entertain the idea of taking part in the Green Fair, a yearly contest of magic with the winner taking part in living and training in the city of Gal. However, strict rules of conduct and behavior are strongly enforced within its walls and it's not uncommon to see caravans or merchants of ill repute turned away at the city gates or troublemakers forcibly thrown out.

Darius Nore

Darius Nore is a business savvy human mage who has mastered the many secrets of elemental magic and is usually accompanied by robed electrical beings. It is he who enforces the laws of conduct and order within the city walls. Having a reputation for being overly zealous with discovering and punishing lawbreakers, those who are new to the city are cautioned to be wary of his presence. Though there are many rumors of his corruption, particularly with his dealings with people from the city of Hus, there has never been any hard evidence against him. Rumors are usually silenced quickly, but some folk may still comment on anything from his simple improper business practices and organizing thefts to even running a slave trade of poor young children.

Magistrate Brumpin

A very old but witty Half-Elf magic user, Brumpin, specializes in healing magic. He serves to keep Gal informed of the happenings of the surface world as well as report information on promising students to Kain Gwent, the man responsible for testing potential students within the town. Social, yet stern at all times, he is also in charge of overseeing Darius Nore's activities, and curbing his dark nature. Though he currently relies on Darius' abilities to keep the peace, he does so reluctantly, and secretly seeks to find solid evidence of his treachery.

Sahenix Dessert

General Population: 223,402

General Size: 162,843 Square Miles

The Sahenix Desert is a small patch of barren land surrounding the entrance to the city of Hork. Many small make-shift huts with all manner of goblin devices litter the landscape. This debris forms a simple deterrent to make travel slow and difficult. In addition, many of these huts are empty facades containing simple booby-traps that, when tripped, alert the city of the approaching presence. The city itself is also heavily fortified on the surface, with an automated defense system of mechanized repeater firearms that is capable of crushing any small Hybrude raid.

The City of Hork

Hork Population: 223,402

Hork Size: 324 Square Miles

Well guarded and the central hub of all civilizations, Hork remains the most diverse city within the world of Ave Molech. In addition to housing millions within its sections below and the source of new technology for the rest of the world, many mining ventures exist around its borders, exporting materials used in almost every new town or city sprouting up.

Because the races that came out of Hork's great underground city have slowly repopulated the world, it is considered by many to be the center of the world. Although long since passed away, the council that Aarden Tidugo set in place many centuries ago continues as the main leadership of this large ever-growing city. With prominent members of each race attending, they set all rules and regulations within the city walls, as well as make all decisions on any trade negotiations. The current council consists of members that meet once a month to discuss matters of importance. In addition, council member successors are elected exclusively by the existing members.

The Outposts of Hork

When Hork was first created the city expanded outward and downward, and even now having had the top of the city raised above ground the same expansion design is followed. Because of this Hork does not actively seek out to make new settlements for its people. However it does have two main industries that have made the city unimaginably wealthy, and these facilities are the only surface expansion backed by the city's council.

The first is their mining of Petroxolin from their facility PT1 sitting directly south of the city of Hork, near the Mudlands borders. Although close to the undead infestations, these and the other goblin facilities are heavily guarded with all manner of new projectile weapons. The second and most useful resource of Ave Molech is Vertabrax steel, a rare ore that when refined is lighter than air, and used in making airships. VS1, the main facility for Vertabrax steel, is directly west of Hork, along a pool of water known as Dividere that separates the Marshes, Desert, and Mudland regions. The third major facility is CM1, which, although located within the Ice Plains of Germore instead of the desert, is still considered to be Hork facilitated.

The Ice Plains of Germore

General Population: 42,173

General Size: 158,402 Square Miles

Far in the north lies the frozen land that time forgot. The Hybrude rarely attempt travel into these lands, as many are believed to be empty of all but a few life forms capable of surviving the extreme cold. This is the land where Half-Giants and other predominantly psionic races have made their

homes. The people in this land build their homes directly into the side of the mountains, constantly chiseling away at the ice that builds up quickly along their walls. Denizens rely on food caravans from traders who are brave enough to venture into the warmer lands and make the perilous journey back. Hoping to avoid any encounters with the Hybrude, their past slavery has made them leery of living any closer to the infestation's birthplace.

Major Settlements

There is no one center city or town, with most people living individually or with their families spread out across the frozen lands. The only major establishment within this ice realm is an automated mining facility within the central mountain regions. The CM1 mining outpost was originally discovered by a goblin expedition who set out to explore these lands. Having made good relations with the people of the region, the council of Hork found it in their best interest to supply the citizens of Germore with shipments of food and technology in exchange for allowing them to mine a mineral, known as Cronarium, found only within this area.

Understanding that even the suggestion of having the Half-Giants and other psionics mine for them would be very insulting, the goblins of Hork shipped across the sea hundreds of clockwork workers, created for the sole purpose of continual mining. The races of Germore watch over the clockwork workers, making repairs when needed, and receiving aid from the goblin vessels about once a month when they come to pick up their shipments and drop off supplies.

The Forgotten Forests

General Size: 475,206 Square Miles

Having lived for so many years within the same walls of each other, many races have learned to tolerate one another if not live in harmony. But for some, the lack of a distinct culture of their own pains them, and they seek to learn of their forgotten heritage. It is because of this that many groups have forsaken their ancestry in hopes of finding a purer side of themselves. For many Half-Elves this was done by moving to The Forgotten Forests and establishing the self-proclaimed Elven capital, referred to often as Elowen. Focusing on magic rather than technology, they strive to commune and co-exist peacefully with nature. Though not ashamed of their human blood, they choose to seclude themselves from the other races and focus on finding any lost artifacts or writings of Elven descent to better understand what they wish to become.



The City of Elowen

Elowen Population: 20,342

Elowen Size: 3 Square Miles

The city of Elowen was built on the ruins of what many believe to be another ancient Elven city. There is no known history to reveal its original name or what purpose it served, but its low cut marble pillars and glass carvings sit quietly within the tall forest trees, and the engravings themselves are distinctly Elven. The vines and moss debris from time past has been removed and the city's reflection of light brightens up the forest, even at night. Tradesmen, shops, and the general market take place on the ground in these polished stone ruins, while the people live in homes carved into the large trees surrounding it. Wooden bridges form walkways above the city's floor and tall spiral stairs lead up to the treetops.

The city's people have a tendency to be somewhat eccentric. Elowen's ruler is elected by challenge. Anyone can choose to challenge the leadership of the one who is in charge. When the challenge is issued the two are lead to the outskirts of the city where a muddy patch of land is located. Here, a series of logs are suspended from the trees creating a pathway through the trees back to the city, where a large lantern is set in the center of the town. The first one back to the city that lights the flame wins. While the contestants traverse the suspended trees, they are not allowed to touch the ground or stay stationary for longer than thirty seconds at a time. In addition, the citizens line the sides of the course and are allowed, even encouraged, to throw objects at the contestants in the hopes of slowing them down. This often can end with the severe injury or even death of a potential ruler.

If a person challenges the current ruler and loses, he or she may not challenge the ruler for another year. If the person challenges and wins the old ruler is not allowed to rule again. An unchallenged ruler will stay in power until he or she dies and their firstborn child, if considered an adult, reigns.

The current ruler of Elowen always adopts the name of the city as theirs. The current ruler is Lady Elowen. If she is ever challenged and loses her rule, she will return to her old name of Lady Alaryia. She came in to power shortly after her father died, over ten years ago, and has ruled with patience and a stern, but gentle demeanor; she is well liked by all.

The Mudlands

Population: Unknown

Size: 173,208 Square Miles

To the south of Hork lies an area of poisoned land known simply as the Mudlands. A muddy patch of soil stretching miles in all directions is covered in carnivorous weeds and undead creatures of all kinds are scattered throughout the land. It has been theorized by many scholars of Ave Molech that those who survived the arcamic's wave of destruction in the area became so filled with rage that they cursed themselves into a race of undying fiends. While some accept this belief, there are others who debate that the people would not have willingly made this choice and instead were turned into the abominations because of the arcamic or other reasons.

In either case this wasteland is roamed by more than just the occasional skeleton, ghoul or zombie. A drifting cloud of fog that can cause a sorrow so deep in those who venture through it that it drives them insane floats across the surface of this moist ground. Said to contain beings that can devour a man whole within seconds, these mist clouds are avoided at all costs, even if it means traveling longer and farther through these turmoiled lands.

It is also here that much unknown debris and strange technology in addition to the Pool of Mortality lies. Many adventurers willingly traverse its dangers in the hopes of bringing back something of possible value to the Goblin technicians of Hork or glancing into the afterlife of their lost loved ones. Unfortunately many people who return don't do so unscathed, instead bringing any manner or disease or affliction home with them.



The Pool of Mortality

One of the first discoveries made by the people who left the city of Hork to chart the lands was a fountain within the Mudlands referred to as the Pool of Mortality. It was here that the plane of death was discovered and a great mystery of life uncovered. The fountain laying within the ruins of what had appeared to be a small town is also the site of what many believe was one of the original storms that Talon successfully closed. Although shut, the space separating the two worlds remains transparent and, although the two worlds touch, they are not able to interact.

Able to peer into each other's realm of existence, many wonder if the dead on the other side can in fact see them or if they see into a completely different plane. The pool of water shines within the base of an old fountain, a marble statue of a woman holding a child standing over ten feet tall. The water pours from the eyes down her body, to her feet and the waters below. No one knows the history of the town or the purpose behind the statue, but the waters at her feet allow one to glimpse into the afterlife. It has been said that when you stare into the pool and remember a loved one that they will appear

within its waters.

For many people a yearly pilgrimage across the dangerous lands is a common occurrence, and worth the danger of the journey to see a glimpse of a loved one. Even those that would have trouble surviving the hardships to travel often will hire escorts to take them through the lands to the pool. Though many consider this practice of endangering themselves to visit the pool as foolish, they can understand the desire of some people who have yet to finish grieving.

The Northern Jungle

General Size: 316,804 Square Miles

Drun'Furum Population: 36,468

Drun'Furum Size: 4.8 Square Miles

Along the northern lands of Ave Molech lies a collection of large islands and an overgrown land mass that bridges the gap between the Forgotten Forests and the Ice Plains of Germore. Along the central coasts is a narrow opening that runs up into the very heart of the jungle. A hot and moist climate, Drun'Furum is where a group consisting mostly of Half-Orcs and Humans has established their home.

Building their homes along the shores, these people desire solitude at any cost. Normally unkind to strangers, these Half-Orcs live off the many wild boar and unique fruits that grow in this area. In addition, they also have constructed a few ships that they use to patrol their waters against any adventuring ships. It's common for an under-armed vessel that passes through their waters to have to pay a tribute to them, and in some cases they have even been known to take woman and children as slaves.

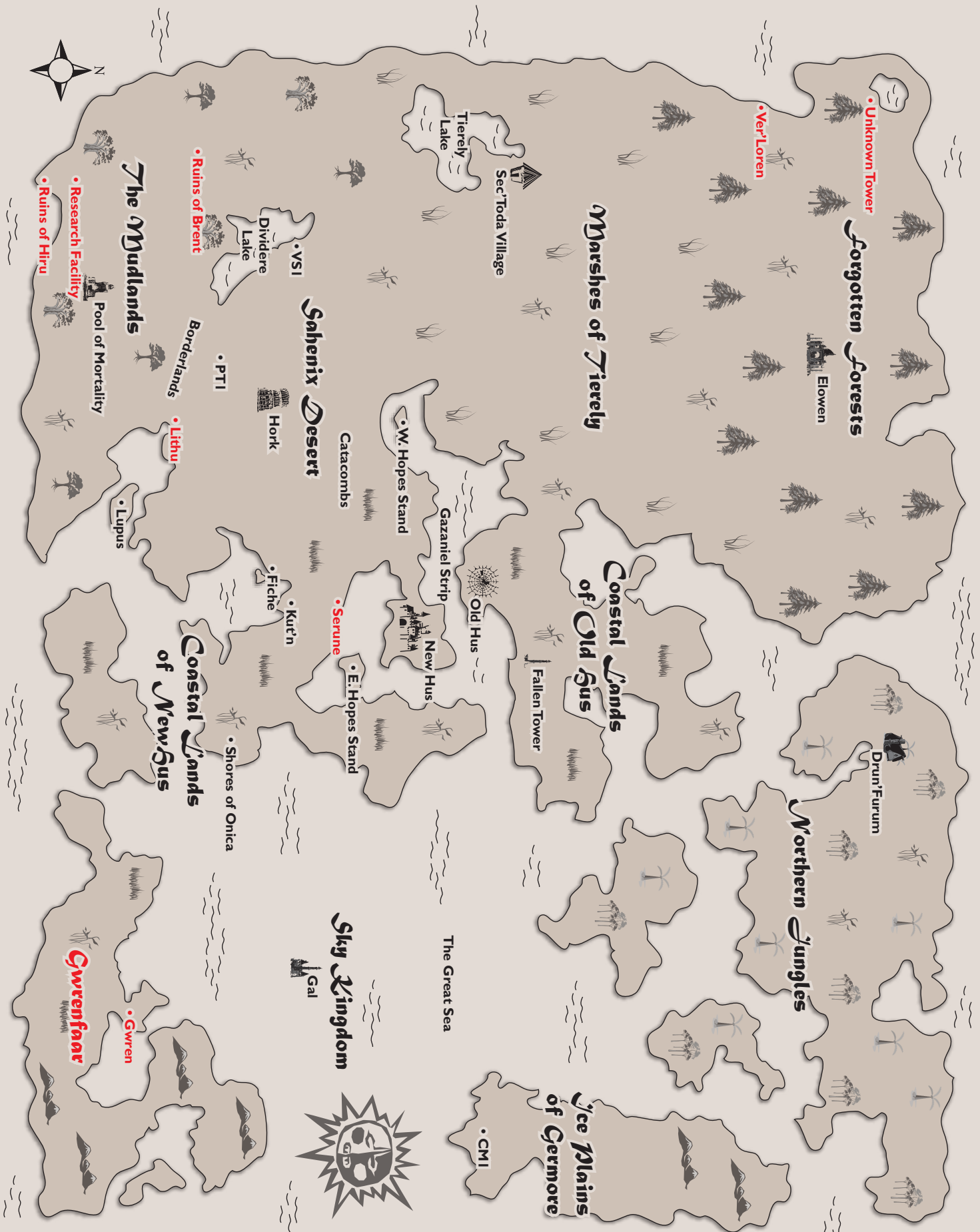
Having no established leadership of any kind, decisions are made from the strongest, or whoever out drank the other the night before. With no real goals other than to be left alone and to steal whatever supplies they can from passing convoys, the people of Drun'Furum are considered a serious hindrance, to be watchful of by all sea travelers. Any goblin ship on its way to the Ice Planes of Germore will avoid their waters at all costs and even The Valisna will take caution when patrolling near these areas for possible Hybrude expansion efforts.

Maps of Ave Molech

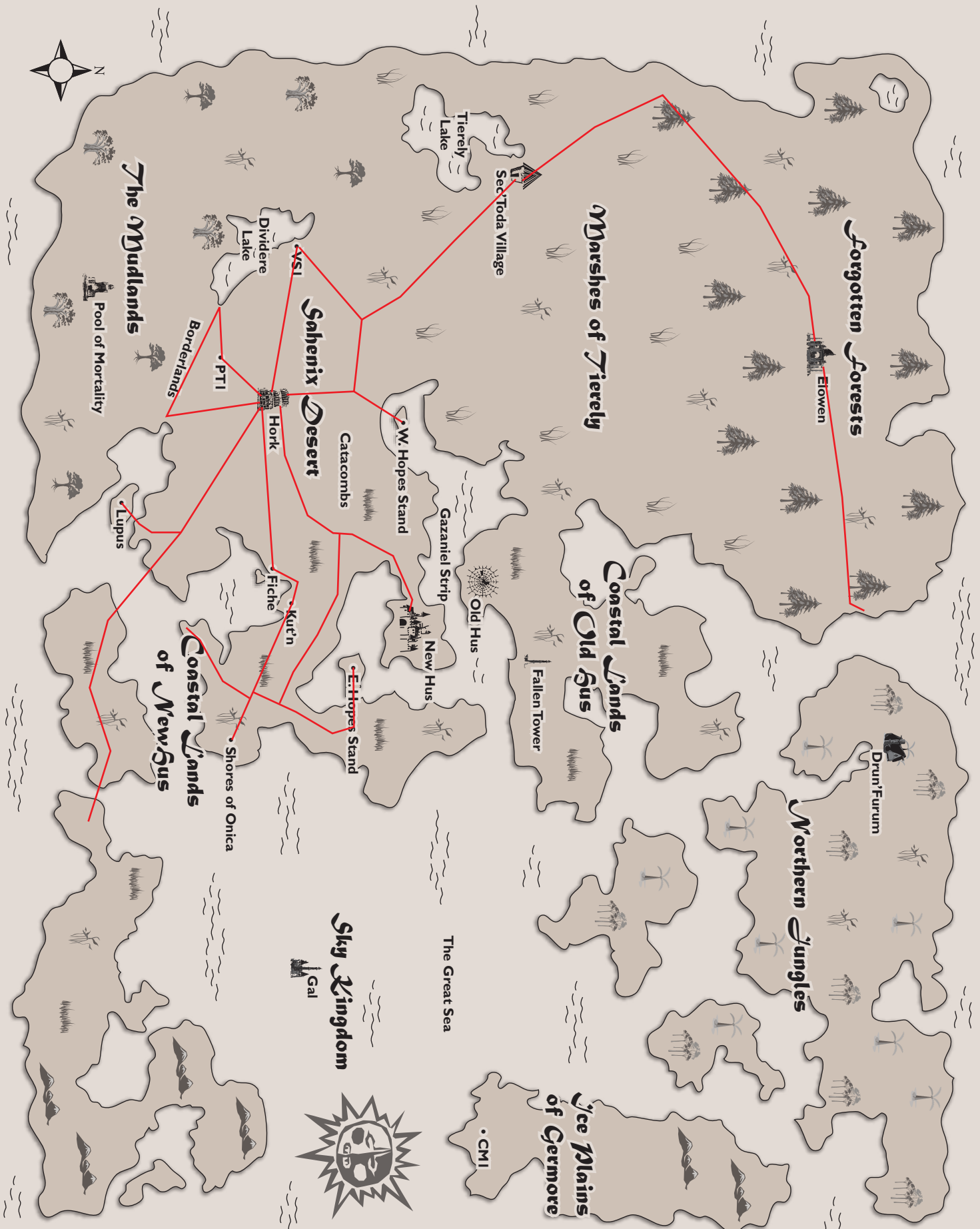
The following are various maps of Ave Molech that are intended to help GM's, and players, navigate the many paths of the world. In addition to the breakouts highlighting the approximate area of each landscape, we've also included many other useful maps identifying such things as Major Air Routes, Roads, and PMMT Lines. While none of these are a complete listing of all roads and information lines, they can be used as a guide when planning adventures and developing your own story within the world. In addition they provide visual information on where most technology and civilization can be found throughout the world of Ave Molech.



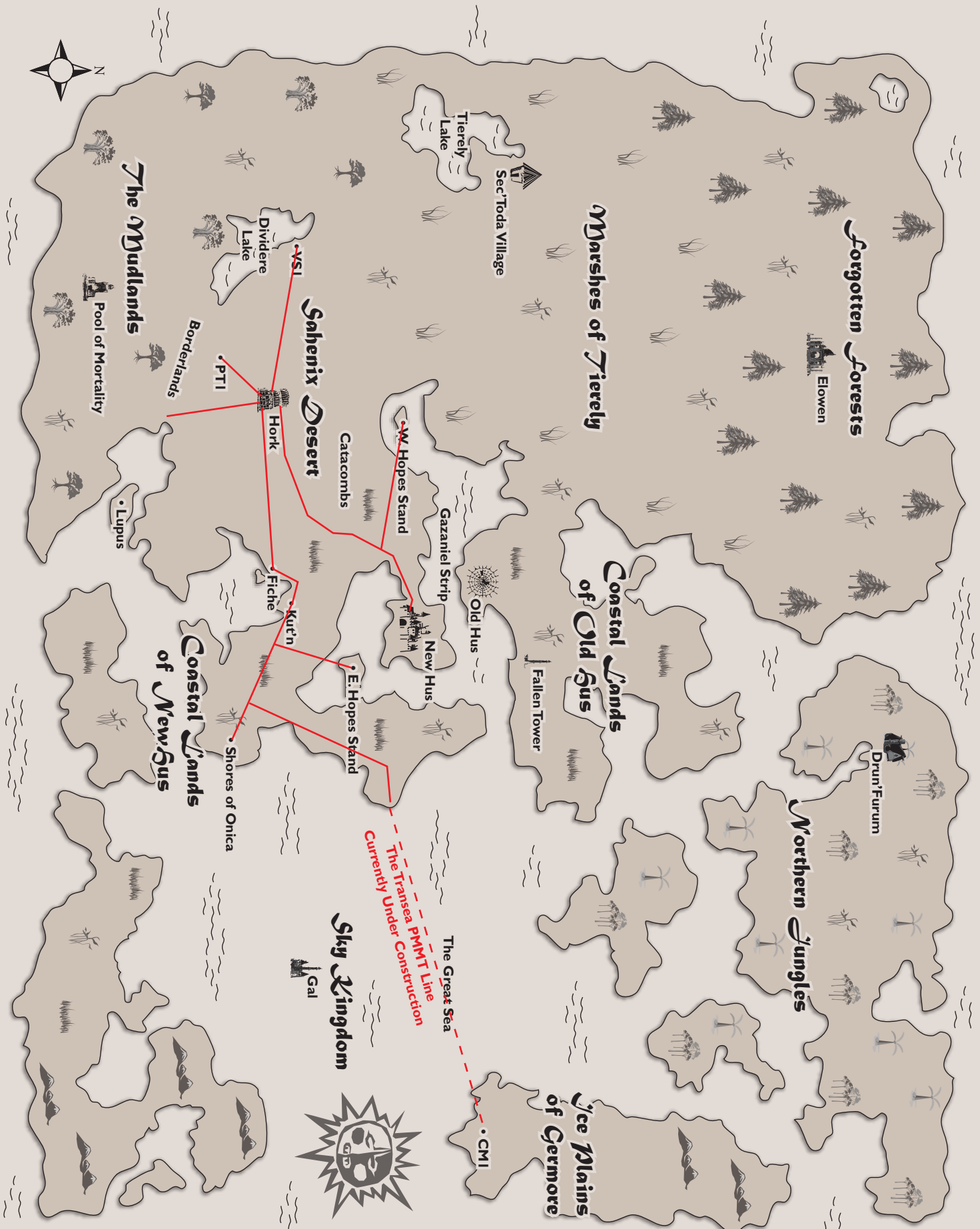
Map of Ave'Molech - Overview of the World



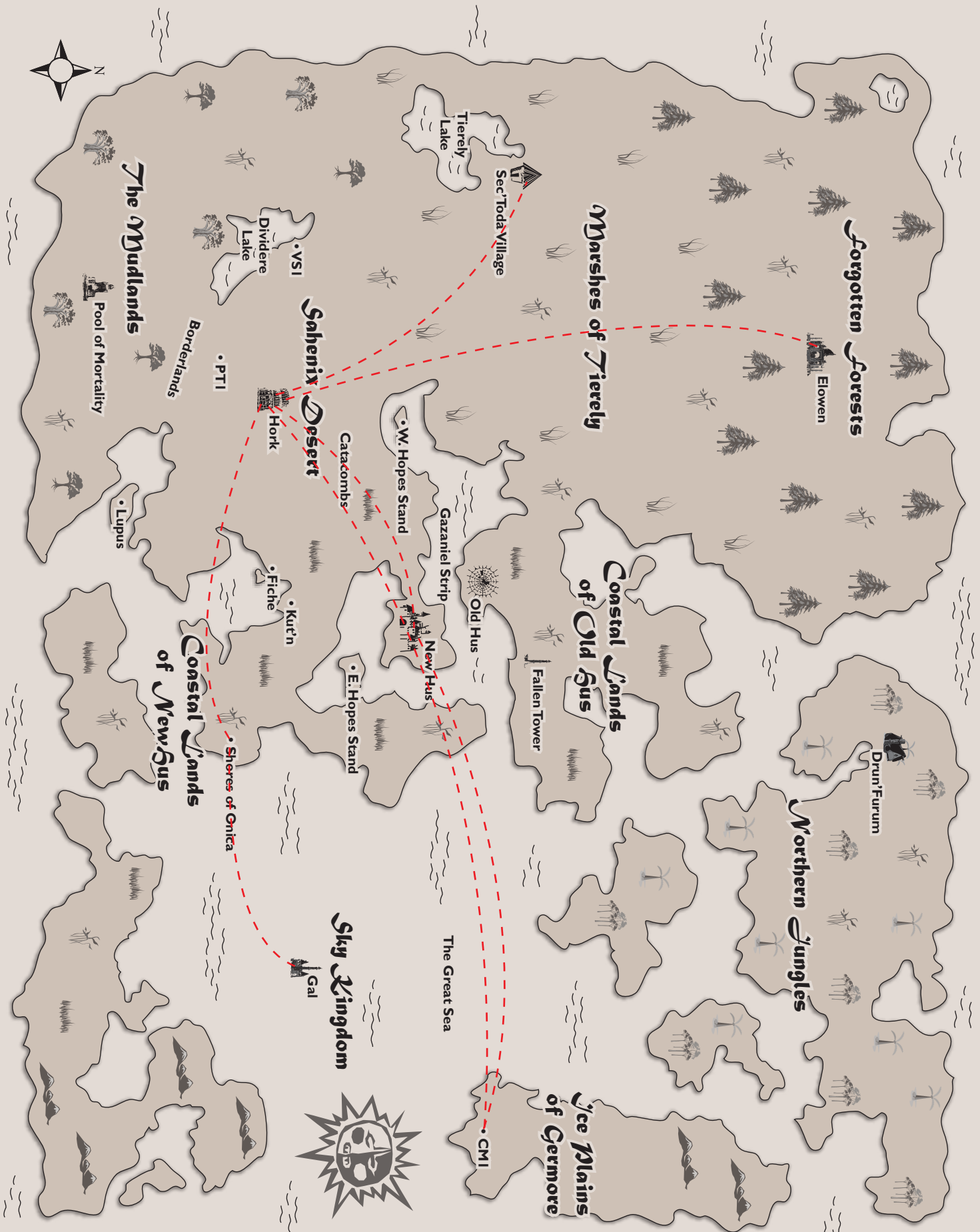
Map of Ave'Molech - Locations from Journals



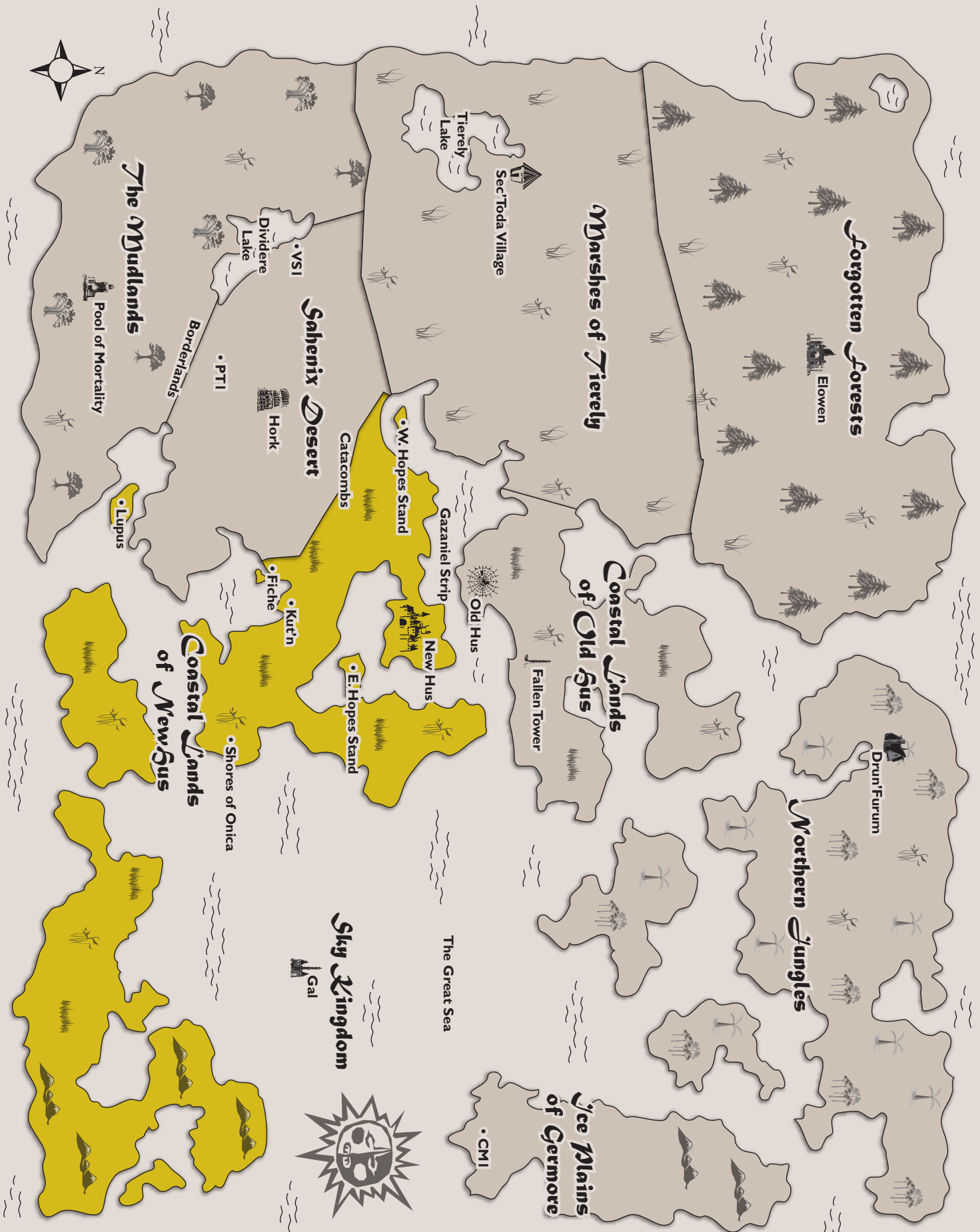
Map of Ave'Molech - Major Roads



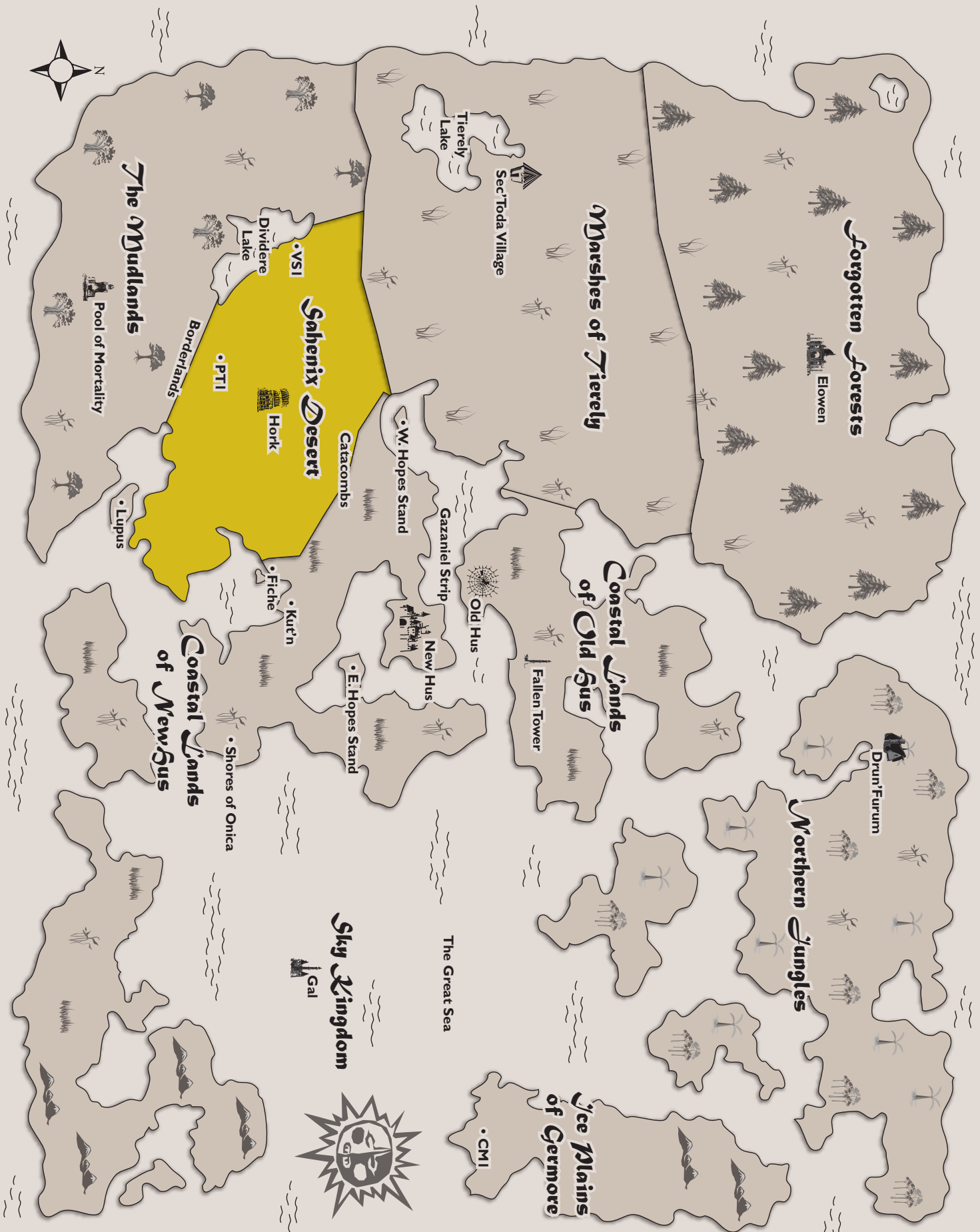
Map of Ave'Molech - Major PMMT Lines



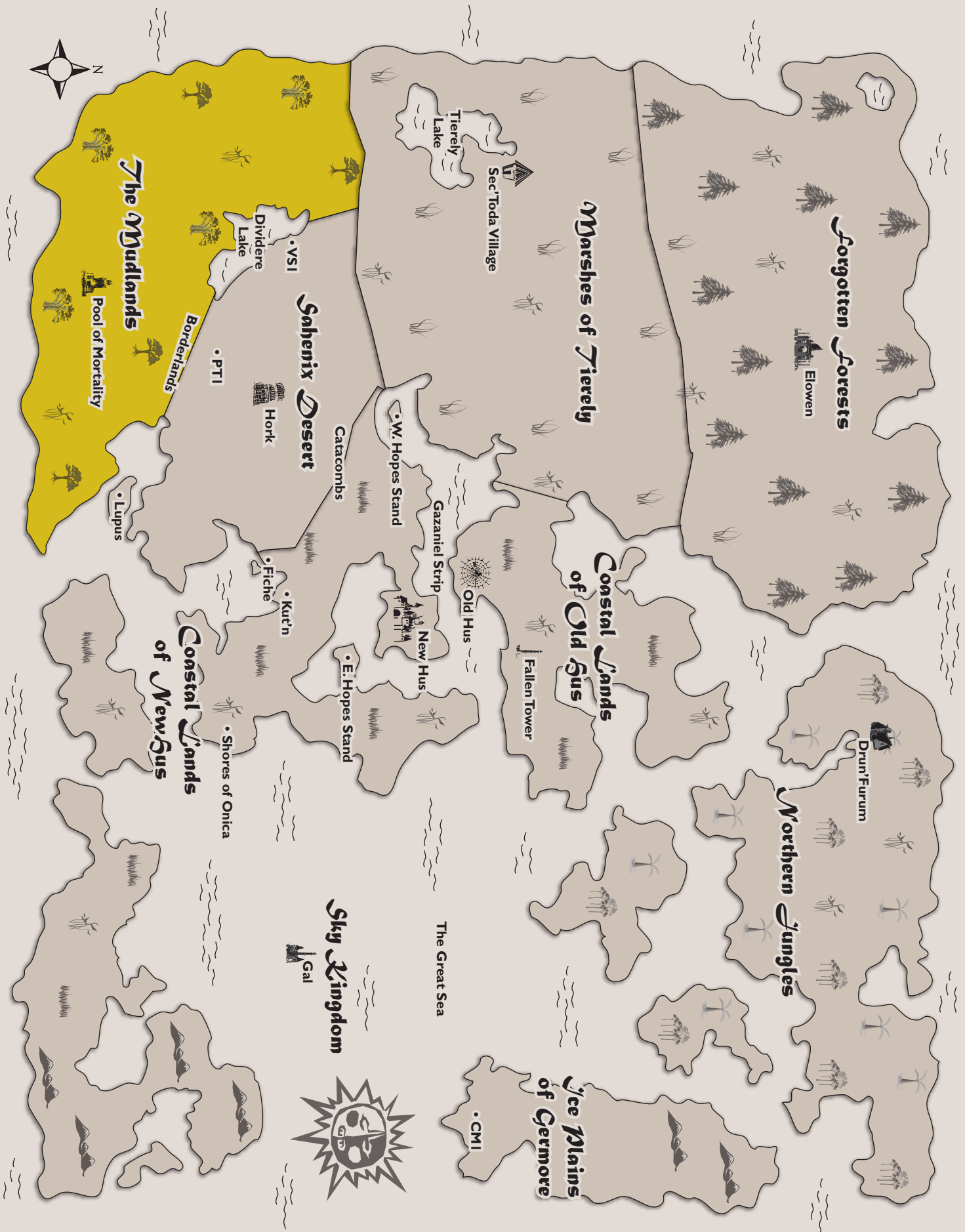
Map of Ave'Molech - Major Air Routes



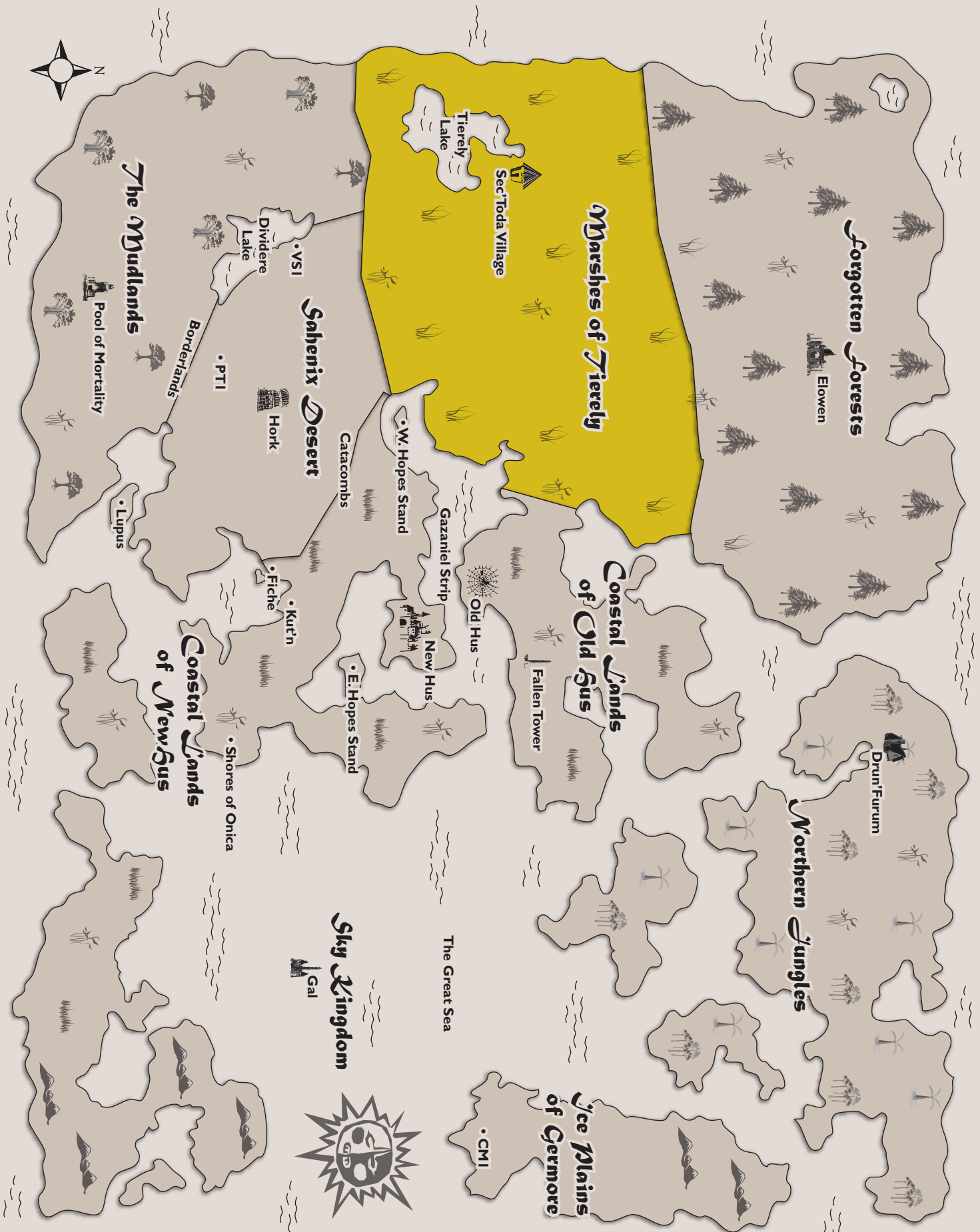
Map of Ave'Molech - Coastal Lands of New Gus



Map of Ave'Molech - Sahenix Desert



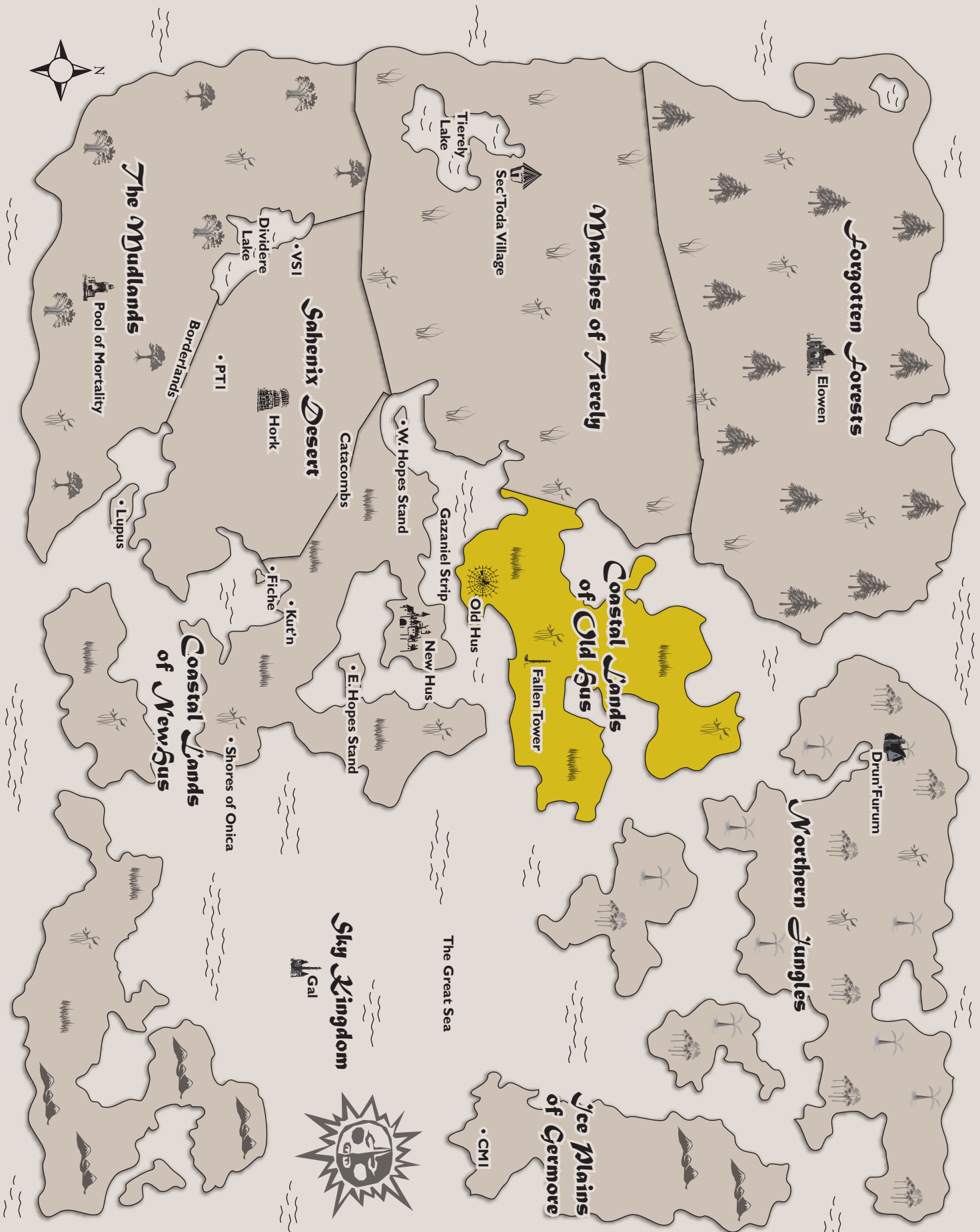
Map of Ave'Molech - The Mudlands



Map of Ave'Molech - Marshes of Tierely



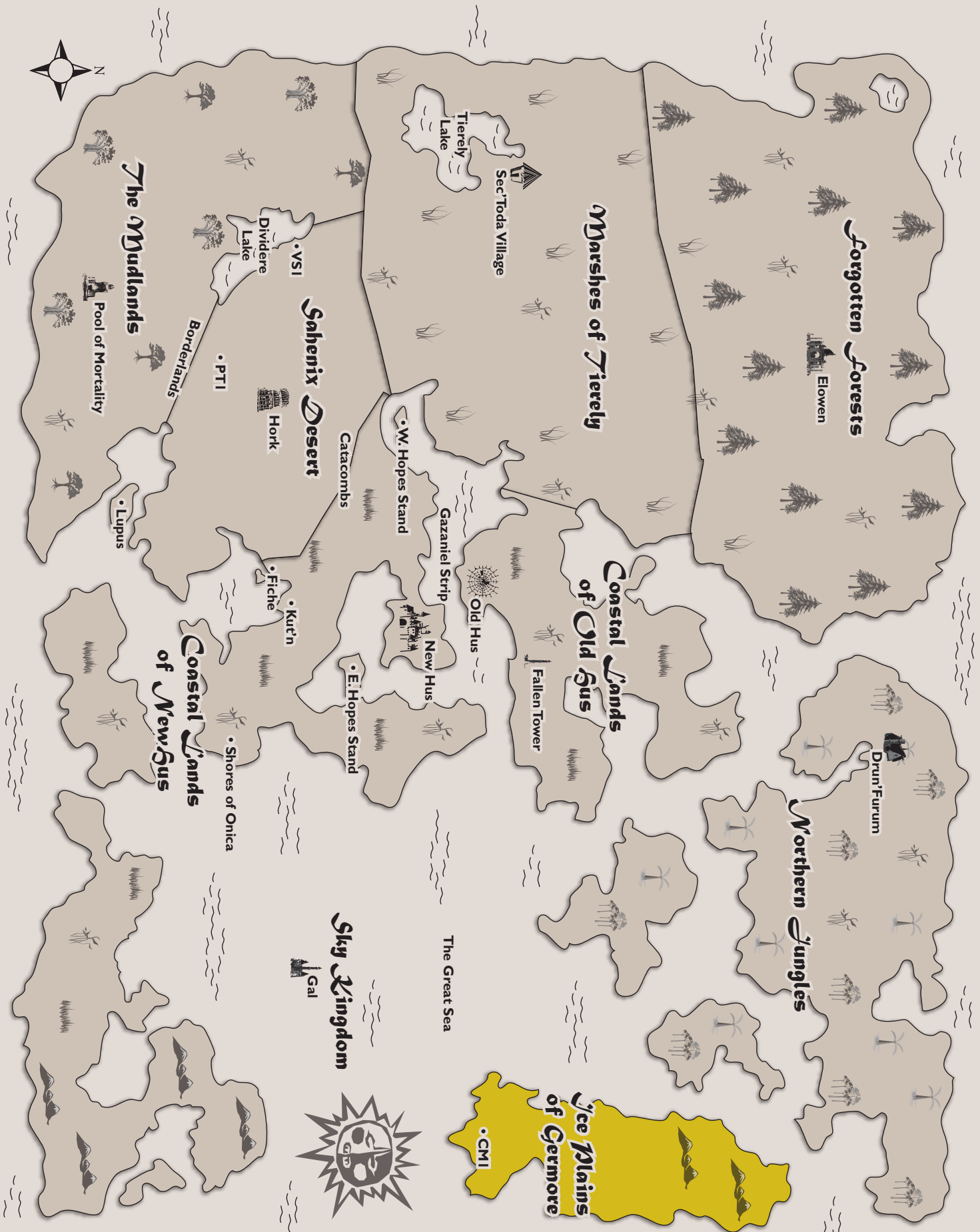
Map of Ave'Molech - Forgotten Forests



Map of Ave'Molech - Coastal Lands of Old Sus



Map of Ave'Molech - Northern Jungles



Map of Ave'Molech - Ice Plains of Germore



Chapter Three

Organizations & Important People

Organizations & Important People

There are many organizations and people within the world of Ave Molech, with the following being only a few of the more prominent ones. Although people may have an allegiance to one, it is not uncommon that the many intermingle with each other, those having similar goals and desires or simply to oust a member of a mutually opposing faction altogether. Staying within the precarious balance of powers that are found throughout the world, no one organization necessarily grows more powerful than another for very long. In addition, many governments and powers are just beginning to form and take shape with few being fully established.

The Tempered Bank of Molech

One of the largest and most predominant banks in all of Ave Molech, this corporation has boasted of supplying the most loans at the lowest rates for the last twenty years. Also owning and operating many of the C2C exchange businesses throughout the land, it has made many of its higher-up employees very rich. Even with little competition from other financial institutions, they constantly seek to expand their businesses into every settlement in the known world, and even beyond.

The chief financial backers of Hork's mining ventures, as well as New Hus' harvesting operations, the Tempered Bank of Molech continuously funds expeditions on the search for new resource locations. Able to send those willing into dangerous, unexplored lands, the bank expects a healthy return on their investments regardless of any discoveries. Because of this, many expeditions will not even consider returning back to the coastal lands of New Hus or the Sahenix Desert until they have made some pioneering breakthrough capable of paying their loan back.

Prominent Within The Following Regions:

Costal Lands of New Hus
City of Hork
Shores of Onica

The Vaudevillian Guild

The Vaudevillian Guild consists mostly of Halfling, Tiefling, Half-Orc, and Human participants. A diverse band of gypsies, bards, and rogues, this guild travels from city to city, hosting fairs consisting of various acrobatic performances and debauchery. Often shunned by those of high moral standing, the guild tries to breathe life into the poorer sections of the world by having a motto of "Let all rejoice who can rejoice"

One of their most astonishing acts is known as the Swinging Passion. In this event a male trapeze artist is suspended on ropes via flesh hooks piercing his back. Entertaining the crowd with various acrobatics as he is lifted into the air, he is shortly followed by a female performer. Grabbing a hold of him, she performs various sensual sky dances while being supported by catching his hands one at a time. For larger sized shows these and other acts are performed usually at or above 20 to 30 feet in the air over a floor covered in spikes and ablaze.

In addition to entertaining the common folk of each city or town, many of the higher-ranking citizens and officials find their possessions missing and their wallets lighter the day after the guild leaves. This would normally be cause for alarm and maybe even a reason for many to avoid taking part in the faire, if it wasn't for the fact that during each visit, someone willing to pay will have their dark desires met. No matter what it involves, and with no consequences on their part, it has often been rumored that the guild consists of the best thieves and assassins in the world and, for a cost, can acquire any item imaginable.

Prominent Within The Following Regions:

Costal Lands of New Hus
City of Hork
Shores of Onica
Gals' Floating Cities

Diamongreyus, Greymond & Flamelo

The faire consists of the various members from many races, though most are Tiefling, Half-Fiend or Half-Orc. The one who acquires the permission of a town or city to host the event, although always a Half-Fiend, changes depending on where the faire is going to be held. When taking place within the underground city of Hork, a female Half-Fiend by the name of Diamongreyus is the focal head of the show. A seductive dancer yet powerful combatant, her skills of stealth and her prowess with throwing knives are legendary.

Greymond, another Half-Fiend, chooses to use messengers in his stead when conducting business while traveling the surface kingdoms rather than show his face. Even those who are members of the guild will spread rumors that he may not truly exist and instead be a fictitious entity created as a mascot, yet many others have sworn to have met him in person as well as claim to have hired him to permanently remove particular annoyances.

In the sky kingdom tact and wit are more valuable than any physical attribute, and it is here that the Half-Fiend Flamelo positions himself as the head of the guild. Handy with a blade, and a dabbler in the magic arts, he is able to harness the power of thunderstorms and the elements. In addition, being friends with Darius Nore of the Shores of Onica has provided him a permanent pass to visit the city of Gal and the sky kingdoms whenever he chooses.

The Followers of Sharess

Sharess, an ancient black dragon, was once worshipped by her dragonkin in an underground dwelling that had existed for thousands of years. Though her tunnels had been exposed to the surface, her power of illusion and her ability to tear apart most beings with a simple glance allowed her patrons to live in safety. Burrowing near the city of Hork, many of her followers interacted with this technologically advanced society without fully comprehending it.

Sharess had no plans to save the world, her only desire

was to keep herself and her offspring alive and well for the rest of time. The tides of destruction and chaos that wrecked havoc above her had been no concern of hers; after all, she had existed since before the first man had stepped foot on Ave Molech. Storing up a fantastic amount of wealth within her lair, she had hoped to consume the power of the precious stones and magical items kept and ascend to a higher existence of being. Unfortunately, her closest servant, Talon, interrupted this desire.

Her practice of extreme pacifism with the outside world was what led to her downfall. With the world above in chaos, she wielded the power to save the world, yet chose to do nothing. This lack of action fueled Talon's resolve and with the help of his understudy, Dylan, sent Sharess' followers, Rendor, Amari, Grendelle, and Omar to retrieve several items of power, one of the items being a powerful, but rare, poison from the Sec'Toda. Claiming the items would be used in securing her ascension, he instead murdered the followers, except for Amari, upon their successful return and took the items for himself.

While Sharess began consuming her wealth, Talon and Dylan, along with several loyal to them, slaughtered the remains of her followers; growing stronger with every successful death they betrayed her. Stealing her power, Talon combined it with his own and was able to save the world, yet at the cost of her life and many others, a life she had not intended on giving up so freely.

Her children that were able to hide, and the dragonkin that survived, mourned her loss for years. Fortunately one of her followers, Amari, had escaped the destruction of her home. Rallying the survivors, she sought help from anyone she could and found a woman named VayHal from the city of Gal who had accompanied Rendor on part of his journey. With her help she was able to return Rendor to life, not as the man he was, but as a revenant under Amari's control.



Sending him through a Storm to the Plane of Death he returned Sharess' spirit to the material plane. Although her plans for ascension have failed, she finds that with the passing of time her ability to materialize is lasting longer and longer. With her return the order has again flourished, ever watching the history Ave Molech unfold without any interference, they continue to plan for the day when Sharess will be able to fully materialize indefinitely and be able to complete her ascension.

Because of this, the multi-raced group remains exclusive, though they may still be hospitable to others at times. Its members have a deep hostility towards the Followers of Talon and any mention of him being a great individual is considered a slander to not only themselves but to Sharess as well.

Prominent Within The Following Regions:

City of Hork

Gal's Floating Cities

Sharess

Although her spirit has been brought back from the plain of death, she can never truly live again on Ave Molech's plain of existence. Instead she exists as more of a powerful ghost, able to take solid form for brief intervals at a time. In addition to watching time pass by she currently seeks to find a way to return permanently to the material plane and finish her ascension.

Rendor

The Revenant of Amari, it was Rendor who was murdered by Talon, but it was also his courage and journey across the plains that would lead him to find Sharess and bring her back from death's grasp. Although Sharess has forgiven Rendor of his failure, he still feels a deep sorrow and pity for Sharess, and because of this has taken it upon himself to hunt down and kill every member of the Followers of Dylan.

Amari

Once believed to have died when Sharess' other followers and she first set out on their search for the Sec'Toda, she has proven to be a cunning and useful ally to Rendor and Sharess. Even so much as to have sought the council of VayHal and have Rendor returned to life as her Revenant. The feelings she feels for Sharess are the ones Rendor now feels and is unable to control, which is the true reason why he seeks to destroy Dylan and his followers. While Rendor fervently hunts, Amari searches for a more permanent solution to bringing Sharess back and helping her ascend.

Followers of Talon

Though little is known about Talon's ultimate fate after the crippled Hybrude invasion and Hork being risen out of the depths, many who once followed Sharess had taken it upon themselves to learn as much as possible about this great man. After careful study of his journals and writings, many began to understand his reasoning and believe that they too needed to take a more active role in healing the world. Those that would

do so naturally were ostracized and condemned by Sharess and her followers and soon fled her dwellings for fear of death.

Although a great animosity exists between the Followers of Sharess and the Followers of Talon, many people throughout the world hold Talon in high regards and very few would ever speak ill of him. Understanding his decision and appreciative of his sacrifice, even the common folk know that the world exists today solely because of this one powerful man. While the group could have easily risen to great power after the initial rising of Hork, their current leader Dylan, leery of an all out confrontation with the remaining Followers of Sharess, prefers to keep the group secluded from the majority of the world, working secretly behind the scenes; though the organization produces and distributes propaganda regularly.

The followers of Talon believe that with any decision the end justifies the means. Talon sacrificed an ancient and peaceful being in order to bring about the salvation of the world. His followers, who were once loyal to Sharess, seek to continue to guide and shape the world into a peaceful and orderly uniformed society by any means necessary. Their current method is to keep the kingdoms throughout the world of Ave Molech equal in power and unable to attain a significant foothold over one another. This action is believed to prevent any king or ruler's lust for power from turning into a reality by attempting to conquer their neighbors or instigating a war that could cause all-out destruction. They have positioned themselves near those in authority and serve as councilors to many of the kingdom's rulers. Always careful to conceal their true nature, the Followers of Talon know they are hunted by many of those who follow Sharess and her teachings.

Prominent Within The Following Regions: City of New Hus

Dylan Dunn

It was Dylan who, along with Talon, helped in acquiring the items used to kill Sharess. He alone knows what fate befell Talon for his actions. Having been given the most personal of Talon's notebooks by Talon himself, it is he who continues to wield the changes in political and economic power throughout the world. Dylan and his followers take it upon themselves to ensure that no one kingdom becomes able to be dominant over another. Any ruler who would seek to abuse his power is quickly replaced or removed by one of Dylan's many seedy connections. It is also not uncommon for a new ruler who takes the place of a tyrant to find a note with their crest, a bird claw holding a cracked globe, and the simple words, "Do better", on his nightstand the first day.

Talon

Originally a Follower of Sharess, Talon was a powerful magic user and the uncontested greatest. It was also Talon who, with his followers, slaughtered the majority of Sharess' followers during his confrontation with her and the stealing of her life's power. But even in all this, it was he who stopped the invasions

and brought a new hope for life on the surface of their world. Consumed within a powerful aura of magic, no trace was ever found of his remains. Most assume him dead, destroyed by the power he unleashed.

Order of Eclias

The Order of Eclias was founded shortly after the rise of the city of Gal into the heavens. A school of study, its libraries hold the secrets to many of the world's marvels. Only the brightest and most promising of students are allowed to attend, with no one but the school's board of directors making the final decisions on who is accepted. Once a year the school holds an event called the Green Faire, where anyone interested is allowed to participate in a battle of wits and sorcery between the school's first year graduate students. The winner of the Green Faire is granted limited access to the school's library and is allowed to take the enrollment test.

The enrollment test is different for every member, for some it can be as simple as displaying a fantastical magic feat and providing several written essays on their background. Still, for others who have been sheltered more involved tests are used, including requiring the students to prove themselves with traveling to distant lands and retrieving ancient artifacts rumored to exist or long since forgotten. Success and failure are measured by more than just the mere return from these adventures, with criteria being unique for each student.

Kain Gwent

A gruff Tiefling with a stern demeanor is the one responsible for traveling to the many cities and outposts of Ave Molech announcing the coming of the Green Fair as well as scrutinizing those who would think to participate. Unusually fit for a mage, he stands tall with broad shoulders; his pointy ears and hooves cause some to feel threatened by his presence. Once he has made the rounds to each city, it is he who the potential students will again meet in the Shores of Onica for their final tests before being allowed to visit the city of Gal and participate in their final competitions.

VayHal

One of the sky kingdom's most competent watchers, similar to a city guard, she is a powerful mage that befriended Rendor during his journeys. Always wearing a blue veil over her face, a childhood accident involving acid left her with a scarred face; she is usually flirtatious and can act insouciantly towards matters of importance. The daughter of a very prominent family, she has much wealth and influence among her peers. Her family's Bistro serves as her main relaxation location, though she has been known to travel often. It has also been rumored that she still keeps in close contact with Rendor, feeding him any information she uncovers of Dylan Dunn or his follower's undertakings.

Deliverers of Peace

The Deliverers of Peace are an old sect of survivors from the time the first Hybrude arrived to the world. Making use of what little supplies and equipment they had, they remained fearless and fierce, raiding Hybrude camps and rescuing slaves, yet forcefully adding them and any other survivors they found into their makeshift militia. In fact it wasn't until the Hybrude invasion was crippled that the Deliverers of Peace renounced their "Join us or die" approach to recruiting.

Although only a nomadic raiding party, they crusade to rid Ave Molech and all other worlds of the Hybrude. They accept any and all who would help them and think little about the consequences for their actions. Using any means necessary they raze the lands of the Hybrude, killing and torturing any who come across their path.

Jakror, Misha & Senik

A paranoid and delusional Half-Giant, Jakror, has been consistently declining in his capacity to lead the Deliverers of Peace ever since the Hybrude rifts were closed and the world began being settled by the many races once again. His two oldest children, Misha, a wise and careful woman, and her twin, Senik, her powerful, but tragically deformed guardian, are the true leaders of the tribe. Misha, whose outspoken nature allows her to rally the people of the tribe, speaks and informs the followers of any decision her father has supposedly made for them. Senik, who proudly shows the many war scars littering his body, as well as bears a shaven head partly crushed above his left frontal lobe, is always by her side, ready to perform any task she asks.

Although leading the tribe, they keep Jakror out of sight from the others in the tribe, having told them all that he stays in quiet meditation to better lead them. Although they love their father, his ranting and lunatic behavior continue to worsen each day and Misha has contemplated that death may be better for him. Although unwilling to perform the task herself or even ask her brother to do it, she secretly hopes that his passing will be soon.

Goblinwerks

Within the Goblin-run city of Hork rests the home of the single most influential business in the world of Ave Molech. Having a shop in every major city they are the source of all technological advancements; the Goblinwerks Company boasts of its accomplishments in every avenue of technology in the world. From the simple firearms, to the mighty sea zeppelins that carry cargo and civilians to far away places, Goblinwerks is able to keep turning new ideas into realities.

This is in part due to its research and development school,



the Institute of Goblitech. The mission of IGT is to advance knowledge and educate its students in the science and technology that continues to spread across the world. Many people from around the world apply to the Institute of Goblitech. Never willing to turn down a paying customer, anyone is allowed to attend the school provided they can make the monthly payments. No financial aid or scholarships are offered, however, so don't expect to get in for free or cheap; you will also not be able to become an official employee of Goblinwerks until you have completed all 4 years of IGT's rigorous academic study.

Besnik Wilpox

Chairman of the board and known for his notorious scrutiny of new inventions and ideas, he oversees what gets made and distributed across the world. From the smallest, to the largest, there is not a single device he has not personally studied or worked with.

Order of the Red & Black

With the existence of so many creatures like the Aranea, Barghest and Phasm, many citizens throughout the world of Ave Molech have grown hesitant towards accepting anyone with similar shifting abilities. Those afflicted by lycanthropy are especially at risk. Often killed without hesitation, there is very little in the way of tolerance even though the affliction can sometimes be treated. Even powerful magic users are careful not to use any polymorph spell around people of little education for fear their ignorance will lead them to believe they are not what they appear to be.

While the majority of the world has focused its attention towards exploring this new world, rebuilding civilization or joining the armies of New Hus and fighting the Hybrude, there are a select few who see a graver danger to the world. Although there are shape changers who have mingled into their hometowns and currently feed off the poorer of the citizens, ignorance and intolerance of others is killing more than many undiscovered Aranea and Phasms. While The Order feels that many of the leaders in the world have failed to truly recognize the significance of these beings' presence among them and act accordingly, it is now the Order's duty to weed them out through proper methods of investigation.

On the surface the group exists to educate people on the various types of shifting abilities, causes, and treatments available. The Order of the Red, referred to from the red colored tattoos they bear on their right forearms, mostly travel to towns along the southern coastal and desert lands near the Mudlands, where many appearances of Aranea, Barghest, and Phasm often occur. With little worry about the larger city's more lenient acceptance of others, their goal is to attempt to

save the lives of as many innocents as possible. After all, it is not uncommon that those suspected or being an Aranea are forced to endure many forms of torture and even death before it's discovered that they were indeed human. With the help of the Order of the Red, and their knowledge of shape shifters, many people have been saved, and many shape changers have been uncovered who otherwise would have gone unnoticed.

Having strong ties with key figures in cities such as Hork, New Hus and even Gal, most people are friendly or at least tolerable of the members in the Order of the Red. However, very few are aware of their other halves that walk beside them, The Order of the Black. The fellow companions of those in the Order of the Red, they are usually shape shifters themselves and attempt to remain unnoticed. Using any means of invisibility or simply staying outside the outskirts of town, they accompany their other half in their travels and help them discover the existence of any harmful beings. If they must be seen, they will attempt to remain anonymous and will often not acknowledge the Order of the Red member while in the presence of any others. Marked with black tattoos along their left forearms, they keep themselves fully covered from head to toe. Always in a group of two, they work together and converse with each other during their investigation through either analog or magical communication devices.

There is no current hierarchy within the Order of the Red & Black, with each member being equal. Potential members are usually recommended by an existing member within the order and begin their training on the island of Lupus, located along the southern coastal lands of Hus near the Mudlands. The order, created by two Half-Elf sisters, Khayla and Niva, was founded after Niva developed a form of lycanthropy from a tiger that attacked them when they were younger. Khayla helped her sister become aware of herself when in animal form, and in general cope with her affliction, which allowed Niva to control her transformations. Desiring to teach these things to the rest of the world, as well as cure those who can be healed, is another of their main goals.

Mistresses Khayla & Niva

A prominent Half-Elf from the city of Gal, Khayla is skilled in the art of healing magic. Able to cure many forms of disease and illness, she had long ago traveled with her twin sister, Niva, helping take care of the town people living along the borders of the southern coastal lands of Hus, near Mudlands. While traveling the lands, a tiger attacked them and severely injured her sister Niva. Unknown to them was the infection that would set in three days later. Originally having no knowledge of such things, it was a long time before Khayla could properly help Niva. Now the two help to spread their knowledge and understanding of shape changers to others.

The Valisna

New Hus' current army consists of mostly volunteers who receive tribute from the people of the city and are allowed allowances of food and shelter for their families. More of a

large militia than a true army, these band of soldier's ultimate goal is to keep the city safe, ensuring that no Hybrude come within a stone throw of its walls. However, certain soldiers who have served for at least three years or have achieved exceptional success on the battlefield are often formerly recruited into The Valisna.

The Valisna is primarily a naval fleet, although having experienced combat in the field they only support the militia under the most heated of circumstances. Employed by the city of New Hus, they are provided higher quality living areas, larger food allowances and supplied wages appropriate to their rank. Spending most of their time on ships patrolling the Gazaniel Straights, it's also their duty to patrol the coasts in their entirety twice a year to ensure no Hybrude have slipped past the city of Old Hus. Although many races, especially the predominant Half-Orcs, serve in the Valisna, only the highest ranks are reserved for Humans. This issue, since becoming more prevalent in the public light, is being given serious consideration towards being changed.

Currently within the Valisna, the highest rank that reports directly to King Kevor Wolls' council are known as the Dragonne. Named after a strong and fast moving magical beast similar to a Griffon, the Dragonne are elite soldiers whose main purpose is to protect the King and his council members either while within the city walls or while traveling through the countryside. Usually having pasts consisting of many exceptionally heroic tasks accomplished, or being part of a genealogy that has previously all served within their ranks, are the two paths to enter this small group. Fiercely loyal to New Hus and King Wolls, they can be trusted to accomplish any task given them.





H. Haddaway

Chapter *four*

Game Mechanics

Game Mechanics

For character creation and game play, see the *d20 Modern* Role Playing game for determining ability scores, classes, occupations, wealth, reputation, and other various game mechanics, such as defense and combat.

Classes

The basic classes listed within the *d20 Modern* Role Playing Game such as Strong, Fast, Tough, Smart, Dedicated, and Charismatic are all found within the world of Ave Molech. Many of the advanced classes, such as Soldier, Gunslinger, Bodyguard, Techie, Mage, Occultist, Technomage, Acolyte, and Telepath, all fit within the scope of possible adventures. Some classes like the Techie require minor changes, such as Build Robot being changed to Build Clockwork, or Computer Use changed to PMMT use. (See the adjusted Techie class below as an example). For the most part, the majority of characters, especially players within the world of Ave Molech, are well studied or battle-hardened and are working through their advanced or even prestige classes.

Techie

Requirements

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

Skills: PMMT Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Techie advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Techie attains a new level in this class.

Class Skills

The Techie's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology, planar*) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

**All classes within the world of Ave Molech have Planar knowledge as a class skill, regardless of race or function.*

Table: The Techie

Class Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Build clockwork	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

Class Features

The following features pertain to the Techie advanced class.

Jury-Rig

A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Extreme Machine

If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the

machine in question), the Techie can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Techie performs the extreme modifications in 1 hour. The Techie can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his Techie class level, beginning when the object is first put into use. The Techie selects the single improvement he wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Bonus Feats

At 3rd, 6th, and 9th level, the Techie gets a bonus feat. The bonus feat must be selected from the following list, and the Techie must meet all the prerequisites of the feat to select it.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studios.

Build Clockwork

A Techie of 4th level or higher can build remote-controlled clockwork that are Tiny or Diminutive in size. These clockwork serve as the Techie's eyes, ears, or hands out to a predetermined distance away from the character when the Techie wants to use one of the following skills: Clockwork Use, Demolitions, Disable Device, Listen, Repair, or Spot.

The Techie must have at least 1 rank in the skill that he wants to program into the clockwork. The Techie can only control one clockwork at a time, and only one of his clockworks can be active at any time.

Follow these steps to build a clockwork.

Wealth Check: The purchase DC for the components needed to construct a clockwork is based on the clockwork's size.

Size	Purchase DC
Diminutive	18
Tiny	15

Make the Wealth check to purchase and gather the necessary components prior to starting construction.

Construct Frame: The clockwork's body determines its size, shape, locomotion, and hit points. The DC of the Craft (mechanical) check is set by the clockwork's size and modified by the form of locomotion selected.

Size	Craft DC
Diminutive	15
Tiny	12

Components	DC Modifier
Frame Shape and Locomotion *	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
External Components **	
Manipulators ***	+3
Audio/visual sensor	+2
Remote Range *	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

* Select only one of the options in this category.

** Select one or more of the options in this category.

*** Necessary for a clockwork built to use any skill except Listen or Spot.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (mechanical) check to construct the clockwork's frame.

It takes a Techie 30 hours to construct a Diminutive clockwork frame or 12 hours to construct a Tiny clockwork frame.

A Diminutive clockwork can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny clockwork can be 13 to 24 inches long or tall and weighs up to 3 pounds. Statistics for these clockworks can be found in the Creature listings.

Construct the Electronics: The next step is to build the internal electronics for the clockwork and install them in the frame. The DC is based on the size of the clockwork and modified by the number of components that need to be wired together. For a Diminutive clockwork, the DC is 20. For a Tiny clockwork, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

It takes a Techie 12 hours to wire a Diminutive clockwork or 6 hours to wire a Tiny clockwork.

Program the Clockwork: The Techie programs the clockwork

as the final step. Decide how many ranks of the appropriate skill to program into the clockwork, up to the number of ranks the Techie has in the skill. A Techie's clockwork can only contain programming for one skill. Make the Clockwork Use check to program the clockwork.

The DC for the Clockwork Use check is 20, modified by the number of ranks the Techie wants to program into the clockwork (+1 to the DC for each rank). It takes 1 hour to program the clockwork.

Reprogramming: A clockwork can be reprogrammed at any time. Doing this requires 1 hour of work and a Clockwork Use check (DC 20 + the number of ranks programmed into the clockwork).

Mastercraft

At 5th level, the Techie becomes adept at creating mastercraft objects. He applies the mastercraft ability to one of his Craft skills (electronic or mechanical). From this point on, he can build mastercraft objects using that skill.

With Craft (electronic), the Techie can build electronic devices. With Craft (mechanical), the Techie can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Techie can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he were constructing the object from scratch.

In addition to the Wealth check, the Techie must also pay a cost in experience points equal to $25 \times$ his Techie level \times the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Techie to below the minimum needed for his current level, then the XP can't be paid and the Techie can't use the mastercraft ability until he gains enough additional XP to remain at his current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as Clockworks and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Techie can add the mastercraft ability to another Craft skill, or he can improve his ability in the skill selected at 5th level, so that his mastercraft objects provide a +2 bonus.

At 10th level, the Techie adds another +1 bonus to his mastercraft ability. If the Techie focuses his ability on one Craft skill, his mastercraft objects now provide a +3 bonus. If the Techie already has the ability for both Craft skills, he chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.



Partial List of Suitable Classes in the World of Ave Molech

Basic Class	Advanced Classes	Prestige Classes
Strong	Soldier, Archaic Weaponsmaster, Warrior (Helix), Wildlord*	Dragonne
Fast	Gunslinger, Swashbuckler	Shadow Dancer*, Dark Hunter
Tough	Bodyguard, Thrasher, Dreadnought, Wildlord*	Protector
Smart	Techie, Mage, Occultist, TechnoMage, Engineer	Archmage, Artificer, Fearasitic Mage*
Dedicated	Acolyte, Mystic, Explorer	Ecclesiarch, Fearasitic Mage*
Charismatic	Telepath, Psionic Agent, Battle Mind, Glamorist, Ambassador, Red & Black Hand Initiates	Shadow Dancer*, Fearasitic Mage*

The table above does not necessarily represent the fastest path towards any given advanced or prestige class. *Some classes require one or more additional levels of basic or advanced classes.

Advanced Classes

An advanced class represents a focus and a calling for the experienced adventurer. It provides a specialization and a range of power and ability to give a character that something extra to set him apart. Although each advanced class naturally builds from a certain basic class, every advanced class is available to all characters who fulfill the prerequisites of the class, regardless of what basic classes they have gained levels in. In addition to the many advanced classes found in the *d20 Modern Role Playing Game* and various other sources Ave Molech introduces two of its own, the Red and Black Hand Initiates.

Soldiers

Cities and outposts in the world of Ave Molech constantly require the help of Soldiers and various other militia types to defend their homes against not only the Hybrude, but also from any minor monster attacks that occur. Whether pledging to defend their home kingdom or hiring themselves out as a mercenary, Soldiers are the ones who constantly spill their blood fighting back anything that threatens the lives of those they care about, or the one with the large bag of coins.

Gun Slingers

With the invention of various Goblin firearms many find the use of fast firing ranged weapons to be much more useful than relying on the close quarter combat of melee weapons. With the constant advances made to them, it's little surprise that many travelers who have to wonder the world of Ave Molech would be without the aid of a good Gun Slinger. Able to stay calm and collected during battle, handling multiple targets at once, the Gunslingers are formidable opponents and often hired by merchant caravans.

Bodyguards

Goblins, though advanced in the ways of science, are still at heart a cowardly race. Relying more on their brains than brawn, they often enlist the aid of Bodyguards, whether for protecting their home, while traveling to work, or even when a new invention must be kept secret. It's rare to find a Goblin without a Bodyguard always at his side. However, many people in prominent positions within society often hire Bodyguards, even the Mages of Gal have been known to seek their aid while traveling along the surface kingdoms or through the maze-like sections of Hork.



Archaic Weaponsmasters

While the Goblins of the great city Hork continue to pump out new and fantastic weapons and equipment, many travelers find it more affordable to arm themselves with more traditional types of weapons, especially in towns far from major cities where technology and magic is hard to come by. After all, when was the last time a two-handed axe jammed or backfired?

Swashbuckler

Similar to the Archaic Weaponsmasters, many of the poorer places throughout the world of Ave Molech simply have no means to purchase the weapons and technology coming from Hork. Instead they rely on weapons passed down to them throughout generations or from traveling merchants dealing in archaic weaponry. Favoring the lighter, swifter blades, these fighters make for favorable traveling companions with their grace and finesse.

Thrasher

Sometimes you can't always carry a weapon with you into a room. That's when it's a good idea to have someone who can rely on simply their own courage and strength to get them out of a tough situation. Sometimes throwing caution to the wind, Thrashers can be found participating in illegal fight pits, or even dishing out some reprimanding to local thugs attempting to prey on the innocent at night.

Techies & TechnoMage

Usually found within cities with a lot of travelers, Techies can be seen fixing machinery that happens to break down or has been broken by a monster's attack. For the most part, Techies stay grounded on the surface kingdoms or below in Hork; they rarely have any desire to travel to the sky kingdoms unless hired to guarantee an airship doesn't need a repair bill. However, though a rare occurrence, some Techies discover an inherent ability to perform magical acts and will usually attempt to pick up spells from magic users who happen to frequent their home city, or even who might come across them in their traveling.

Mages & Occultists

Though many are found at the School of Eclias, as well as within the sky kingdoms as a whole, few will occasionally travel to the surface kingdoms for trading. Often times magic schools will send their students on quests that require them to spend time in a designated area on the surface; because of this magic users are often encountered in remote lands, instead of within the safety of walled cities.

Acolytes & Mystics

Ave Molech long ago gave up its beliefs in gods and instead rely on the power that comes from within the inherent abilities of ones own self, or from the world itself. Though many use their power in different ways there are always those few who wish to use their power to help and heal others. Because of this Acolytes are often found throughout the world of Ave Molech, caring for wounded in the midst of Hybrude battles or even to the restoration of a sick neighbor.

Often times the dead just won't stay dead, especially in the southern Mudland regions where many undead creatures have taken up permanent residence. Although rarely seen throughout the major cities of Ave Molech, it's not unheard of that a city such as New Hus or the Shores of Onica would employ a few to keep their southern borders free of any non-living infestations. Often encountered, they bring a promising sign to any who see them tread the streets of their town.

Telepaths

The frozen lands of the north, the home of the formerly enslaved Half-Giants, remains the hub for many Telepaths seeking training or recluse from those in other cities. Since most telepaths were at some point enslaved by the Hybrude or had family that was enslaved, many societies have gaucheness towards them and often pity them. For this reason Telepaths tend to feel uneasy in social circles outside their own, making them loners within cities or right at home within the ice and sleet country with others like themselves.

Glamorist

Whether working as members of the Vaudevillian Guild, or performing their own traveling shows, Glamorists find enjoyment in their follies. With carefree spirits and the world at their fingertips they can often be found wherever there is a crowd, with the attention of the masses usually focused on them.

Prestige Classes

Prestige classes have requirements that are more restrictive than those for advanced classes, and therefore reflect deeper specialization. In general, prestige classes are usually accessible only after 8 to 10 character levels and often have requirements only found in advanced classes. In addition to prestige classes found in other various sources, Ave Molech introduces four of its own, the Dark Hunter, Protector, Dragonne and Fearasitic Mage.



Occupations

Ave Molech uses relevant Occupations from the *d20 Modern* Role Playing Game. Some occupations may need to be adjusted slightly to fit more appropriately into our world. Below is a list of the most common occupations in Ave Molech.

Academic	Hedge Wizard
Adventurer	Heir
Apothecary	Investigate
Athlete	Military
Creative	Outcast
Criminal	Psychic
Dilettante	Rural
Doctor	Scavenger
Drifter	Student
Gladiator	Technician

Skills

Ave Molech uses relevant skills from both the *Player's Handbook* and the *d20 Modern* Role Playing Game. Some skills may need to be adjusted slightly to fit more appropriately into the world. Such as Computer and Internet usage now referred as the Post Master Message Terminal system (PMMT), or Pilot Aircraft being adjusted to Pilot Airship. In addition all characters within the world of Ave Molech, regardless of class or level, have Knowledge (Planar) as a class skill. Planar Knowledge replaces "The Planes" knowledge.

Feats, Spells & Abilities

The world of Ave Molech benefits from relevant feats, spells and spell like abilities found in both the *d20 Modern* Role Playing Game and the *Player's Handbook*, though at the GM's discretion other sources may be used as well. Some feats, like Aircraft Pilot, can be adjusted accordingly for the pilots/sailors of the airships found in Ave Molech, just as a TechnoMage's Online Casting ability can be adapted effectively do to the many clockwork/analog intercom systems and terminals used throughout the more advanced cities.

Languages

Due to the "pure" races having left the world of Ave Molech many centuries ago, many languages such as Dwarven or Druidic are considered dead. Although you may find a historical book or artifact with these writings, only a handful of people in the world would be able to speak these languages. Below is a list of the common languages spoken among the citizens of Ave Molech.

Common Languages in Ave Molech	
Language	Typical Speakers
Abyssal	Demons, Outsiders
Common	Humans, Halflings, Half-Elves, Half-Orcs, Sec'Toda
Draconic	Kobolds, Troglydites, Lizardfolk, Dragons
Elven	Half-Elves
Giant	Ogres, Giants
Goblin	Goblins, Hobgoblins, Bugbears
Halfling	Halflings
Infernal	Devils, Outsiders
Orc	Orcs, Half-Orcs
Sec'Toda	Sec'Toda
*In addition, although extremely rare, some people have been known to comprehend the elemental languages such as Aquan, Auran, Ignan and Terran.	

A Brief on Class Conversions

The world of Ave Molech is a medieval fantasy world, which happens to include elements of industrial engineering and some more technologically advanced aspects. The reason we have purposefully been obscure with what exact technology is available is because we wanted to create the feeling in the world that almost anything could possibly be invented at any moment. We also wanted to give GM's significant freedom so that they could better fit their players from various settings into our world. In simple terms, we wanted the world to be easily scalable, expandable and customizable by GM's.

This is why we sometimes will include such things as computer use as a skill and other times adjust this ability to clockwork use. In doing this it allowed us to play in the same world but focus on one certain aspect of a story. For example, an adventure within in the depths of Hork, where clockwork machinery had gone haywire, seemed to work best with clockwork use. On the other hand, an adventure along the surface where a short-range radio tower was being constructed, and the PMMT systems needed to be installed, required computer use. Each time we did a story we adjusted the minor skills of the characters slightly to fit that particular story, though the world and its setting stayed the same.

We used the term *minor skills* for these because we found that while playing the majority of d20 campaigns especially d20 modern, action was the biggest element, not tinkering or knowledge, unless it was specifically written for that sole purpose. Because of this the major or most common skills each player used were things like Bluff, Concentration, Diplomacy, Disable Device, Gather Information, Hide, Intimidate, Listen, Move Silently, Open Lock, Search, Sense Motive, Spot and Use Magic Device. Crafting, Knowledge and many other skills were simply not often used, if even at all, by our players in both campaigns we found online, purchased or created ourselves.

The Bottom Line

The truth of the matter is that any class in the world of Ave Molech could, in fact, have, and find useful, a skill like computer use, as well as clockwork use. If you're running a campaign that will involve more intrigue based game play as well as more in-depth use of the PMMT system, you'll probably want to leave computer use in. However, if you are adventuring in a campaign where your characters are out in the world more often than not and the focus is more action oriented, it may be more likely that your characters would find clockwork use more useful. In either case, they could both be added as a skill to any class at anytime within the world of Ave Molech. This decision is left up to the GM's discretion, with their specific campaign and their style of play. Every class a player chooses should be custom tailored to both their play style and the campaign they are playing in, regardless of the world or setting.

A Brief on Knowledge Skills

We adjusted the knowledge skills in Ave Molech to fit our style of play as well as to offer a better blend of the fantasy and modern skill sets. Because knowledge rolls can sometimes incorporate various aspects of a given topic, this list is in no way the end all be all to the knowledge skills available. In the end, the GM has final say and, depending on the campaign being played, may call for more fantasy-based or modern based knowledge skills. Included below are two lists of all the possible Knowledge skills that could be incorporate into the world.

Fantasy World Knowledge

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

- The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Modern World Knowledge

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

- **Arcane Lore:** The occult, magic and the supernatural, astrology, numerology, and similar topics.
- **Art:** Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
- **Behavioral Sciences:** Psychology, sociology, and criminology.
- **Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
- **Civics:** Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

- **Current Events:** Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
- **Earth and Life Sciences:** Biology, botany, genetics, geology, and paleontology. Medicine and forensics.
- **History:** Events, personalities, and cultures of the past. Archaeology and antiquities.
- **Physical Sciences:** Astronomy, chemistry, mathematics, physics, and engineering.
- **Popular Culture:** Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
- **Streetwise:** Street and urban culture, local underworld personalities and events.
- **Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.
- **Technology:** Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Theology and Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.





Chapter *five*

Advanced & Prestige Classes

Red Hand Initiate - Advanced Class

Red Hand Initiates are the faces of the Order of the Red and the Black. The public figures who must investigate any rumor and occurrence of shapeshifters. Having to deal with town folk who may not fully understand their plight, or having to find the real culprit when innocents are accused, the Red Hand Initiate is constantly scrutinized within the public eye.

Red Hand Initiate

Requirements

To qualify to become an Red Hand Initiate, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Sense Motive 6 ranks

Allegiance: Order of the Red & Black

Charismatic Hero Talents: Charm, favor.

Class Information

The following information pertains to the Red Hand Initiate advanced class.

Hit Die

The Red Hand Initiate gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Red Hand Initiate gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Red Hand Initiate class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Sense Motive (Wis), Knowledge (arcane lore, art, behavioral sciences, civics, current events, history, popular culture, streetwise, tactics, technology, theology and philosophy, planar) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier



Table: The Red Hand Initiate

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+1	+0	+2	Conceal Motive	+0	+1
2nd	+1	+2	+0	+3	React First, Contact	+1	+1
3rd	+2	+2	+1	+3	Bonus Feat	+1	+1
4th	+3	+2	+1	+4	Talk down one opponent	+1	+2
5th	+3	+3	+1	+4	Non-lethal Force	+2	+2
6th	+4	+3	+2	+5	Bonus Feat	+2	+2
7th	+5	+4	+2	+5	Talk down several opponents	+2	+3
8th	+6	+4	+2	+6	Discern Lie	+3	+3
9th	+6	+4	+3	+6	Bonus Feat	+3	+3
10th	+7	+5	+3	+7	Talk down all opponents, Sixth Sense	+3	+4

Class Features

All of the following are features of the Red Hand Initiate advanced class.

Tattooed Arm

The Red Hand Initiate chooses a tattoo to be placed upon his right arm. The tattoo contains the spell Haste. Extra attack action, additional move, and +2 Defense. Unlike normal tattoos, these do not lose the ability to cast the spell after activated, and can be cast once a day per level of Red Hand Initiate.

Conceal Motive

A Red Hand Initiate gets to add a bonus equal to his Red Hand Initiate level whenever he opposes a Sense Motive check.

React First

Starting at 2nd level, a Red Hand Initiate gains the ability to react first when trying to make a deal or mediate a settlement. The Red Hand Initiate must make contact and speak to the participants prior to the start of combat. If he does this, he gains a free readied action that allows the Red Hand Initiate to make either a move or attack action if either side in the negotiation (other than the Red Hand Initiate) decides to start hostilities. The Red Hand Initiate gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

Bonus Feats

At 3rd, 6th, and 9th level, the Red Hand Initiate gets a bonus feat. The bonus feat must be selected from the following list, and the Red Hand Initiate must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

Talk Down

A Red Hand Initiate of 4th level or higher can talk his way out of trouble. Either prior to the start of hostilities or during combat, the Red Hand Initiate can talk down a single opponent within 15 feet of his position or otherwise able to hear the Red Hand Initiate's voice. The target must be able to understand the Red Hand Initiate. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Red Hand Initiate and the situation in general. Any hostile action by the Red Hand Initiate or by one of the Red Hand Initiate's allies directed at the opponent allows the opponent to act as he sees fit.

To initiate this talent, the Red Hand Initiate must spend a full-round action talking to his opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Red Hand Initiate's class level + Red Hand Initiate's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 7th level, a Red Hand Initiate can talk down a number of opponents equal to his Charisma bonus within 15 feet of his position or within 15 feet of a television, radio, or telephone broadcasting the Red Hand Initiate's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Red Hand Initiate's voice. This is a Mind-Affecting ability.

Contact

A Red Hand Initiate of 2nd level or higher cultivates associates and informants. Each time the Red Hand Initiate gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a Red Hand Initiate on missions or risk his life. A contact can, however, provide information or render a service (make a specific skill check on the Red Hand Initiate's behalf).

At 2nd level, the Red Hand Initiate gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

The Red Hand Initiate can't call on the same contact more than once in a week, and when he does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Red Hand Initiate owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Nonlethal Force

At 5th level, a Red Hand Initiate becomes adept at using nonlethal force to subdue an opponent. From this point on, he can deal nonlethal damage with a weapon that normally deals lethal damage (if he so chooses) without taking the normal -4 penalty on the attack roll.

Discern Lie

At 8th level, an Red Hand Initiate develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Red Hand Initiate must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Red Hand Initiate can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Sixth Sense

At 10th level, a Red Hand Initiate becomes so attuned at solving mysteries that he finds a way to put two and two together and rarely misses a clue. Whenever the Red Hand Initiate spends 1 action point to improve the result of a skill check made using certain skills (see below), the Red Hand Initiate gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

Black Hand Initiate - Advanced Class

The silent partner to the Red Hand Initiate, the Black Hand Initiates stay within the shadows. Using their inherent abilities they track and hunt the shapeshifters who prey upon the weak as well as confirm beyond a shadow of a doubt the existence or absence of any shapeshifter.

Black Hand Initiate

Requirements

To qualify to become a Black Hand Initiate, a character must fulfill the following criteria.

Must have the ability to change their appearance by means of a racial trait or an affect of lycanthropy. Magical transformation, such as the spell polymorph, do not apply to this.

Allegiance: Order of the Red & Black

Skills: Investigate 6 ranks, Knowledge (planar) 6 ranks.

Class Information

The following information pertains to the Black Hand Initiate advanced class.

Hit Die

Black Hand Initiates gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Black Hand Initiates gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Black Hand Initiate's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Disable Device (Int), Investigate (Int), Intimidate (Cha), Hide (Dex), Jump (Str), Knowledge (arcane lore, art, civics, current events, history, popular culture, streetwise, tactics, theology and philosophy, planar) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Search (Int), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Black Hand Initiate

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+1	+1	+1	Detect Shapeshifter	+1	+0
2nd	+1	+2	+2	+2	Swift Tack	+2	+0
3rd	+2	+2	+2	+2	Bonus Feat	+2	+0
4th	+3	+2	+2	+2	No Trace	+3	+0
5th	+3	+3	+3	+3	Play a Hunch	+4	+1
6th	+4	+3	+3	+3	Bonus Feat	+4	+1
7th	+5	+4	+4	+4	Shapeshifter Immunity	+5	+1
8th	+6	+4	+4	+4	Detect Magical Aura	+6	+2
9th	+6	+4	+4	+4	Bonus Feat	+6	+2
10th	+7	+5	+5	+5	Fast Healing	+7	+2

Class Features

The following features pertain to the Black Hand Initiate advanced class.

Tattooed Arm

The Black Hand Initiate chooses a tattoo to be placed upon his left arm. The tattoo contains Dimension Door. Teleports you and up to 50 lb./level. Unlike normal tattoos, these do not lose the ability to cast the spell after activated, and can be cast once a day per level of Black Hand Initiate.

Detect Shapeshifter

A Black Hand Initiate is uncannily aware of other shapeshifters. Once per day per the Black Hand Initiate's level in this advanced class, the Black Hand Initiate can sense the presence of a shapeshifter. In most campaigns any creatures who possess a form of magical or racial trait allowing them to change forms. Using this talent is an attack action that requires concentration. It has a range of 30 feet

and lasts as long as the Black Hand Initiate concentrates, up to a number of rounds equal to the Black Hand Initiate's level in this advanced class.

The amount of information gleaned by this uncanny awareness depends on how long the Black Hand Initiate focuses his attention.

Swift Track

At 2nd level, the Black Hand Initiate may move at normal speed while using Track without taking the -5 penalty.

Bonus Feats

At 3rd, 6th, and 9th level, the Black Hand Initiate gets a bonus feat. The bonus feat must be selected from the following list, and the Black Hand Initiate must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

No Trace

At 4th level, the Black Hand Initiate knows how to hide his own tracks, and may, at his choice, move into "No Trace" mode. All attempts to use the Track feat against the Black Hand Initiate (though not allies) treat the ground as "firm" for purposes of success. In addition, the DC of any attempts to use Computer Use, Gather Information, Investigate, and Research on matters involving the Black Hand Initiate are increased by the Black Hand Initiate's levels in this advanced class.

Play a Hunch

At 5th level, the Black Hand Initiate gains the supernatural ability to make a guess and be assured that it is correct. The Black Hand Initiate may, as a full-round action, spend an action point to determine whether an assumption, hunch, or guess is correct. The player states the assertion and pays an action point. The GM secretly rolls percentile dice; there is a

70% +1% per character level chance of getting a response on the hunch (failure indicates merely that you are unsure if this is true or not).

If the roll is a success, the player knows if the hunch is true, false, both or neither. A "both" response is possible for vague assumptions. An "unknown" response is for questions with no immediate answer.

It may be determined that a hunch is so obvious that it does not require a roll, or that it is so vague that there is no chance for success. In these cases, the action point is not spent (though the attempt still counts as a full-round action). A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Black Hand Initiate alone. Finding proof of an assumption would require additional work.

Shapeshifter Immunity

At 7th level, a Black Hand Initiate gains damage reduction against the natural weapons of shapeshifters (claws, bite, etc.). Shapeshifter immunity doesn't reduce the damage dealt by firearms, melee weapons, or hazardous effects. The damage reduction is equal to one-half of the Black Hand Initiate's level in this advanced class, rounded down.

Detect Magical Aura

At 8th level, the Black Hand Initiate gains the spell-like ability to detect magical aura. The Black Hand Initiate may use this effect up to three times per day, and each use lasts for 20 minutes.

Fast Healing

Starting at 10th level, a Black Hand Initiate gains the ability of fast healing. Every round, the Black Hand Initiate recovers a number of hit points equal to one-half his level in this advanced class. So, as a 10th-level Black Hand Initiate, he recovers 4 hit points every round. This is in addition to any fast healing ability the character possesses.



Dark Hunters - Prestige Class

In the world of Ave Molech many Gun Slingers and fast heroes have found themselves abandoned on the field. Left for dead, or lost during the chaos of battle, they had to rely on their own inherent survival skills to elude the Hybrude. Seeking aid from any source imaginable, they make their way back to camp, usually with a new found friend at their side.



Requirements

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

Base Attack Bonus: +7.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (Any Ranged).

Class Information

The following information pertains to the Dark Hunter prestige class.

Hit Die

Dark Hunters gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Dark Hunters gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (arcane lore, current events, popular cultures, streetwise, planar) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Dark Hunter

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+1	+2	+2	+0	Wild Empathy, Nature Sense, Enhance missile +1	+1	+0
2nd	+2	+3	+3	+0	Woodland Stride, Track	+2	+0
3rd	+3	+3	+3	+1	Trackless Step, Enhance missile +2	+2	+0
4th	+4	+4	+4	+1	Missile of Death	+3	+0
5th	+3	+3	+3	+3	Animal Servant, Enhance missile +3	+4	+1

Class Features

All of the following are Class Features of the Dark Hunter prestige class.

Wild Empathy

A Dark Hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The Dark Hunter rolls 1d20 and adds his Dark Hunter level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Dark Hunter and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The Dark Hunter can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Nature Sense

A Dark Hunter gains a +2 bonus on Knowledge (nature) and Survival checks.

Enhance Missile

At 1st level, every nonmagical missile a Dark Hunter nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the Dark Hunter need not spend experience points or gold pieces to accomplish this task. However, a Dark Hunter's magic missiles only function for him. For every two levels the character advances past 1st level in the prestige class, the magic missiles he creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level).

Woodland Stride (Ex): Starting at 2nd level, a Dark Hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Track

At 2nd level, the Dark Hunter gains Track as a bonus feat, if he does not already have it.

Trackless Step

Starting at 3rd level, a Dark Hunter leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Missile of Death

At 4th level, an Dark Hunter can create a missile of death that forces the target, if damaged by the missile's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make a missile of death, and the missile only functions for the Dark Hunter who created it. The missile of death lasts no longer than one year, and the Dark Hunter can only have one such missile in existence at a time.

The Dark Hunter's Animal Servant

Upon, or after reaching, 5th level, a Dark Hunter can call a bat, cat, dire rat, howler, wolf, or raven to serve him. The Dark Hunter's servant further gains HD and special abilities based on the Dark Hunter's character level (see the table below).

A Dark Hunter may have only one servant at a time.

Should the Dark Hunter's servant die, he may call for another one after a year and a day. The new servant has all the accumulated abilities due a servant of the Dark Hunter's current level.

Character Level: The character level of the Dark Hunter (his Dark Hunter level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A servant is smarter than normal animals of its kind.)

The abilities mentioned in the "Special" column of the accompanying table are described below.

Empathic Link (Su): The Dark Hunter has an empathic link with his servant out to a distance of up to 1 mile. The Dark Hunter cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the Dark Hunter, the Dark Hunter has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the Dark Hunter's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the Dark Hunter might have.

Speak with Dark Hunter (Ex): If the Dark Hunter's character level is 13th or higher, the Dark Hunter and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the Dark Hunter's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the Dark Hunter being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the Dark Hunter's character level is 19th or higher, the servant gains spell resistance equal to the Dark Hunter's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws
13th–15th	+4	+3	+2	7	Speak with Dark Hunter
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Protectors - Prestige Class

Relied upon by both groups of magic users going off on their final exam quest or a Goblin engineer who wishes to have his newest invention transported safely to its new owner, Protectors are used most often when someone or something needs to stay alive. Willing to take a bullet for the right price, they always demand payment in advance, and always deliver as contracted.

Requirements

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

Base Attack Bonus: +7.

Skill: Intimidate 9 ranks, Spot 9 ranks.

Special Ability: Harm's Way

Feats: Combat Martial Arts, Defensive Martial Arts.

Class Information

Protectors gain 1d12 hit points per level. The character's Constitution modifier applies.

Action Points

6 + one-half character level, rounded down, every time the Protector attains a new level in this class.

Class Skills

The Protector's class skills (and the key ability for each skill) are: Concentration (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, popular cultures, streetwise, tactics, theology and philosophy, planar) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Table: The Protector

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+1	+0	+2	+0	AC Bonus, Living Weapon 1d6	+1	+0
2nd	+2	+0	+3	+0	Fearless	+2	+0
3rd	+3	+1	+3	+1	Bonus Feat, Delay Damage	+2	+0
4th	+4	+1	+4	+1	Living Weapon 1d8, Sacrifice	+3	+0
5th	+5	+1	+4	+1	AC Bonus +1, Empty Body	+4	+1

Class Features

All of the following are Class Features of the Protector prestige class.

AC Bonus

When unencumbered, the Protector adds her Wisdom bonus (if any) to her AC. In addition, a Protector gains a +1 bonus to AC at 5th level.

These bonuses to AC apply even against touch attacks or when the Protector is flat-footed. She loses these bonuses when she is immobilized, or helpless, or when she carries a medium or heavy load.

Living Weapon

The Protector attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Protector may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Protector striking unarmed.

The Protector also deals more damage with unarmed strikes. At 1st level, the Protector deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8.

Bonus Feats

At 3rd level, the Protector gets a bonus feat. The bonus feat must be selected from the following list, and the Protector must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Improved Combat Martial Arts, Unbalance Opponent.

Fearless

At 2nd level, the Protector gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Delay Damage

Once per day, a Protector of 5th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to her class level.

Sacrifice

At 4th level, the Protector can sacrifice up to half his total HP (rounded down) to soak any damage, equal to his sacrificed HP, done to any allies within range.

Empty Body

At 10th level, a Protector gains the ability to assume an ethereal state for 1 round per character level per day, as though using the spell etherealness. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her character level.



Dragonne - Prestige Class

The Dragonne are elite soldiers of New Hus who are fiercely loyal to their King and the city itself. Willing to lay down their lives for both king and country, they are often used as guards to patrol the inner palace or protect the king while he travels. In addition, they are sometimes relied upon to deliver messages of the utmost importance to military outposts or groups who have advanced too deep into Hybrude territory for the typical militia or soldier to safely traverse.

While Dragonne soliders have undergone specialized training, such as with Polearms, the key ability and talent lies within their master of the Cronarium suits they wear. An intricate body armor that covers their entire body, including feet, hands, and head contains trace amounts of the substance Cronarium. Having mastered the gravitational flux that exists around them constantly, the Dragonne, while in the suit, can run faster, jump higher, and move quicker than those around them.

Requirements

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

Base Attack Bonus: +8.

Jump: 9 Ranks

Talent: Advanced Melee Smash

Allegiance: New Hus

Special: Completed cronarium suit training (6 months), and must have accomplished a heroic task (GM Discretion) that was recognized by New Hus prior to starting the training.

Weapon Focus: Spear, Lance or Polearm Type

Class Information

The following information pertains to the Dragonne prestige class.

Hit Die

The Dragonne gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Dragonne gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Dragonne's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, history, popular culture, tactics, planar) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str)

Skill Points at Each Level: 4 + Int modifier.

Table: The Protector							
Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+1	+1	+0	+1	Cronarium Suit, Leap Attack	+1	+0
2nd	+2	+2	+0	+2	Bonus Feat: Spring Attack	+1	+0
3rd	+3	+2	+1	+2	Heavy Armor Trained, Leap Attack II	+2	+1
4th	+4	+2	+1	+2	Improved, Reaction, Decisive Attack	+2	+1
5th	+5	+3	+1	+3	Bonus Feat: Heroic Surge, Leap Attack III	+3	+1

Class Features

All of the following are Class Features of the Dragonne prestige class.

Cronarium Suit

Dragonnes receive a body armor suit that covers their entire body, including hands and head. The suit is considered a medium armor type and can only be used effectively by a properly trained Dragonne. The boots contain a small amount of Cronarium within them allowing the Dragonne to better use his Leap Attack ability. While wearing the suit the Base Speed of the character is doubled.

Leap Attack

Beginning at 1st level and improving at 3rd and 5th, Dragonnes learn the Leap Attack. The Leap Attack is a powerful attack that allows the Dragonne, with the aid of his suit, to jump higher than normal into the air and deliver a crushing blow to his foes. The attack takes 3 rounds to finish. The first round starts the leap, removing the Dragonne from combat on the second, and finishing the move applying damage on the third round. Leap Attack I (2d8), Leap Attack II (3d8), Leap Attack III (4d8)

Bonus Feat Spring Attack

At 2nd level Dragonnes receive the Feat Spring Attack, regardless if they meet the prerequisites.

Heavy Armor Trained

At 3rd level Dragonnes have mastered their endurance training. Dragonnes perform all training while in heavy armor, and although they are only proficient with light and medium armor, are able to ignore any penalties or slow down normally associated with these armors. In addition, their max dex limit is always +8, regardless of armor worn.

Improved Reaction

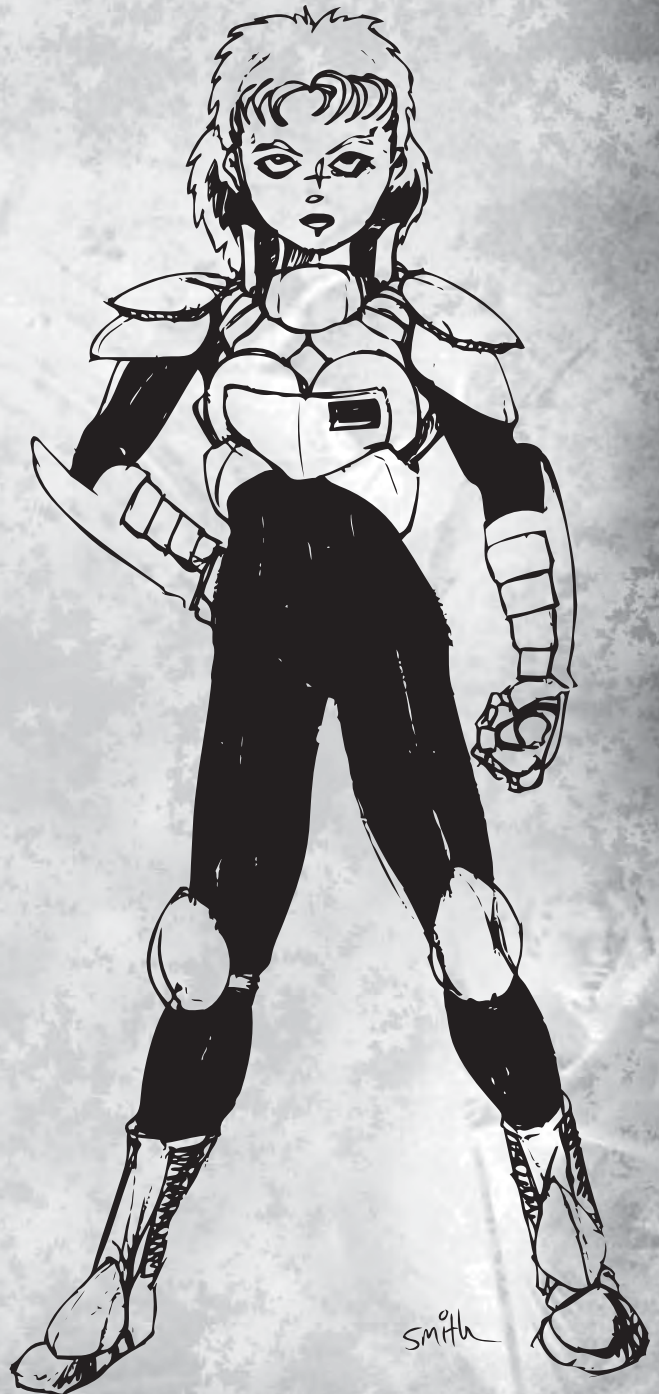
At 4th level, a Dragonne gains a +2 competence bonus on initiative checks.

Decisive Attack

At 4th level, when a Dragonne spends an action point to modify the result of an attack roll, she may roll an additional 1d6 and take the best result, discarding the lower roll(s).

Bonus Feat Heroic Surge

At 5th level, Dragonnes receive the Feat Heroic Surge.



Shadow Dancers - Prestige Class

Many people in Ave Molech find it far more beneficial to rely on stealth than brute force. Relying on shadows to hide them and move them about, they flow from place to place with ease and beauty; they are the Shadow Dancers. Often found in taverns as entertainment for traveling merchants, they also won't hesitate to put several sharp objects through your back if crossed.

Requirements

To qualify to become a Shadow Dancer a character must fulfill all the following criteria.

Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.

Class Information

The following information pertains to the Shadow Dancer prestige class.

Hit Die

The Shadow Dancer gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Shadow Dancer gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Shadow Dancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Knowledge (arcane lore, art, current events, popular culture, streetwise, planar), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Table: The Shadow Dancer							
Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+0	+2	+0	Hide in plain sight, Shadow Jump 20 ft.	+1	+0
2nd	+1	+0	+3	+0	Shadow Illusion, Darkvision	+2	+0
3rd	+2	+1	+3	+1	Shadow Jump 40 ft., Slippery Mind	+2	+0
4th	+3	+1	+4	+1	Shadow Jump 80 ft., Improved Evasion	+3	+0
5th	+3	+1	+4	+1	Shadow Jump 160 ft., Summon Shadow	+4	+1

Class Features

All of the following are features of the Shadow Dancer prestige class.

Hide in Plain Sight

A Shadow Dancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a Shadow Dancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Jump

At 1st level, a Shadow Dancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A Shadow Dancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Increasing in higher levels this amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Darkvision

At 2nd level, a Shadow Dancer can see in the dark as though she were permanently under the effect of a darkvision spell.

Shadow Illusion

When a Shadow Dancer reaches 2nd level, she can create visual illusions. This ability's effect is identical to that of the arcane spell silent image and may be employed once per day.

Slippery Mind

At 3rd level, if a Shadow Dancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

Improved Evasion

At 4th level, if the Shadow Dancer is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful throw. If she fails the throw she takes only half damage.

Summon Shadow

At 5th level, a Shadow Dancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's allegiance matches that of the Shadow Dancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the Shadow Dancer and can communicate intelligibly with the Shadow Dancer. Every third level gained by the Shadow Dancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the Shadow Dancer chooses to dismiss it, the Shadow Dancer must attempt a DC 15 Fortitude save. If the saving throw fails, the Shadow Dancer loses 200 experience points per Shadow Dancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The Shadow Dancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.



The Fearasitic Mage - Prestige Class

Designed for those who are determined to walk all paths of power, whether magical given or inherently created, the Fearasitic Mage strikes fear into the hearts of those who would dare oppose him, and hope into the hearts of those who rely on him.

Talon didn't just take another being's essence, he scared it out of them. The payoff from being able to sacrifice himself as needed lead him to achieve fantastic heights of power. No living creature upon the world could look at him and not fear his presence, fear his power, fear what he was capable of.

- Passge from the Journal of Dylan Dunne

Requirements:

Skills: Knowledge (arcane) 10 ranks, Knowledge (philosophy) 10 ranks, Knowledge (planar) 10 ranks, Knowledge (psionic) 10 Ranks, Intimidation 10 ranks

Spells: Able to cast 1st level divine spells, Able to cast 1st level arcane spells, able to manifest 1st level powers

Class Information

The following information pertains to the Fearasitic Mage prestige class.

Hit Die

Fearasitic Mages gain 1d4 hit points per level. The character's Constitution modifier applies.

Action Points

Fearasitic Mages gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills:

Concentration, Craft, Decipher Script, Knowledge (arcane), Knowledge (religion), Knowledge (arcane lore, art, current events, history, popular culture, theology and philosophy, planar), Sense Motive, Spellcraft, Intimidate, Steal Essence (unique class skill)

Skill Points Each Level: 2 + Int modifier

Table: The Fearasitic Mage							
Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+0	+0	+2	Total Spell Casting, Steal Essence, +1 lvl existing spells/powers per day	+1	+3
2nd	+1	+0	+0	+3	Inherent Bonus +1, Bonus Feat: Improved Damage Threshold, +1 lvl existing spells/powers per day	+1	+4
3rd	+1	+1	+1	+3	Inherent Bonus +2, +1 lvl existing spells/powers per day	+1	+4
4th	+2	+1	+1	+4	Inherent Bonus +3, +1 lvl existing spells/powers per day	+2	+5
5th	+2	+1	+1	+4	Inherent Bonus +4, Bonus Feat: Frightful Presence, +1 lvl existing spells/powers per day	+2	+5

Class Features:

All of the following are Class Features of the Fearasitic Mage prestige class.

Total Spellcasting

Count all character levels when determining the Fearasitic Mage's casting and manifest level for all spells and abilities.

Spells per day

+1 Level of existing arcane class/+1 level existing divine class/+1 level of existing manifest class

Does not gain anymore of the previous class abilities

Special Abilities:

Steal Essence (Touch Death Spell-like Ability):

At first level the Fearasitic Mage once per month as a standard turn, can steal the essence of a creature whose level and CR are equal or greater than his own. The spell requires a preparation of 1 day learning a significant amount of information about

the target. Significant amount is left to the GM's discretion. When the player uses the ability he must be able to physically touch the target. If a player successfully gains a bonus there is a 10% chance the player is cursed in the process, leaving him permanently weakened with a -1d4 to the player's constitution score. The curse is permanent and can not be removed. A successful steal essence roll is made when a player first rolls to intimidate the target. If the player does not intimidate the target he will not be able to use Steal Essence on it. After a successful intimidation roll is made, he then rolls D20+Steal Essence Skill against the target's Will Save. If the player fails the Steal Essence roll he can no longer make attempts to steal essence from that target. When a successful Steal Essence roll is made the target dies and the Fearasitic Mage gains permanent inherent bonuses to his abilities according to the chart below.

Creature Type	Bonus Gained	Curse Chance
Vermin	None	None
Outsider	+2 Str, +2 Dex	-1d4 Con, 10%
Humanoid	+1 All Saving Throws	-1d4 Con, 10%
Magical Beast	None	None
Aberration	+2 Int, +2 Wis	-1d4 Con, 10%
Construct	None	None
Dragon	+2 Wis, +2 Cha	-1d4 Con, 10%
Elemental	+2 Int, +2 Con	-1d4 Con, 10%
Giant	+2 Str, +2 Con	-1d4 Con, 10%
Undead	None	None
Plant	None	None

Bonus Feat Improved Damage Threshold

At 2nd level the Fearasitic Mage gains the Improved Damage Threshold feat

Inherent Bonus

At 2nd level, and each level after, the Fearasitic Mage gains an additional +1 Inherent Bonus to Intimidation checks and Steal Essence Skill for a total of +4 at level 5.

Bonus Feat: Frightful Presence

At 5th level, the Fearasitic Mage gains the feat Frightful Presence regardless of its prerequisites.



Ecclesiarchs - Prestige Class

In the war torn lands of Ave Molech the dead often times have trouble staying that way. Whether by magic, some curse, or the sheer will of the being, these undead can often be a great menace when they return home twisted and malicious to those who would attempt to bury their loved ones. When this happens it is the Ecclesiarchs, the ones able to turn and rebuke the undead, as well as utterly destroy any abominations before them, who are called upon to release these spirits to peace.

Requirements

To qualify to become an Ecclesiarch a character must fulfill the following criteria.

Skills: Spellcraft 10 ranks, Knowledge (theology and philosophy) 10 ranks, Concentration 8 ranks.

Special: Ability to cast divine spells, ability to turn a particular creature type.

Class Information

The following information pertains to the Ecclesiarch prestige class.

Hit Die

Ecclesiarches gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Ecclesiarches gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Ecclesiarch's class skills are as follows: Concentration (Con), Craft (chemical, electronic, visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, current events, history, popular culture, theology and philosophy, planar), Listen (Wis), Perform (any), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Ecclesiarch

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+0	+0	+2	Total Spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Total Turning	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Innovative Turning	+3	+3

Class Features

The following features pertain to the Ecclesiarch prestige class.

Total Spellcasting

Count all character levels when determining the Ecclesiarch's casting level for divine spells.

Increased Spells/Day

At 2nd level, the Ecclesiarch increases the base number of divine spells he may cast per day by one-half (round down). This increase occurs before modifications for high Wisdom or other alterations. At 4th level, the Ecclesiarch again increases the number of divine spells available per day, this time to a total of twice of what he would normally have. As before, this increase happens prior to any modifications or alterations.

Total Turning

Count all character levels when determining the Ecclesiarch's level for attempts to turn, rebuke, or command creatures.

Innovative Turning

When the Ecclesiarch gains 5th level, and every time he gains a character level above this, he may spend an action point to alter the creature type he can turn, rebuke, or command. One Ecclesiarch may choose to affect fey, while another may affect constructs, and a third may choose to affect dragons. The new creature type replaces that of the previous one, and all limitations to the previous power apply (if the character could not bolster the previous creature type, he cannot bolster the new creature type). Certain types of creatures have restrictions on how they may be affected. The types that may be affected are:

Aberrations	Humans *
Animals	Magical beasts**
Constructs	Monstrous humanoids*
Dragons**	Oozes
Elementals	Outsiders**
Fey*	Plants
Giants*	Undead
Humanoids *	Vermin

*This type of creature cannot be destroyed by turning, regardless of the success of the turning.

**This type of creature cannot be destroyed by turning, and cannot be commanded.



Bounty Hunter - Prestige Class

While bounty hunters can be created by taking levels in Investigator (d20 Modern), Tracer (d20 Future) or Shadow Hunter (Urban Arcana), the following is a Bounty Hunter Prestige class available to those who have traveled a different path.

Requirements

To qualify to become a Bounty Hunter, a character must fulfill the following criteria. High Strength and Charisma scores are also useful.

Base Attack Bonus: +7

Skills: Investigate 9 ranks, Sense Motive 9 ranks, Listen 9 ranks.

Feats: Track, Archaic Weapons Proficiency and Advanced Firearms Proficiency.

Class Information

The following information pertains to the Bounty Hunter prestige class.

Hit Die: Bounty Hunters gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: Bounty Hunters gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Bounty Hunter's class skills are as follows: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, current events, popular cultures, streetwise, planar) (Int), Listen (Wis), Profession (Wis), Read/ Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Bounty Hunter prestige class.

Table: The Bounty Hunter							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+4	+3	+3	+3	Profile	+4	+1
2nd	+5	+4	+4	+4	Swift Movement	+5	+1
3rd	+6	+4	+4	+4	Bonus feat	+6	+2
4th	+6	+4	+4	+4	Contact	+6	+2
5th	+7	+5	+5	+5	Locate Target	+7	+2

Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Bounty Hunter compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check no money changes hands.)

The Bounty Hunter can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Bounty Hunter combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Swift Movement

At 2nd level, the Bounty Hunter may move at normal speed while using Track without taking the -5 penalty.

A Bounty Hunter no longer suffers the -5 penalty on Hide and Move Silently checks while moving at full speed. In addition,

a Bounty Hunter suffers only a -10 penalty on Hide and Move Silently checks while running or charging (instead of the normal -20 penalty).

Bonus Feats

At 3rd, 6th, and 9th levels, the Bounty Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Bounty Hunter must meet all of the prerequisites for the feat to select it.

Armor Proficiency (archaic, light, medium, heavy), Improved Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Point Blank Shot, Improved Feint, Improved Grapple, Improved Knockout Punch, Streetfighting.

Contact

A Bounty Hunter of 4th level cultivates associates and informants. Each time the Bounty Hunter gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a Bounty Hunter on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Investigator's behalf).

A Bounty Hunter's contacts are always equal to his total character level minus 3.

The Bounty Hunter can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Bounty Hunter owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Locate Target

At 5th level, the Bounty Hunter gains the supernatural ability to know where his target is, if the target is in the general vicinity (1,000 feet of the Bounty Hunter). This ability applies only to the target, and does not reveal attitude, status, or the presence of others around the target. This is a supernatural ability, and spells, psionics, and other FX that interfere with supernatural abilities will foil the locate target ability as well.



The Dreamer - Prestige Class:

Dreamers are avid drug users, often taking multiple forms of prescription drugs or narcotics. They tend to be found as bodyguards for many organized crime leaders. While they have been known to freelance as smugglers and thieves, the Gladys Root, and the source of their power, is a very rare plant and expensive to acquire. Unless a consistent and high rate of income is established, it's very unlikely that the average addict would be able to afford and continue use of the drug necessary to achieve the Waking Dream state. Dreamers often do not have personal goals, as they are well aware that their life and ultimate outcome will not allow for a happy ending. Instead they usually work towards the hope that their sacrifices will help a loved one or significant friend have a better life than theirs.

Requirements

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

Special: In order to become a Dreamer a character must currently be injecting himself with the Gladys Root once a day. He must also have been using the drug for over one month. In addition to the drug use, the character must have taken at least two levels of any class that uses psionic abilities and two levels of any class that can cast arcane or divine spells.

Allegiance: To become a Dreamer a character must not have any allegiance to any type of police or law enforcement authority, this includes such third party companies as privately employed security and bounty hunters.

Wealth: Must have a Wealth of 16 or higher.

Class Information

The following information pertains to the Dreamer prestige class.

Hit Die

Dreamers gain 1d4 hit points per level. The character's Constitution modifier applies.

Action Points

Dreamers gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Dreamer's class skills are as follows: Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 5 + Intelligence modifier.



Table: The Dreamer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+2	Waking Dream I	+1	+2
2nd	+1	+0	+0	+3	Waking Dream I	+2	+2
3rd	+1	+1	+1	+3	Waking Dream I	+2	+2
4th	+2	+1	+1	+4	Waking Dream I	+2	+3
5th	+2	+1	+1	+4	Unending Sleep	+3	+3

Class Features

The following features pertain to the Dreamer prestige class.

Armor, Items and Proficiency

While a Dreamer may use magical items and equipment that benefit him in his normal form, a Dreamer gains none of the benefits from any item while in his Waking Dream state. In addition, he gains none of the positive benefits from any spell placed upon him while in his Waking Dream state.

Wealth Decrease

A Dreamer's Wealth score decreases by 1 every level after all other bonuses and/or penalties have been applied.

Withdrawals

A Dreamer must use the Gladys Root everyday otherwise they will suffer from several types of withdrawals. While it is possible to completely be taken off the drug, they lose all abilities, spells, feats and skills from any levels taken within the Dreamer Prestige class. The following table shows the types of withdrawals:

Usage (assuming everyday)	Side Affect
First Time User:	No side affects.
1 Month:	Nauseated first day, increases in affect for 10 days.
2-3 Months:	Intense pain throughout body first day, increases in intensity for 10 days. Afterwards nausea sets in and lasts for an additional 10 days.
4-12 Months:	Character loses 1d4 constitution each day for 10 days. If the constitution score is reduced below 0 the character dies. At 0 the character goes into a comma. Affects that increase constitution will affect and replenish the diminished scores. After 3 months the constitution loss will be reversed.
12+ Months:	In addition to having all of the above results, there is a 10% chance the character will die each day for 10 days.

* If a character uses the Gladys Root, even once, during their withdrawal time, it restarts their withdrawal time. Example: A player stopped using for a couple of days after being an addict for 6 months. He is now losing 1d4 constitution each day. After three days the player uses, and stops again the next day. His 10 day period restarts and he starts losing 1d4 constitution again, as if he had never stopped before.

Waking Dream

When a person becomes a Waking Dream their spirit is separated from their body, much like an out of body experience, only they are able to interact with the world around them. They also become stronger, faster and are granted various temporary abilities. In addition they can use all their previous spells and abilities. If their body is attacked or injured in any way it has a 10% chance of waking them up, though they will become aware that their physical body is under attack. If their body is killed, the Dreamer dies.

A waking dream happens in several parts. First the user injects the Gladys root into himself, second a dream-like state occurs, third the user dreams and after the dream the user's spirit becomes separated from their body temporarily. The following explains each event in more detail.

Dream-like State: When a character uses the Gladys Root he will begin to enter a dream-like state and then fall asleep. This state lasts about 30 seconds for heavy users and up to 5 minutes for first time users. During this dream-like state the character becomes unaware of his surroundings and is vulnerable to any attack. It is during this state that the Dreamer's dream outcomes are determined. The following table shows the rate at which a user will be within this state:

First Time User:	5 Minutes
After 1 Month:	3 Minutes
After 3 Months:	1 Minutes
After 6 Months:	30 Seconds

The Dream: After this dream-like state passes, the character begins to dream. The dreams last no longer than 5 minutes, and affect the powers of the user. Because some dreams can have a negative affect on the user most Dreamers invest in some type of channeling device to help them focus their thoughts in positive ways during the dream-like state. The channeling device is usually a mundane object that reminds the dreamer of a positive time, place or experience – such a childhood doll or a piece of jewelry. Often if the dreamer comes from a troubled past they may use objects that have appealing designs or shapes on them to help guide their thoughts in a positive direction.

Types of dreams, chances and their outcomes:		
DC 50-100 (50% chance):	Pleasant:	If the dream is pleasant the user gains full access to all his abilities and spells.
DC 21-49 (30% chance):	Forgettable:	If the dream was neither peaceful nor frightening the dreamer gains access to all his abilities and spells as normal. However, his time as a waking dream will be reduced to half its normal duration. So if he would normally be in his Waking Dream state for 8 hours, he will only last 4 hours before waking up.
DC 1-20 (20% chance):	Nightmare:	If the Dreamer has a nightmare all his spells and abilities will have a 50% chance to fail, in addition his Waking Dream state's duration will last twice as long.

Waking Dream Duration and Abilities

At 1st level, and every level thereafter, the Dreamer can choose to gain the temporary ability Total Casting - Count all character levels when determining the Dreamer's casting and manifest level for all spells and abilities. While in his Waking Dream state he can choose to use either spells or psionics, but not both; the player must make this decision prior to entering the dream-like state. In addition to this the character can become ethereal at will. Though the character gains none of the benefits of clothing, armor or items worn on his body, the Dreamer does gain the following bonuses:

Waking Dream Rank I	+4 to all Stats, +4 to all Saving Throws, Up to 8 Hour Duration
Waking Dream Rank II	+6 to all Stats, +6 to all Saving Throws, Up to 16 Hour Duration
Waking Dream Rank III	+8 to all Stats, +8 to all Saving Throws, Up to 32 Hour Duration
Waking Dream Rank IV	+10 to all Stats, +10 to all Saving Throws, Up to 64 Hour Duration

Unending Sleep

At 5th level the Dreamer can choose to sleep for the duration of his life span. Once he has entered this state he will not be able to wake up ever again, even if his body is attacked. While in this state their body is slowed and their life span will increase two-fold. Example: If the typical human life span were 100 years, the Unending Sleep would cause the Dreamer to live until 200 years old. Generally when this happens the Dreamer will place his body within a tomb unable to be accessed by anyone, along with the knowledge of its location being kept the most confident of secrets.





SMITH

Chapter Six

Equipment, Vehicles & Other Wares

Note on Equipment in Ave Molech

Although some characters can rely on their sheer will or inherent strength to get them through most situations, the wise player knows that the right equipment can make a good deal of difference when exploring the world. Whether it's simple equipment such as a climbing rope or a complex mechanized armor suit, the various shops and bazaars across Ave Molech carry all manner of technological machinery and mystical items of power.

While characters are limited in that only so many magic items of a certain kind can be worn and be effective at the same time, Ave Molech has adjusted these limits slightly. Below are the typical limits; changes noted with an asterisk:

- 1 headband, headset, hat, or helmet
- 1 pair of eyeglasses, contact lenses, sunglasses, or goggles
- 1 amulet, brooch, medallion, necklace, necktie, or scarab
- 1 suit of armor (archaic or modern)
- 1 robe, jacket, windbreaker, or coat
- 1 cloak, cape, poncho, sweater, or mantle
- 1 vest or shirt
- 1 pair of bracers or bracelets, or 1 watch
- 1 pair of gloves or gauntlets
- 4 pair of earrings*
- 4 rings*
- 1 belt
- 1 pair of boots, shoes, or sandals
- 10 tattoos*



While there exists many resources available to both players and GM's when it comes to items, we have included a few unique selections to our world that we have used ourselves. Some of the items within the world of Ave Molech may not be suitable for other worlds, or may need to have their purchase DC adjusted slightly. The reason for this is because of the many higher powered monsters and encounters found within the world.

Armor								
Name	Type	Prof.	Non-Prof.	Max Dex	Armor Penalty	Weight	Speed	Cost
G3K Mechanoplate	Heavy	20	+6	+2	-8	500 lbs.	10'	22 DC
A heavy mechanized plate mail armor the goblins invented, the suit is encumbering, but protects the wearer from many harms, usually used by those who have to hold a position for a given period of time, rather than those on the move. In addition the suit provides a DR of 10 Physical and 5 magical.								
Leather Duster	Medium	+4	+1	+4	-0	8 lbs.	25'	15 DC
A long leather trench coat without buttons, coming in a variety of colors and style adjustments.								
Hus Parka	Light	+2	+1	+6	-0	4 lbs.	30'	12 DC
A large windproof jacket designed to be worn in cold weather.								
Hybrude Skin	-	-	+4	-	-	+10 lbs.	-	32 DC
Although extremely rare, many nomads who wander the plains with the Deliverers of Peace have found an enjoyment as well as a use in skinning the flesh off of dead Hybrude and adorning their clothes with it. A show of strength as well as bravery, these rare skins speak for themselves. Usually sewn into leather and cloth jackets or pants, these skins provide the wearer with slightly more protection as well as a +1 on diplomacy, bluff, and intimidation checks.								
Moon Ivy	-	+4	-	-	-	+6 lbs.	-	32 DC
A plant-like, light metallic substance fashioned into many types of light clothing. It adds +4 defense bonus to any existing item it is sewn into.								

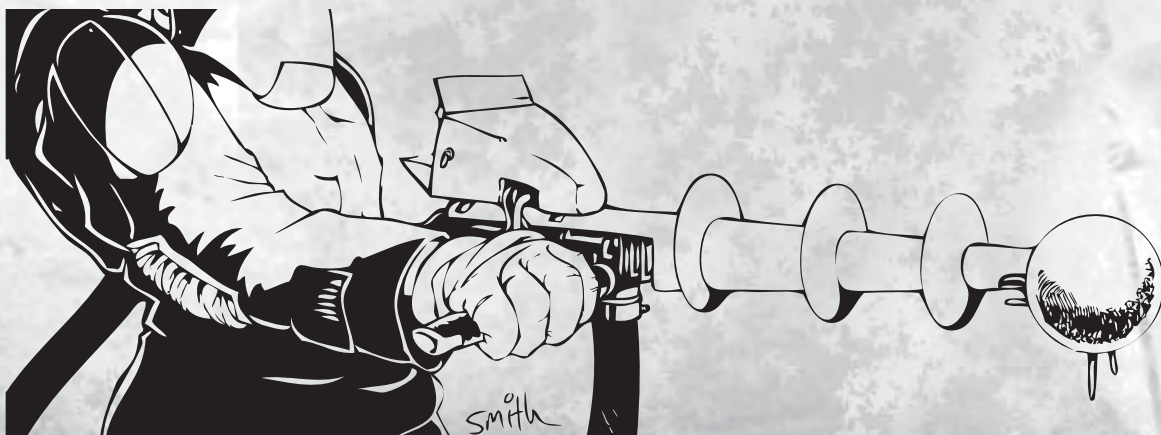
Secare Coverings	Light	+2	+1	6	0	10 lbs.	As Base	35 DC per section
	Medium	+4	+2	4	0	20 lbs.		
	Heavy	+6	+3	2	-2	30 lbs.		

This armor is made from extremely thick animal leathers adorned with small metal studs. The armor has four pieces, each providing a different amount of protection. The boots are tall and cover from the base of the feet to the knee and, in addition to their defensive purposes, is waterproof. The next part are the leggings, which fit inside the boots; a magical seal connects the two adjoining sets. Then there is the jacket, which while covering the torso also offers the wearer the option of wearing built in gloves made from a thinner type of leather for easy maneuverability of the fingers. The final piece is the helm that covers the entire head and face, an adjustable goggle attachment piece fits around the eye opening and a special air filter covers the mouth. The goggles can be standard glare protection eyepieces or adjusted to fit other existing headpieces such as the Gogulargear. The mouth filter is an intricate filter protecting the wearer from smoke and stronger smells and it will also protect against any forms of lethal or non-lethal gas. 35 DC per set piece, four pieces in all, boots, leggings, jacket and helm. Sold individually and together.

Ghillie Suit	Light	+1	0	8	0	10 lbs.	As Base	25 DC
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This armor provides a light camouflaged covering over the head, arms, chest and legs of the wearer. Though it offers little in the way of defense, it allows the user a bonus of +4 on hide checks and complete freedom of movement when taking ranged shots.

Firearms						
Weapon	Type	Damage	Critical	Range	Weight	Cost
Magi Gun	Magical	3x1d4	18-20x2	30'	3 lbs.	10 DC
Clip (3 Shots)	-	-	-	-	-	2 DC
Created by those who would attempt to merge magic and technology together, the mage gun is little more than a metal casing with a single crystal containing a 3rd level magic missile spell.						
Goblin Blunderbuss	Piercing	1d10	x2	40'	6 lbs.	10 DC
Clip (10 shots)	-	-	-	-	30g	-
The goblin version of a large shotgun, this firearm packs quite a punch at close range						
G9X Hand Cannon	Piercing	2d6	x2	30'	3 lbs.	10 DC
Clip (6 Shots)	-	-	-	-	-	2 DC
As the name implies this little beauty can usually intimidate anyone, or permanently stop them in their tracks if needed.						
G7X Repeater	Piercing	4d8	19-20x4	40'	110 lbs.	34 DC
Clip (20 Shots)	-	-	-	-	-	5 DC
Though prone to backfire occasionally (10% chance 1d6 dmg to user and no dmg to target), the G7X Repeater is the most advanced Goblin weapon of all. Capable of firing through multiple targets and laying down a path of destruction in its wake. This ranged weapon comes with a tri-fold stand that must be used to secure the weapon for firing. Usually setup on the field before battle, it takes two uninterrupted standard actions to setup while in combat.						



Twin Revolvers	Magic	1d4+2/1d4+2	x2	35'	6 lbs. (3 each)	55 DC
<p>These twin revolvers appear as wooden replicas of flint lock pistols. Although they look similar to a toy, they are a set of matching +2 guns that when weilded together fire magic missiles at their target. The weapons do not have a clip and do not need to be recharged or reloaded ever. Each gun can fire twice within a single action. Both guns must be weilded by the player to function.</p>						
Gun Blade (blade)	Slashing	1d6	x2	5'	6 lbs.	10 DC
Gun Blade (gun)	Piercing	1d8	x2	30'	-	-
Clips (8 shots)						2 DC
<p>Little more than a novelty of sorts, it was one of the earlier Goblin inventions to grace the surface, though Goblins now see little use in using melee weapons of any kind</p>						

Ranged/Thrown						
Weapon	Type	Damage	Critical	Range	Weight	Cost
Spiked Chakram	Bludgeoning	1d6	x2	20'	1 lb.	2 DC
<p>A common weapon found on the surface world, usually carried by anyone unable to purchase the many goblin weapons found in cities.</p>						
G3X Bow	Piercing	1d12	x2	40'	2 lbs.	8 DC
G3XP Arrows	-	+1d4	-	-	½ lb.	2 DC/40
<p>Usually used for hunting by those on the surface, the G3X bow contains a number of paralyzing poisons in its specially fitted arrows; though not harmful to most, it has been rumored to cause numbness in ones mouth after eating food killed with this bow.</p>						
Molotov Cocktail	Throwing	1d4	-	10'	3 lbs.	1 DC
<p>Special: Usually made from a bottle of cheap rum and a handy rag. 1d4 physical +1d6 fire damage, 75% chance to ignite target on fire (if flammable) adding 1d4 fire damage per round.</p>						
Glass Bomb	Varies	-	-	Varies	3 lbs.	15-25 DC
<p>These thick glass orbs each contain one first to third level spell usually something similar to sleep, glitter dust, web or fireball. In order for the spell to be unleashed it must be thrown hard enough to break the glass orb. The thickness of this glass makes breaking them from simple drops extremely rare (5% chance). Typically the spell contained within will affect an area of 20' in diameter when released. 15 DC each for first level spells, 20 for second, and 25 for third.</p>						

Electrical Weapons						
Weapon	Type	Damage	Critical	Range	Weight	Cost
Tesla Rod	Bludgeoning	1d4	-	3'	10 lbs.	8 DC
Tesla Rod	Electrical	1d10	x2	-	-	-
<p>Designed like a metallic rod with electrical currents running through towards the top where a glass orb sits, the glass orb can discharge these electrical blasts when triggered by a button along the side of the handle. Carries 3 charges – due to the unstable nature charge and magnetism, the rods have to be reset after each 3 uses at a tech shop, usually found in all large cities.</p>						
Tesla Prod	Electrical	1d10	x2	3'	10lbs.	5 DC
<p>A gun shaped mechanism that when triggered releases energy stored within its battery cells to flow through the front end creating a series of sparks and static.</p>						

Fire Weapons						
Weapon	Type	Damage	Critical	Range	Weight	Cost
Pyrotechnic Gun	Fire	1d8	19-20x2	5'	10lbs.	10 DC
Pyrotechnic Gun	Piercing	1d6	x2	25'	-	-

A mechanical gun that uses oil based solution to lubricate its inner barrel. Because of this a small series of flames shoot out each time the weapon is fired creating somewhat of a flamethrower effect, briefly.

Melee						
Weapon	Type	Damage	Critical	Range	Weight	Cost
Hybrude Claw	Slashing	1d10	x2	5'	6 lbs.	8 DC

A club-like sword fashioned from the remains of Hybrude.

Shifter's Sorrow	Slashing	1d4/1d4 + 2d6	x2	5'	8 lbs.	12 DC
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This +1/+1 two-bladed sword has blades of alchemical silver. The weapon deals 1d4/1d4 with an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Retractable Spear	Blunt/Piercing	1d4/1d10	x2	7'	10 lbs.	30 DC (exotic)
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A short casing with a handle used as a billy club, when triggered can extend a spear-like lance from the club handle. Twisting the handle after extension causes three small saw blades (unpowered) to protrude from the shaft around its tip. Masterwork weapon, considered a +1 weapon for the purpose of damage reduction.

Lugh Spear	Piercing	2d8	-	5'	13 lbs.	35 DC
	Fire	1d4	-	10'	-	-

On one side this spear has a large cone shaped head and on the other side four small pressure valves release small amounts of exhaust when the spear is fueled with Petroxolin. Where held sits a sliding trigger that upon unlocking and moving spreads the cone head immediately open revealing a tube that causes flames to shoot out up to 10' in front of the spear. The spear must be refilled each time to cause the burst of flame, although it will still open without the Petroxolin. It has been known to sometimes drip Petroxolin prematurely, causing small flames to spew forth from the cone head. Because of this the spear is usually placed upwards and away from flammable objects when not in use.

Miscellaneous			
Tool	Type	Benefit	Cost
Gogulargear	Head	+2 to hit with ranged weapons	8 DC

A set of mechanized spectacles used by sharpshooters.

Far Sight Chapeau	Head	Allows the user to see up to 100' beyond their max site	8 DC
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Similar to the Gogulargear, this hat is often used by those tracking or being followed by others.

Vent Earrings	Ear	Allows two users to communicate up to distances of 1 mile apart.	15 DC
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Common looking ear jewelry that appears identical to each other piece in its set.

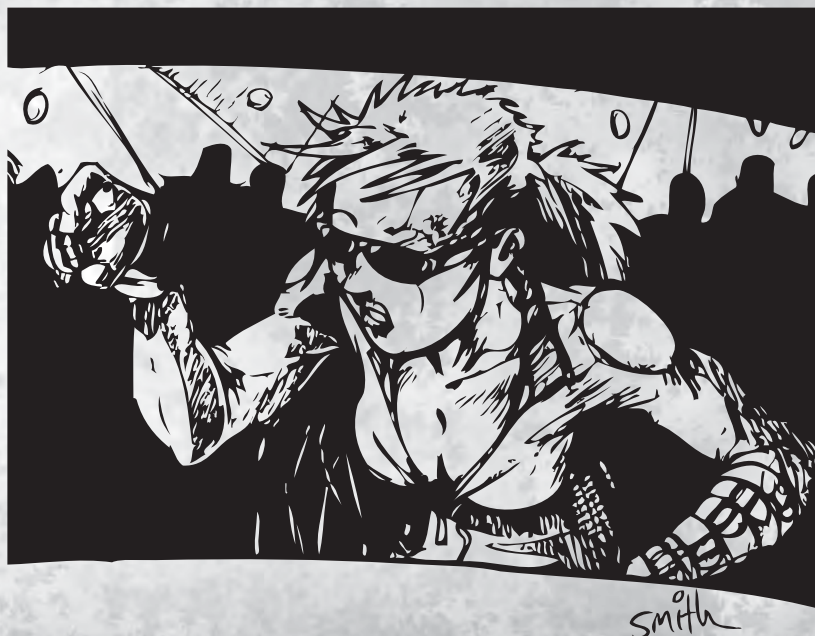
Moonshade	Drink	Drunk Appearance	15 DC
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A strong smelling black liquid that, within minutes of ingesting gives its user the appearance of being drunk. The person who drinks this liquid will have slurred speech and his eyes will gloss over, however his mind and thoughts will be unaffected.

Horkfield Gloves	Hands	+2 to hit with ranged	8 DC
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These thin durable sheep skin gloves keep the wearers hands warm no matter what the elements are like. In addition, their thinness allows the user to make any regular movements with his hands as if he was bare handed. The gloves provide a +2 to hit with ranged weapons.

Prestige Bar	Facial Earring (any)	Prestidigitation - 3/day	5 DC
This bar is usually worn through the bridge or septum, though its possible other variations exist. This bar when touched, and the command word is spoken, allows the wearer to cast Prestidigitation up to three times per day.			
Glamour Kiss Ring	Body Earring (typically found on lips, eyebrows or sensual areas)	Daze Target(s)	5 DC
This ring is a favorite among female entertainers and performers as well as those who may work in more seedy business areas. The ring when touched and activated by the command word dazes a single target for up to three rounds or two to three targets for one round. This ability can only be used once per day.			
Moon Ivy Baraka	Dancer Outfit	A light mesh attire typically worn by dancers and exotic performers.	15 DC
This mesh, while not providing much in the way of protection, does offer a damage reduction of 2 to any slashing attack that does not attempt to pierce through the armor. In addition, the outfit may add a charisma bonus of +2 to females.			
Moon Kris	Kris	Affects gravity within an area having a 10' diameter	45 DC
One of many old wavy blades found within ruins deep in the Mudlands, this Kris allows the user to manipulate the gravitational field around him. Projectiles can be commanded to the ground around him or he can simply levitate his body into the air. Although the blades are useless for combat, their magical properties make them highly sought after devices.			
Trinar Pipe	Smoking Pipe	Creates small gusts of wind	45 DC
This pipe, when smoked while over a lake, river or ocean, has the uncanny ability to calm and raise winds at will. Allowing the bearer to create a small gust of wind to fill a ship's sails, or even remove the wind completely and let the ship sit idle in the oceans.			
Whisper Cloak	Midnight Blue Cloak	Allows increased hearing	35 DC
This cloak has the name Franklin stiched into its collar. While worn the cloak allows the wearer to focus on a single group of people, up to 6, and hear their conversation as if he was there. The cloak has an eavesdropping limitation of 1 mile.			
Ghost Slicer	Recovered Hybrude Item	1d8+2 slicing damage to incorporeal beings only	75 DC
A Hybrude device consisting of a pair of blades attached to a metallic control panel. Usually fitted into a glove or bracer it sends electrical pulses of energy through the forearms and hands when activated allowing the bearer to inflict pain upon any incorporeal being. 1d8+2. While many have been recovered from battles with Hybrude, the scientists of Ave Molech have been unable to reproduce this technology on their own. Because of this the device is both rare and expensive.			



Vehicles in Ave Molech

Goblins use a highly combustible substance to fuel their inventions known as Petroxolin that is derived from a mineral found deep below the surface of the world. Harnessing the power of the combustion engine they are able to create vehicles for land, air and sea. No longer dependant on the use of animals to carry people over long distances, the horseless carts created by the Goblins are capable of carrying from one to several people at a time, and in some cases even hundreds.

Land											
Name	Crew	Pass	Cargo	Init	Man.	Speed	Def.	DR	HP	Size	Cost
GMW840	1	3	200 lbs.	-2	+1	120'	8	5	32	H	33 DC
The Goblin Mechanical Wagon is a 4 seating motorized cart and can travel over most flat and rugged terrain. It requires regular fueling at a goblin station every 500 miles. Requires at least 1 rank in Ride as well as 1 rank in both Drive and Profession (Mechanic) to operate.											
Gun Mount											10 DC
Mount used for attaching a single Goblin weapon to the roof of the vehicle, requires a permanent opening in the ceiling of the vehicle.											
G2X3	1	2	100 lbs.	+4	+4	160'	6	5	24	S	27 DC
The G2X3 is a small 2 wheel vehicle capable of covering long distances with limited amounts of fuel, but at high speeds. The driver and passenger straddle this mechanical bike of sorts to ride it. Although suited for quick travel among the Sahenix desert and Coastal lands, because of their low weight and cargo carrying abilities they are not as common place as the larger 4 person vehicles. Usually owners of these machines tend to form clicks with other owners and will journey or ride together. A saddlebag can be attached to either side of the vehicle, but may not carry more than an additional 100 lbs.											

Air											
Name	Crew	Pass	Cargo	Init	Man.	Speed	Def.	DR	HP	Size	Cost
Air Skutter	1	3	500 lbs.	-2	-2	120'	8	5	40	H	33 DC
Designed for short flights between the surface and air kingdoms. Requires at least 1 rank in Ride, as well as 1 rank in both Pilot (Airship) and Profession (Sailor). Requires refueling every 1,000 miles.											
GFRM	1	10	1 ton	-4	-4	180'	12	8	75	H	44 DC
The Goblin Fire Rain Maker is an air galleon designed for air combat. It has three cannons along each side of the ship including two front and two rear cannons firing 1d12 fire dmg each round. Requires refueling every 1,000 miles. Requires at least 1 rank in Ride, as well as 1 rank in both Pilot (Airship) and Profession (Sailor).											
GFRM Round											2 DC
Round metal balls containing gunpowder and buck shot, used in all types of cannons.											

Sea											
Name	Crew	Pass	Cargo	Init	Man.	Speed	Def.	DR	HP	Size	Cost
Sea Zeppelin	4	96	10 tons	-10	-10	240'	20	10	100	G	52 DC
Massive ships used to transport goods and civilians to various coastal cities, these truly are sea blimps. Although rarely used for battle it's not uncommon for these large ships to be fitted with an array of cannons. Capable of having up to 10 mounted on each side and eight in the front four in the rear the potential for a war ship is there. Uses the same rounds as the GFRM. Requires at least 1 rank in Ride, as well as 1 rank in Pilot (Airship) and Profession (Sailor). Requires refueling every 3,000 miles.											
Skiff	1	8	300	+1	-2	100 (10)	8	5	50	H	35
A Long and sleek small boat, this expensive and high-powered boat is designed to move fast and look good. It is commonly used for transporting light cargo or small amounts of people on joy rides visiting other ports not far from home. A skiff is two squares wide and eight squares long.											

Wondrous Items

Grimoire: Although many high-powered spells and abilities exist within the world of Ave Molech, it can often be difficult for the wielders to focus these powers. Because of this many high level casters rely on devices designed to aid them in channeling their forces, such as the use of a Grimoire. A Grimoire is a book that allows a magic user to record as well as manifest any arcane or divine powers that they may otherwise have difficulty casting. Although the Grimoire can contain any number of spells or powers, it draws energy from its owner with each use and can only be used a limited amount of times per day. In addition each Grimoire has its own focus, either arcane or divine. See the Grimoire chart below for spells per day.

Psirod: Similar to how a Grimoire works, the Psirod allows Psionic characters the ability to learn and manifest powers that would normally be too difficult. A Psirod is a foot long metallic rod usually adorned with various gems and stones surrounding its shaft. Along the middle is a handgrip and along either side on top and bottom are two smoky black crystals. See the Psirod chart below for power information by level.

Both Grimoire and Psirods are usually always Intelligent items. Suggested purchase DC of 50.

Grimoire Spells Per Day										
Character Levels	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3	5	3	—	—	—	—	—	—	—	—
4	6	4	—	—	—	—	—	—	—	—
5	6	5	—	—	—	—	—	—	—	—
6	6	6	3	—	—	—	—	—	—	—
7	6	6	4	—	—	—	—	—	—	—
8	6	6	5	3	—	—	—	—	—	—
9	6	6	6	4	—	—	—	—	—	—
10	6	6	6	5	3	—	—	—	—	—
11	6	6	6	6	4	—	—	—	—	—
12	6	6	6	6	5	3	—	—	—	—
13	6	6	6	6	6	4	—	—	—	—
14	6	6	6	6	6	5	3	—	—	—
15	6	6	6	6	6	6	4	—	—	—
16	6	6	6	6	6	6	5	3	—	—
17	6	6	6	6	6	6	6	4	—	—
18	6	6	6	6	6	6	6	5	3	—
19	6	6	6	6	6	6	6	6	4	—
20	6	6	6	6	6	6	6	6	5	3

Psirod Powers			
Level	Power Points/Day	Powers Known	Max. Power Level Known
1st	2	3	1st
2nd	6	5	1st
3rd	11	7	2nd
4th	17	9	2nd
5th	25	11	3rd
6th	35	13	3rd
7th	46	15	4th
8th	58	17	4th
9th	72	19	5th
10th	88	21	5th

11th	106	22	6th
12th	126	24	6th
13th	147	25	7th
14th	170	27	7th
15th	195	28	8th
16th	221	30	8th
17th	250	31	9th
18th	280	33	9th
19th	311	34	9th
20th	343	36	9th

Intelligent Items					
Name	Int	Wis	Cha	Languages	Ego
Circlet of Command	18	18	18	Any	18
Focus	Allows the learning and casting of high powered Arcane, Divine and Psionic abilities.				
Abilities	The rod is telepathic with its owner.				
Purchase	NA – Crown must choose its owner based on the merit of the person. It scans the mind of all potential wearers and will only accept a person who is unyielding in their desires. The actual desires of the person do not matter so long as the person is relentless in pursuing them.				
Personality	Continuously seeks new challenges and to achieve greater heights of power. Will not tolerate laziness of any kind and may refuse to work with anyone it feels is less powerful than itself.				

Name	Int	Wis	Cha	Languages	Ego
Solomon Rod	14	18	10	Common	11
Focus	Allows the learning and casting of high-powered Divine abilities.				
Abilities	Allows the owner to understand and speak with animals. The animals are heard as if they were speaking common and the animals comprehend the speech of the owner. In addition, the rod allows the wielder to also see invisibility when held. The Rod is telepathic with its wielder and has Darkvision up to 60'. Can manifest an electric shock to anyone holding it that causes 1d8 electrical damage and a 5% chance to pass out.				
Purchase	50 DC				
Personality	The rod is genial and will become more or less friendly depending on how its owner treats him. It is reluctant to be used as a weapon, but will allow it if there is no other recourse.				

Example Items

The Book of Abramelin

Allegiance: Whoever holds him without damaging him.

Int: 16, Wis: 16, Cha: 10, Languages Written and Spoken: Any. 60ft Darkvision and hearing, Telpathic with wielder, Ego Score: 11, Focus: Arcane, Purchase DC 50

Personality: The book tends to be aloof, never worrying about its handler, although will speak its mind when it comes to the possibility of being damaged or harmed.



Honorius Rod

Allegiance: Wielder

Int: 18, Wis: 12, Cha: 10, Languages Written and Spoken: Any. 60ft Darkvision and hearing, Telpathic with wielder, Ego Score: 10, Focus: Psionics, Purchase DC 50

Personality: This rod shows a great deal of animosity for the world around it, and at times even its wielder. Although fully cooperative when being used, it will constantly put everyone around it down, and it can be especially difficult for the wielder that will have to listen to him constantly.



Incantations

The world of Ave Molech uses relevant incantations found within the *d20 Modern Role Playing Game* and various other sources. Incantations function like spells, except a character need not be a spellcaster to cast them. Anyone can cast an incantation simply by performing the correct ritual gestures and phrases. Incantations don't use spell slots, so they don't have to be prepared ahead of time, and there's no limit on the number of times one can cast an incantation per day. Since they do not use up spell slots, incantations cannot be improved using metamagic feats. Finally, incantations generally have more powerful, far-reaching effects than even 5th-level spells.

There is, of course, a catch. Incantations take much longer to cast than normal spells. Success with an incantation is never assured, and the consequences for failure can be dramatic. The most powerful incantations can require rituals involving multiple participants, strange or expensive material components, or other aspects that make them difficult to cast.

Damned Resurrection

Necromancy

Skill Check: 43

Failure: First failed skill check

Casting Time: 20 minutes

Range: Touch

Target: Dead person

Duration: Instantaneous

Saving Throw: Will of the targets soul negates

Spell Resistance: None

By casting Damned Resurrection you are able to raise a person from the dead for a specific purpose. When returned to life the character will have no other care or desire other than to fulfill its mission and return its spirit to the Plain of Death.

Material Component: The body of a dead person. Must be at least 90% intact.

Backlash: Caster becomes exhausted, usually passing out and requiring a full rest period.

Failure: If the Skill check fails, the caster dies. If the target's Will resists the curse the caster becomes afflicted with temporary blindness and is mute for 1 day. These affects cannot be removed.

Bibliolalia

Divination

Skill Check: Knowledge (arcane lore) DC 33, 6 successes; Failure: Two consecutive failed skill checks; Components: V, S, F, XP; Casting Time: 60 minutes (minimum); Range: Personal; Target: You; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

The bibliolalia incantation puts you in an oracular trance as you pour through books in a library. At the incantation's conclusion, you uncover lore about an important person, place, or thing beyond the limits of mundane research.

The information gleaned through a bibliolalia incantation isn't necessarily known to anyone, and it may not be in any of the books in the library. Nonetheless, something within the books triggers the burst of magical inspiration that reveals the information.

No set of rules can adequately describe how much information the bibliolalia incantation provides. If you have the item or person at hand, you'll learn more than if you just have a name or a cryptic clue.

Focus: A large library with at least a token occult section (purchase DC 25).

Experience Point Cost: 200 XP.

Failure: Falsehood. The bibliolalia incantation reveals information that seems accurate, but is actively misleading.

Caduceus

Conjuration (Healing)

Skill Check: Knowledge (arcane lore) DC 31, 4 successes, and Treat Injury DC 31, 2 success; Failure: Two consecutive failed skill checks; Components: V, S, F; Casting Time: 6 hours (minimum); Range: Touch; Target: Living creature; Duration: Instantaneous; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Caduceus enables you to channel magic into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeblemindedness, nausea, and poison. It also cures up to 150 points of damage. A single casting of the incantation is enough to simultaneously achieve all these effects.

Caduceus also removes negative levels, but it does not restore permanently drained levels. The caduceus incantation has no effect on undead or constructs.

Focus: Medical equipment found in a hospital emergency room (purchase DC 25).

Failure: Death. Target must succeed at a Fortitude save (DC 15) or die. If the save succeeds, the target is reduced to -1 hit points, unless he was already below that.

Tattoos

The world of Ave Molech uses relevant tattoos found within the *d20 Modern Role Playing Game* and various other sources. Tattoos are single-use "items" containing a spell-like or psionic effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic or psionic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

Magic and psionic tattoos are permanent until activated or dispelled. Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity.

Tattoo of Scorching Ray

This tattoo, when activated, produces a ray of fire that shoots forward from the casters hands towards their target. The ray of fire is a ranged touch attack that does 4d6 fire damage for every four character levels with a max of 12d6.

Type: Tattoo (arcane); Caster Level 3rd; Purchase DC 20

Tattoo of Body Adjustment

This tattoo has one of three effects, which the bearer chooses at the time of activation:

Instantly heal 3d6 points of damage.

Gain a +7 bonus on the bearer's next Fortitude save to negate further damage from any one disease or poison currently afflicting the bearer.

Instantly heal 2 points of temporary ability damage.

Type: Tattoo (psionic); Manifester Level: 3rd; Purchase DC: 20; Weight: —.

Tattoo of Natural Armor

This tattoo, when activated, covers the bearer's skin in hard ridges that provide a +4 natural armor bonus to Defense. The effect lasts 7 minutes.

Type: Tattoo (psionic); Manifester Level: 7th; Purchase DC: 26; Weight: —.



Medical Procedures

Below are a few of the medical procedures that function as enhancements or replacements that can be acquired within the world of Ave Molech. Because of the state of technology within the world these procedures are rare, expensive and often have a strong chance of disfigurement or even death associated with them. Extreme caution is recommended before deciding to undergo the costs and time of these operations. The purchase DC of these may range anywhere from 80 to 120.

Elongation

Elongating of the legs or arms by means of slicing the bones apart and stretching the limbs causing the bone to re-grow within the gaps. This procedure, in addition to being expensive and dangerous, is rarely used with the exception of those who wish to drastically change their appearance, such as notorious criminals.

The chance of this operation failing with the patient undergoing no physical changes but significant scarring is 30%. If failed there is a 10% chance of serious infection that can lead to permanent paralysis of the limb. Estimated Purchase DC 100.

PsiEye

Often when a person loses an eye, either in combat or by accident, they learn to adjust accordingly. For others who have the means, it is possible to have a type of crystal that carries psionic qualities placed within the empty socket. This crystal, referred to as a PsiEye, essentially functions as an eye, provided the other eye is intact. The PsiEye does this by channeling the visions of the intact eye through itself, essentially creating a second eye. However, if the other eye is not intact or the person is fully blind, the PsiEye will only allow the person to see shadows or movement, but often times may not be able to produce results at all.

The chance of this operation failing with no use of sight is 30%. If failed there is a 10% chance of infection that could infect the other eye causing permanent blindness. Estimated Purchase DC 80.

Steampipe Limbs

When a person loses a leg it's not unlikely that they begin the use of a wheelchair or even look into the use of an artificial leg, capable of little movement, but serving to offer support when walking with use of a cane. While these are more common solutions, another exists that is rare, the Steampipe Limb, a clockwork arm or leg powered by a small amount of Petroxolin. While the arm and leg may function almost as well as a real appendage, the overall movement of a person may be hindered. This is because the leg or arm replaced is larger in size, and has, often, two to three pressure release valves that may release minute amounts of exhaust from the tiny combustion engine within.

In addition, the arm or leg will usually require the use of a body harness type of strap to offer better support when walking or handling equipment. Because of this, any action involving a dexterity roll suffers a -6, however, any strength rolls may be increased by as much as +2. The clockwork appendage also has a DR of 2 physical, and when used as a weapon does 1d8 of physical damage.

The chance of this operation failing with the loss of life from blood loss and infection is 50%. Estimated Purchase DC 120.

Common Mounts

During the rain of destruction from the Arcamic, many animals as well as people in the world were killed due to the random chaos of events and battles with the Hybrude. In addition, many of the more common mounts used in battle and travel, such as Horses and large wolves, were killed and what few did remain were wild and fled from the devastation.

When the people first returned to the surface many relied solely on the horseless carts made by the goblins of Hork. However due to the limited supply of Petroxolin in further out places, there was a need to use older methods of transportation. Fortunately along the coastal lands, the sea and its creatures remained mostly unharmed, and the many beautiful Sea Cats could be befriended. Still, land travel meant walking, until a promising creature appeared on the world of Ave Molech, the Howler.

Howlers

The most common mount used by those adventurers and travelers who seek to go beyond the Coastal Lands of Hus or the Sahenix Desert. Howlers, while many are domesticated, are still prone to wander wild across the lands in search of small prey, and usually can be found in packs of four to six. Additional information on Howlers can be found in Chapter 10 in Journal Volume 1.

Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

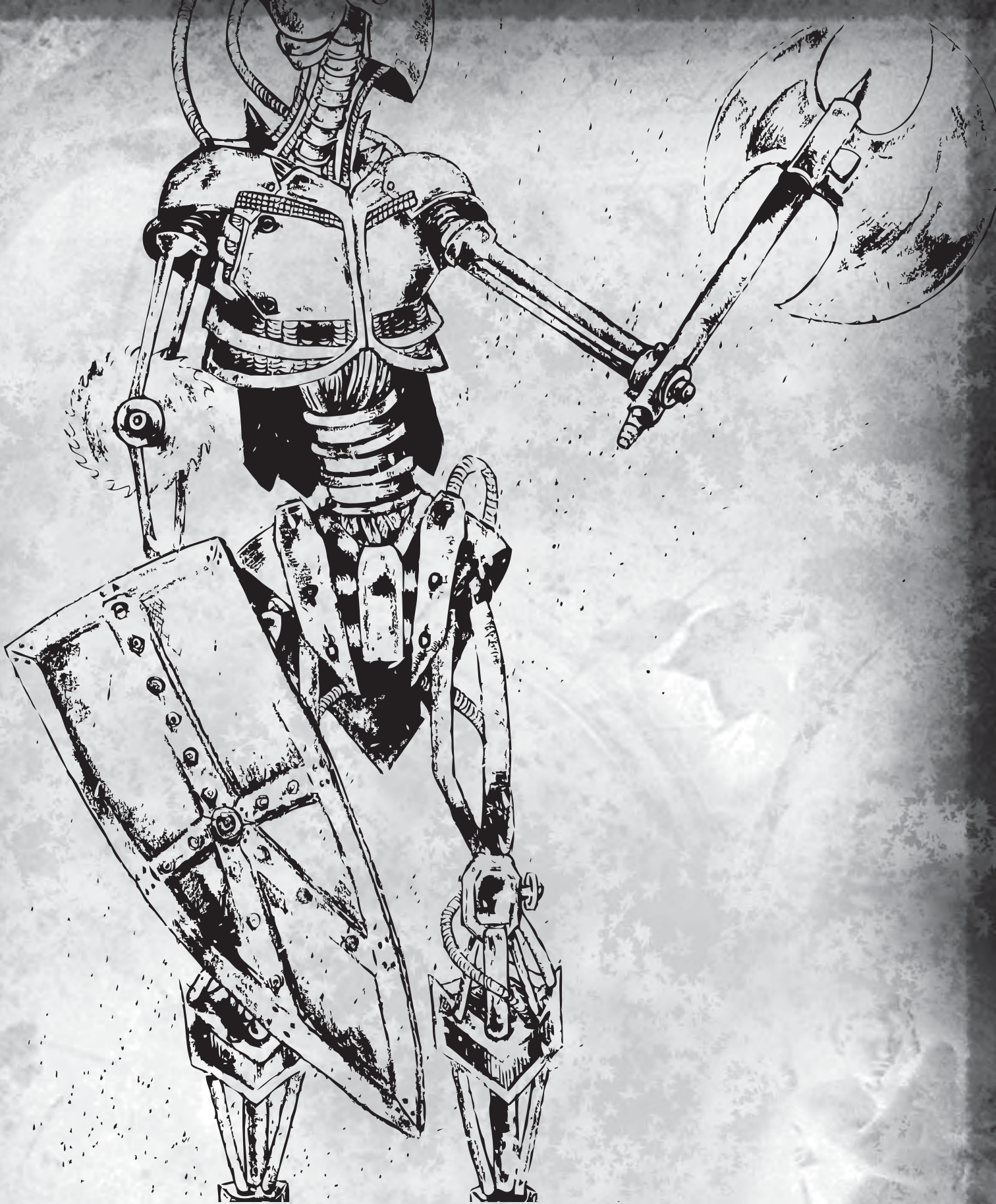
Sea Cats

A large sea animal, they have a body similar to that of a dolphin, with the head and forepaws resembling a lion and a thick furry mane running along their back. Although generally neutral creatures, they possess contempt for many riders and require that only those who are well-skilled or can convince them of their worthiness are allowed to sit upon their backs.

Cauchemar

A native of the outer plane, these dark-skinned horses with fiery hooves and smoke filled nostrils have struck fear in many mortals since before the Arcamic. Strong-willed and known for being temperamental, these horses were the standard mounts of Hybrude invaders. Although able to be ridden, they have a keen sense of their rider's prowess, and unless demonstrated that their master's ability is greater than their own, will be exceptionally unruly and agitated with their presence.





Chapter Seven

Clockwork

The Adaptation of Clockwork

Originally crude machinery capable of only the most basic of tasks, Clockwork mechanisms have began to gradually become smaller and more advanced within the world of Ave Molech in recent years. Capable of writing information on magnetic strips and even transferring this information from one data point to another is just one of the many advances continuously being developed. In addition to being used in lifts operating within cities like Hork and New Hus and storing the massive amounts of information flowing throughout the PMMT, Clockwork devices have found their latest function as Clockwork companions.

Clockwork companions are bringing in a new era to Ave Molech, one which promises to reign in an easier life for the hard working people, as well as provide a fun, yet safe means of entertainment, and in some cases even offer the services of a faithful helper or even protector. While the majority of Clockwork companions are small, Halfling sized, cone-shaped objects with multiple arms used for cleaning homes, there are starting to be seen more humanoid shaped and sized ones currently. With the creation of these larger servants their usefulness is boundless, especially considering that they are content to perform their assigned duties without question.

From a metagaming standpoint, Clockwork are robots between a progress level of 5 and 6. No clockworks within Ave Molech are living or self-aware.

Clockwork

Most Clockwork exist to perform mundane, routine, or dangerous tasks without argument or ambition. All Clockwork are treated as constructs and share the general traits outlined below. A Clockwork doesn't get class levels. However, they can receive factory-installed skill and feat abilities, allowing them to emulate specific skills and feats as part of their operating.

Clockwork Traits

As constructs, Clockwork share the following traits that set them apart from organic beings:

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Starting Occupation: Clockwork never get starting occupations. Starting occupations represent life experiences gained before acquiring 1st level. Clockwork have no life experiences before rolling off the assembly line; before then, they were nothing but parts.

Weapon and Armor Proficiency: Clockwork are proficient with their manipulators only. They are not proficient with armor.

Ability Scores: Clockwork have no Constitution score and usually no Intelligence score. A Clockwork's size and frame determines its ability scores, as shown on Tables 10-1 to 10-5.

Extra Hit Points: Clockwork gain extra hit points according to their size, as shown on the tables below.

Manipulators: A Clockwork typically has two functioning manipulators, although large or bigger Clockwork can have a higher number of functioning manipulators based on their size (see Manipulators).

Immunities: As constructs, Clockwork are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage. Clockwork with armature frames are not subject to critical hits.

Repairable: Clockwork cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a Clockwork, and each check represents 1 hour of work.

Clockwork Resurrection: A Clockwork reduced to 0 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar but intact frame. See Clockwork Resurrection for details.

Weight: A Clockwork is generally heavier than an organic creature of similar size by 1.5.

Clockwork Resurrection

A Clockwork's core programming and experiences are contained within its magnetic processor—its brain. The brain's "drive to survive" is determined by its force of personality, as represented by the Clockwork's Charisma.

Whenever a Clockwork is destroyed (reduced to 0 or fewer hit points), some brain degradation occurs. Each time its body is destroyed, the Clockwork suffers a permanent drain of 1 point of Charisma. The brain ceases to function and the Clockwork "dies" if its Charisma drops to 0 as the result of a permanent ability drain.

If a Clockwork has at least 1 point of Charisma left after its body is destroyed, its brain can be removed and transplanted into another Clockwork of the same size and frame. Removing a Clockwork's brain from a destroyed frame and installing it in a similar but intact frame requires 10 minutes of work, a mechanical tool kit, and a successful Repair check; the Repair check DC varies by frame type (see below). Not using a tool kit imposes a -4 penalty on the Repair check.

A Clockwork that gains a new body retains the memories of its previous "life," as well as any previously installed skill software and feat software. It also retains any previously installed mental ability score upgrades (see Ability Upgrades). It does not retain the previous frame's armor, locomotive means, manipulators, sensors, physical ability score upgrades, accessories, or mounted weapons, as these were all destroyed.

Clockwork Frame	Repair Check DC
Armature or Biomorph	20

Clockwork Frames

A Clockwork's frame is the basic form the Clockwork takes, from a simple barebones armature to a convincingly life-like replica or metallic liquid. It includes both the Clockwork's chassis and its internal power source. The frame determines a Clockwork's base statistics and base purchase DC, as shown on the tables below.

Frame Size: The size of the frame, which determines the Clockwork's base purchase DC, base Hit Dice, and ability scores.

Base Purchase DC: The purchase DC of the frame (or its components). The base purchase DC does not include the cost of accessories (modes of locomotion, manipulators, armor, sensors, or equipment) or increased Hit Dice.

Base Hit Dice: The Clockwork's Hit Dice, not counting any additional Hit Dice that may be added (see below).

Extra Hit Points: Additional hit points gained due to the Clockwork's size.

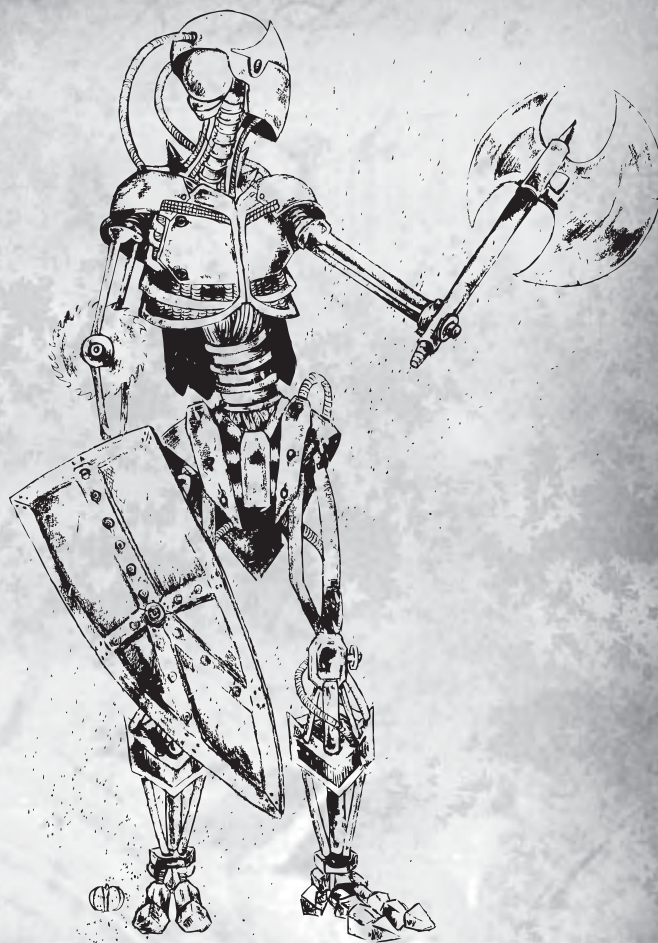
Base Ability Scores: The Clockwork's ability scores, before improvements. Clockwork that do not have Constitution or Intelligence scores cannot improve these abilities.

Maximum Hit Dice/Purchase DC Modifier: The maximum Hit Dice the Clockwork can have, and the amount by which the Clockwork's purchase DC increases for each Hit Die added to its base Hit Dice. A dash (—) indicates that the Clockwork cannot have its Hit Dice increased.

Armature

Armatures are essentially mechanical skeletons. To build an armature frame from scratch, a character must succeed at a Craft (mechanical) check (DC 20) after investing time in the frame's construction: 12 hours for a Tiny or smaller frame, 24 hours for a Small to Large frame, or 48 hours for a Huge or larger frame. A character without a mechanical tool kit takes a –4 penalty on the skill check. The character must also make a Wealth check against the frame's purchase DC.

Table: Armature Clockwork Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model armature



Clockwork, as well as purchase DC modifiers for improving ability scores.

Immunities: Clockwork with armature frames have all the normal construct immunities, including immunity to critical hits.

Biomorph

A biomorph frame is essentially a hard plastic or metallic casing, often in a shape that suggests a living creature—for example, a human, dog, cat, or chimpanzee—though the resemblance is

Table: Armature Clockwork Frames (Pl 5)

Clockwork Size	Base Purchase DC	Base Hit Dice	Extra Hit Points	Base Ability Scores						Maximum Hit Dice/ Purchase DC Modifier
				Str	Dex	Con	Int	Wis	Cha	
Colossal	44	32d10	120	47	6	—	—	10	1	64d10/+3 per HD
Gargantuan	36	16d10	80	39	6	—	—	10	1	31d10/+3 per HD
Huge	28	8d10	40	31	6	—	—	10	1	15d10/+2 per HD
Large	24	2d10	20	23	8	—	—	10	1	7d10/+1 per HD
Medium	20	1d10	10	15	10	—	—	10	1	—
Small	16	1/2d10	5	11	12	—	—	10	1	—
Tiny	12	1/4d10	—	7	14	—	—	10	1	—
Diminutive	8	1/8d10	—	5	16	—	—	10	1	—
Fine	4	1/16d10	—	1	18	—	—	10	1	—

Table: Biomorph Clockwork Frames (Pl 5)

———— Base Ability Scores ————										
Clockwork Size	Base Purchase DC	Base Hit Dice	Extra Hit Points	Str	Dex	Con	Int	Wis	Cha	Maximum Hit Dice/ Purchase DC Modifier
Colossal	48	32d10	120	46	6	—	—	10	1	64d10/+3 per HD
Gargantuan	40	16d10	80	38	6	—	—	10	1	31d10/+3 per HD
Huge	32	8d10	40	30	6	—	—	10	1	15d10/+2 per HD
Large	28	2d10	20	22	8	—	—	10	1	7d10/+1 per HD
Medium	24	1d10	10	14	10	—	—	10	1	—
Small	20	1/2d10	5	10	12	—	—	10	1	—
Tiny	16	1/4d10	—	7	14	—	—	10	1	—
Diminutive	12	1/8d10	—	4	16	—	—	10	1	—
Fine	8	1/16d10	—	1	18	—	—	10	1	—

vague, at best.

To build a biomorph frame from scratch, a character must succeed at a Craft (mechanical) check (DC 25) after investing time in the frame's construction: 24 hours for Large or smaller frame or 72 hours for a Huge or larger frame. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the frame's purchase DC.

Table: Biomorph Clockwork Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model biomorph Clockwork, as well as purchase DC modifiers for improving ability scores.

Immunities: Clockwork with biomorph frames have all the normal construct immunities, including immunity to critical hits.

***L*ocomotion**

How a Clockwork moves is determined by its means locomotion. Most Clockwork have only one means of locomotion, each of which comes with its own advantages and disadvantages, as shown below.

To build a mode of locomotion from scratch, a character must succeed at a Craft (mechanical) check (DC 25) after investing 24 hours in its construction. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the purchase DC for the given mode of locomotion.

Base Speed: Each mode of locomotion has a base speed. This speed can be improved, but each 5-foot increase in speed also increases the purchase DC by +1. The base speed can never be increased more than double the listed amount.

Purchase DC: The cost of the components necessary to grant the Clockwork this particular mode of locomotion. This cost is always a fraction of the base purchase DC of the Clockwork's frame (see Frame, above).

Forced Air

The Clockwork takes in air through a vent and forces it out beneath itself, allowing it to hover about an inch off the ground. It handles poorly and moves at half speed over poor surface conditions.

Base Speed: Fly 30 feet (clumsy).

Purchase DC: One-half the base purchase DC of the Clockwork's frame.

Legs (Multiple)

The Clockwork has three or more mechanical legs that allow it to walk, after a fashion. The Clockwork moves at half speed when navigating obstructions, stairs, or poor surface conditions. Only Clockwork equipped with legs can jump.

Base Speed: 30 feet.

Purchase DC: One-half the purchase DC of the Clockwork's frame.

Propeller (Air)

The Clockwork has a propeller for air travel. It cannot travel on land without another mode of locomotion. If for some reason the Clockwork's speed drops below its base speed during any given round, it falls.

Base Speed: Fly 40 feet (clumsy).

Purchase DC: One-quarter the purchase DC of the Clockwork's frame.

Propeller (Water)

The Clockwork has one or more propellers for water travel. It cannot travel on land without another mode of locomotion.

Base Speed: Swim 20 feet.

Purchase DC: One-quarter the base purchase DC of the Clockwork's frame.

Rotor

The Clockwork is equipped with a rotor, like a helicopter's. It doesn't move as quickly as a Clockwork equipped with an air propeller, but it can hover without falling.

Base Speed: Fly 30 feet (poor).

Purchase DC: One-quarter the base purchase DC of the Clockwork's frame.

Stationary

The Clockwork cannot move at all. It is most likely bolted or otherwise secured in place. Factory Clockwork are usually stationary.

Base Speed: 0 feet. (This speed cannot be improved.)

Purchase DC: Not applicable. (This cost is included in the Clockwork's base purchase DC.)

Track

The Clockwork follows a preset track and cannot deviate from that course. If the Clockwork is somehow separated from the track, it becomes effectively stationary. The Clockwork can maneuver over an obstacle only if the track leads over the obstacle, but if something obstructs the track, the Clockwork comes to a halt.

Base Speed: 10 feet.

Purchase DC: One-tenth the base purchase DC of the Clockwork's frame (rounded down).

Treads

The Clockwork is equipped with a pair of tank-like treads that allow it to roll along over most terrain without significant difficulties. It can negotiate reasonably shallow steps, but stairs are beyond its abilities.

Clockwork with treads cannot jump or swim.

Base Speed: 20 feet.

Purchase DC: One-quarter the base purchase DC of the Clockwork's frame.

Wheels

Wheels are somewhat more effective than treads on level ground, but the Clockwork moves at half speed when navigating poor surface conditions. Most wheeled Clockwork have four, six, or eight wheels. Clockwork with wheels cannot jump or swim.

Base Speed: 30 feet.

Purchase DC: One-half the base purchase DC of the Clockwork's frame.

Casters

The Clockwork moves about on spherical wheels, or casters. These are somewhat more efficient than wheels and enable the Clockwork to change direction easily. Clockwork with casters cannot jump or swim.

Base Speed: 20 feet.

Purchase DC: One-quarter the base purchase DC of the Clockwork's frame.

Legs (Pair)

The Clockwork is bipedal, walking on two legs as well as a human. Only Clockwork equipped with legs can jump.

Base Speed: 20 feet.

Purchase DC: One-half the base purchase DC of the Clockwork's frame.

Manipulators

Without some kind of manipulating appendage, Clockwork cannot lift or move objects. Manipulators can be as crude as a simple probe or as complex as a five-fingered hand.

A Medium-size or smaller Clockwork may have up to two functioning manipulators. Larger Clockwork may be equipped with a greater number of functioning manipulators, as determined by their size:

Clockwork's Frame Size	Manipulators
Medium or smaller	Up to 2
Large	Up to 4
Huge or larger	Up to 8

To build a manipulator from scratch, a character must succeed at a Craft (mechanical) check (DC 25) after investing 24 hours in its construction. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the manipulator's purchase DC. Mastercraft Clockwork manipulators can be fashioned using the Mastercrafter feat.

Size: A manipulator, as an object, is usually two size categories smaller than the Clockwork for which it's designed; for example, a hand designed for a Medium-size Clockwork can be considered a Tiny object. A manipulator's size is usually important only for portability and concealment purposes.

Damage: Clockwork can use their manipulators as melee weapons, dealing piercing, slashing, or bludgeoning damage based on the type of manipulator and the Clockwork's size (see Table: Manipulator Damage). Some types of manipulators deal nonlethal damage only.

Purchase DC: The cost of each manipulator. This cost is always a fraction of the base purchase DC of the Clockwork's frame (see Frame, above).

Claw

Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity, but they deal greater damage.

Damage: Lethal slashing or nonlethal bludgeoning.

Purchase DC: 10 + one-quarter the base purchase DC of the Clockwork's frame.

Jaws

Only Clockwork modeled after creatures with bite attacks have jaws. Clockwork jaws are essentially large clamps with teeth.

Damage: Lethal piercing.

Purchase DC: 10 + one-quarter the base purchase DC of the Clockwork's frame.

Table: Manipulator Damage									
Clockwork Size									
Manipulator Type	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Hand1	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Jaws	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Pincer	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Probe	—	—	—	1	1d2	1d3	1d4	1d6	1d8
Special-Use Gripper1	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6

1 This type of manipulator deals nonlethal damage only.

Pincer

A pincer is a two-fingered, clawlike appendage that focuses all the grip strength on a pair of opposed surfaces, rather like a pair of tongs. Pincers allow the Clockwork to manipulate and lift objects without much difficulty, but objects specifically made for humanoid hands (like firearms) are usually beyond the pincers' ability to operate. At the GM's discretion, tasks involving manual dexterity suffer a -4 penalty for a Clockwork equipped with pincers.

Damage: Lethal piercing or nonlethal bludgeoning.

Purchase DC: 5 + one-quarter the base purchase DC of the Clockwork's frame.

Probe

Similar to a special-use gripper, a probe is simply an instrument of some kind, meant to measure torque, temperature, or some other factor. If the Clockwork attempts to manipulate or lift an object with a probe, it takes a -4 penalty on the check.

Damage: Lethal piercing or nonlethal bludgeoning.

Purchase DC: 5 + one-tenth the base purchase DC of the Clockwork's frame (rounded down).

Special-use Gripper

The Clockwork has a manipulator designed for a specific task. When the Clockwork uses a special-use gripper for a task other than its intended task, the Clockwork suffers a -4 penalty on the check if the check involves manual strength or dexterity.

Damage: Nonlethal bludgeoning only.

Purchase DC: 5 + one-tenth the base purchase DC of the Clockwork's frame (rounded down).

Hand

A hand is a step up from a claw, in that it has more digits—usually three or four, total. Hands are a bit more adaptable as well, imposing only a -2 penalty when attempting tasks involving manual dexterity.

Damage: Nonlethal bludgeoning only.

Purchase DC: 10 + one-quarter the base purchase DC of the Clockwork's frame.

Armor

Although composed of durable alloys, Clockwork are easily damaged. For this reason, combat models are usually equipped with some form of armor, depending on the Clockwork's frame.

A Clockwork can be equipped with a suit of removable armor (identical in form and function to armor worn by organic characters), or it can have armor integrated into its frame. A Clockwork may be limited to one type or another depending on its shape, size, and frame.

Removable Armor: A Clockwork equipped with removable armor must have the appropriate Armor Proficiency feat to gain the armor's full equipment bonus, and the armor's maximum Dexterity bonus applies. Armor penalties on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks apply as normal.

Integrated Armor: This type of armor is welded or otherwise fixed securely to the Clockwork's frame. Integrated armor provides an equipment bonus to Defense. Clockwork equipped with integrated armor suffer no armor penalties if the armor is installed properly. Improperly installed armor causes the Clockwork to take a -10 penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Installing integrated armor on a Clockwork requires a Craft (mechanical) check (DC 20). The check is made after investing an amount of time determined by the Clockwork's size: Colossal 24 hours, Gargantuan 12 hours, Huge 6 hours, Large 3 hours, Medium-size 2 hours, Small 1 hour, Tiny or smaller 30 minutes. Integrated armor can be removed in half the time with a successful Repair check (DC 20).

Integrated Armor

Different types of integrated armor are presented below. Only one type of armor can be installed on a given Clockwork.

Equipment Bonus: The equipment bonus that the integrated armor provides to the Clockwork's Defense.

Weight: How much weight integrated armor adds to the Clockwork's weight.

Speed Penalty: The amount by which the armor reduces the Clockwork's speed, given in feet. If a Clockwork's speed drops

to zero because of the penalty, it cannot move (the armor is too heavy for its frame).

Purchase DC: The cost of the integrated armor (or its components).

Alumisteel Armor

This easy-to-acquire alloy is lightweight and reasonably strong. Bioreplica Clockwork and liquid-state Clockwork cannot have integrated alumisteel armor.

Equipment Bonus: +5.

Weight: One-quarter the weight of the Clockwork's frame (rounded down).

Speed Penalty: -5 feet.

Purchase DC: 10 + one-half the base purchase DC of the Clockwork's frame.

Duralloy Armor

Duralloy armor is harder, heavier, and more durable than alumisteel. Bioreplica Clockwork and liquid-state Clockwork cannot have integrated duralloy armor.

Equipment Bonus: +8.

Weight: One-half the weight of the Clockwork's frame (rounded down).

Speed Penalty: -10 feet.

Purchase DC: 10 + one-half the base purchase DC of the Clockwork's frame.

Resilium Armor

Resilium is more malleable alloy than duralloy, although not as strong. Bioreplica Clockwork of Medium-size or smaller and liquid-state Clockwork cannot have integrated resilium armor.

Equipment Bonus: +6.

Weight: One-eighth the weight of the Clockwork's frame (rounded down).

Speed Penalty: None.

Purchase DC: 5 + one-half the base purchase DC of the Clockwork's frame.

Sensors

Clockwork are unable to perceive their surroundings without a sensor system of some kind. Without sensors, they are effectively blind and deaf, and they suffer penalties on certain checks—if they can attempt them at all.

Sight: A Clockwork without visual sensors suffers a -4 penalty on all skill checks and cannot make Spot checks.

Sound: A Clockwork without audio sensors suffers a -2 penalty on all skill checks and cannot make Listen checks.

Touch: A Clockwork without tactile sensors suffers a -4 penalty on all Demolitions, Disable Device, Forgery, and Repair checks.

Smell: A Clockwork without olfactory sensors suffers no particular penalties.

Taste: A Clockwork without gustatory sensors suffers no particular penalties.

To build a sensor system from scratch, a character must succeed

at a Craft (electrical) check (DC 30) after investing 60 hours in its assembly. A character without an electrical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the sensor system's purchase DC.

Clockwork sensor systems are further separated by type and purchase DC:

Type: The type of sensors (visual, audio, tactile, olfactory, gustatory) included in the system.

Purchase DC: The cost of the sensor system.

Class I Sensor System

This sensor system includes a low-res video camera and a basic audio receiver (effectively a Clockwork ear).

A Clockwork with a Class I sensor system takes a -4 penalty on all Demolitions, Disable Device, Forgery, and Repair checks, and a -2 penalty on all other skill checks.

Type: Audio, Visual.

Purchase DC: 13.

Class II Sensor System

This sensor system includes a video camera with infrared capability, capable of discerning creatures and objects by their heat signatures. It also includes a basic audio receiver and a crude chemical sniffer (a series of filters that detect free-floating chemical residues).

A Clockwork with a Class II sensor system takes a -4 penalty on all Demolitions, Disable Device, Forgery, and Repair checks. All other skill checks are made normally.

Type: Audio, Olfactory, Visual.

Purchase DC: 15.

Clockwork Skills

Like constructs, Clockwork do not gain skills. They must be programmed with software that gives them the ability or the knowledge to perform certain skills. Skill software (often called "skillware") is embedded in the Clockwork's central processor or "brain" and can be saved after the Clockwork is destroyed (see Clockwork Resurrection).

To write skill software from scratch, a character must have an equal number of ranks in whatever skill the software is designed to emulate. The character obtains the necessary components by making a Wealth check against the software's purchase DC. He must then succeed at a Computer Use check (DC 20 + number of skill ranks emulated by the software) after investing 12 hours in the software's construction.

Class Skills: All skills programmed into a Clockwork become class skills for the Clockwork.

Skill Chip

A skill chip enables a Clockwork to gain up to 8 ranks in any one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, Search, or Spot. A Clockwork can have multiple skill chips. However, skill chips do not allow a Clockwork to benefit from skill synergy.

A skill chip can be erased and reprogrammed with 12

hours of work and a successful Computer Use check (DC 20 + number of skill ranks emulated by the software).

A Techie or a Technosavant can reprogram a skill chip in 1 hour and can modify it to hold as many ranks as he has in the emulated skill.

Purchase DC: 4 × number of skill ranks.

Language Chip

This chip allows the Clockwork to read, write, and speak one language as though it has the appropriate Read/Write Language and Speak Language skills.

Purchase DC: 12.

Clockwork Feats

Clockwork, like constructs, do not gain feats. Feat software (often called “featware”) is usually embedded in the Clockwork’s central processor or “brain” and can be salvaged after the Clockwork is destroyed (see Clockwork Resurrection sidebar).

To write feat software from scratch, a character must possess whatever feats the software is designed to emulate. The character obtains the necessary software components by making a Wealth check against the software’s purchase DC. He must then succeed at a Computer Use check (DC 30) after investing 12 hours in the software’s creation.

Feat Prerequisites: Regardless of the quality of its feat software, a Clockwork cannot emulate a feat if it does not meet the feat’s prerequisites.

Feat Progit

Sophisticated emulation software encased in a thin but durable metal casing, a feat progit is installed in the Clockwork’s central processing unit and enables the Clockwork to gain a single feat.

A Clockwork can have a number of feat progits equal to 1 + one-third its Hit Dice (rounded down).

A feat progit can be erased and reprogrammed with 12 hours of work and a successful Computer Use check (DC 30).

Purchase DC: 20.

Ability Upgrades

Clockwork can receive structural and programming upgrades that increase their ability scores. A Clockwork can receive multiple upgrades to the same ability score. Clockwork with armature and biomorph frames have no Intelligence score and therefore cannot receive upgrades to Intelligence. No Clockwork can receive an upgrade to Constitution, since Clockwork do not have Constitution scores.

Upgrades to physical abilities (Strength and Dexterity) always entail a refit or reconstruction and require a factory, workshop, or other facility. Upgrades to mental abilities (Intelligence, Wisdom, and Charisma) are handled by using a computer to reprogram or add new subroutines to the Clockwork’s brain, neural network, or central processing unit.

To perform a Strength or Dexterity upgrade from scratch, a character must have access to a workshop or other suitable

facility. Acquiring the necessary components for the upgrade requires a Wealth check against the upgrade’s purchase DC. After 24 hours spent performing the upgrade, the character must succeed at a Craft (mechanical) check (DC 25). A character without a mechanical tool kit takes a –4 penalty on the skill check.

To perform an Intelligence, Wisdom, or Charisma upgrade, a character must first acquire the necessary system components with a successful Wealth check (against the upgrade’s purchase DC). The character must then succeed at a Computer Use check (DC 30) after 1 hour spent reprogramming the Clockwork.

Purchase DC: The cost of the upgrade.

Strength Upgrade

Parts of the Clockwork’s frame, including its joints and hydraulic components, are reinforced or replaced with similar components made of stronger materials. The upgrade provides a +2 bonus to Strength.

Purchase DC: 5 + one-half the base purchase DC of the Clockwork’s frame + Clockwork’s Strength modifier before the upgrade.

Dexterity Upgrade

The Clockwork receives replacement joints or ligaments that are more flexible, and the Clockwork’s tactile sensors are modified to improve manual dexterity. The upgrade provides a +2 bonus to Dexterity.

Purchase DC: 5 + one-half the base purchase DC of the Clockwork’s frame + Clockwork’s Dexterity modifier before the upgrade.

Clockwork Accessories

Even an assembly-line Clockwork needs certain tools to accomplish its tasks. The following section describes miscellaneous accessories designed specifically for Clockwork.

To build a Clockwork accessory from scratch, a character must first acquire the necessary components by making a Wealth check against the accessory’s purchase DC. Then the character must succeed at a Craft (mechanical) check (DC 25) after investing 24 hours in its assembly. A character without a mechanical tool kit takes a –4 penalty on the skill check.

A character can install a home-built or factory-built Clockwork accessory with a successful Craft (mechanical) check (DC 15). A character without a mechanical tool kit takes a –4 penalty on the check. A character with access to a workshop or other facility can install a Clockwork accessory in 1 hour; without a facility, the installation takes 6 hours.

Size: A Clockwork accessory, as an object, is usually two size categories smaller than the Clockwork for which it’s designed; for example, a tool mount designed for a Huge Clockwork can be considered a Medium-size object. An accessory’s size is usually important only for portability and concealment purposes.

Weight: Clockwork accessories vary in weight depending on the size of the Clockwork for which they’re designed. However, they do not add a significant amount of weight to the

Clockwork's frame.

Purchase DC: The cost of the accessory.

AV Recorder

This audio and video recorder unit uses the Clockwork's video and audio sensors to record and store up to 8 hours of information.

Purchase DC: 13.

Av Transmitter

A remote audio-visual unit consists of a video camera and microphone connected to the Clockwork's visual and audio sensors, with a transmitter to send the information to a computer or a remote control unit (see Remote Control Unit, below). The AV transmitter includes a transmitter with an effective range of 1,000 feet. This unit does not allow a remote operator to control the Clockwork (but see Robolink, below). It merely allows the operator to see and hear what the Clockwork sees and hears.

Purchase DC: 16.

Fire Extinguisher

This unit, available only to Small or larger Clockwork, ejects enough extinguishing chemicals during a move action to put out a fire in a 10-foot-by-10-foot square. A Clockwork's extinguisher tank holds a number of shots of chemical spray based on the Clockwork's frame size: Small 2, Medium-size 4, Large 8, Huge 16, Gargantuan 32, Colossal 64.

Purchase DC: 5 + one-quarter the base purchase DC of the Clockwork's frame.

Internal Storage Unit

The Clockwork has an insulated compartment for storing foreign objects. The compartment can store objects of up to two size categories smaller than the Clockwork. See Table: Internal Storage Units for compartment weight limits and purchase DCs.

Purchase DC: See below.

Table: Internal Storage Units

Clockwork's Frame Size	Maximum Weight Limit	Purchase DC
Small	10 lb.	6
Medium	20 lb.	8
Large	40 lb.	10
Huge	120 lb.	13
Gargantuan	360 lb.	17
Colossal	1,000 lb.	22

Loading Mechanism

A loading mechanism allows a Clockwork to reload a single handheld weapon as a full-round action. The mechanism can hold enough ammunition to reload the weapon three times. The mechanism works with weapons that use box ammunition, speed-loaders (but not loose bullets), a grenade launcher round,

some sort of fuel tank (such as a flamethrower) or power cell.

A Clockwork can have multiple loading mechanisms—one for each weapon it carries.

Purchase DC: 12 (doesn't include ammunition).

Remote Control Unit

Referred to colloquially as a "remcon," this handheld, self-powered control stick has a small video screen and audio receiver built into it. It also comes in the form of a mechanical gauntlet worn on the hand.

The remcon allows its operator to control a specific Clockwork from afar. For it to work, the Clockwork must be equipped with an AV transmitter and a robolink adjusted to the same frequency as the remote control unit.

Using a remcon to activate or deactivate a Clockwork is an attack or move action. Using it to make the Clockwork move, attack, or use a skill is a full-round action for the operator.

Purchase DC: 15.

Robolink

This unit can only be installed on the Clockwork with no Intelligence score. It allows a remote operator to control a Clockwork's actions from afar. It also enables the operator to shut down and activate the Clockwork. The effective range of the robolink's transmitter is 1,000 feet. To control a Clockwork equipped with a robolink, the operator requires a remote control unit (see above).

Purchase DC: 16.

Tool Mount

Any Clockwork with an armature, biomorph, biodroid, or bioreplica frame can be equipped with a tool mount. Liquid-state Clockwork, due to their amorphous nature, cannot have tool mounts.

This mount is usually attached to the end of a Clockworkic appendage and sports a single tool. A tool mount easily adjusts to house different kinds of tools, but it can hold only one tool at any given time.

The Clockwork's internal power source powers the tool, if necessary.

The tool can be up to one size category larger than the Clockwork's size category; for example, a Medium-size Clockwork's tool mount can bear a Large or smaller tool. The tool can be any general item.

Purchase DC: 1 + the purchase DC of the tool.

Vocalizer

This unit enables a Clockwork to speak any language it knows. It must have the appropriate Speak Language skill, either acquired through class levels (for heroic Clockwork) or skill software (for nonheroic Clockwork).

Purchase DC: 10.

Weapon Mount

Clockwork that lack the proper manipulators to grasp weapons are suitable candidates for weapon mounts. Any Diminutive or larger Clockwork with an armature, biomorph, biodroid, or bioreplica frame can be equipped with them. Liquid-state Clockwork, due to their amorphous nature, cannot have weapon mounts.

A weapon mount can be attached to almost any part of a Clockwork's frame. The attached weapon can be one size category larger than the Clockwork's size category; for example, a Medium-size Clockwork can have a Large or smaller mounted weapon.

Any weapon can be mounted on the weapon mount. However, a Clockwork-mounted weapon cannot be used as a hand-held weapon, or vice versa.

A Clockwork's size determines the maximum number of weapon mounts it can have and the cost of each weapon mount, as shown in Table: Clockwork Weapon Mounts.

A weapon mount has compartments for storing ammunition. However, the purchase DC of the weapon mount does not include either the weapon or the ammunition.

Purchase DC: See Table: Clockwork Weapon Mounts, below.

Clockwork's Frame Size	Maximum Weapon Mounts	Purchase DC
Diminutive or Tiny	1	4
Small or Medium-size	2	6
Large	3	8
Huge	4	10
Gargantuan	5	12
Colossal	6	14

Magnetic Feet

The Clockwork comes with electromagnetic grippers that allow it to cling to ferrous surfaces, including iron and steel. The Clockwork using its magnetic feet gains a climb speed of 20 feet and need not make Climb checks to scale ferrous surfaces.

Purchase DC: 12.

Self-Destruct System

Designed for Clockwork in military and espionage roles, self-destruct systems ensure that the Clockwork cannot be captured, analyzed, and reprogrammed. Installing a Clockwork self-destruct system requires a Demolitions check (DC 20) instead of a Craft (mechanical) check; if the Demolitions check fails by 10 or more, the system detonates, destroying the Clockwork and possibly harming others nearby.

The default self-destruct system is rigged to detonate when the Clockwork is reduced to 0 hit points. With a second Demolitions check (DC 30), the system can be modified to detonate when the Clockwork has a higher number of hit

points remaining (5 hit points, for example).

The self-destruct system obliterates the Clockwork regardless of how many hit points it has left. A Clockwork destroyed by its own self-destruct system has no salvageable parts.

The Clockwork's self-destruction triggers an explosion of shrapnel that deals collateral slashing damage to creatures in squares adjacent to the Clockwork. A successful Reflex save (DC 10 + 1/2 the Clockwork's HD) reduces the damage by half. Table: Clockwork Self-Destruct Systems shows the amount of collateral damage (and the system's purchase DC) based on the Clockwork's size.

Purchase DC: See Table: Clockwork Self-Destruct Systems.

Clockwork Size	Collateral Damage	Purchase DC
Colossal	12d6	27
Gargantuan	9d6	24
Huge	6d6	21
Large	4d6	19
Medium-size	2d6	17
Small	1d6	16
Tiny	—	15
Diminutive	—	15
Fine	—	15

Survivor Array

Clockwork are often used to explore environments inhospitable to organic creatures. The survivor array enables the Clockwork to better traverse harsh terrain and withstand hostile conditions. A survivor array includes the following units:

- Topographical and astronomical guidance systems that grant a +10 equipment bonus on Navigate checks.
- A gyroscopic unit that improves the Clockwork's base speed by +10 feet.
- A pressure-sealed, energy-resistant frame that allows the Clockwork to function normally in low-gravity, high-gravity, and zero-gravity conditions, prevents oxidation and corrosion, and provides resistance to acid 10, cold 10, electricity 10, and fire 10.
- A nightvision amplifier that grants the Clockwork darkvision out to a range of 60 feet or extends its normal darkvision range by +60 feet.

Purchase DC: 15 + one-half the base purchase DC of the Clockwork's frame.

Clockwork Weapon Rules

A Clockwork can be armed with manipulators, handheld weapons, mounted weapons, or any combination of the three. However, during any given round of attacks, it must choose whether to attack with its manipulators, handheld weapons, or mounted weapons, as it cannot switch between them during the same turn.

Manipulators are considered natural weapons, and using them does not provoke attacks of opportunity.

A Clockwork armed with handheld weapons follows the normal rules of combat, suffering the usual penalties for two-weapon fighting.

A Clockwork armed with multiple mounted weapons gains one primary attack with a mounted weapon of its choice; the rest of its mounted weapons are treated as secondary attacks (-5 penalty on the attack roll). Using a mounted ranged weapon provokes attacks of opportunity.

Sample Clockwork

“BF” Clockwork Hound

This Clockwork resembles a Great Dane, has four powerful legs, wicked jaws, and resilium armor covering its body. It growls and barks at intruders with the aid of a vocalizer. “BF” functions as a Clockwork companion and can only be mistaken for an actual dog at distances of 100 feet or more. This Clockwork remains loyal to his owner (builder) as well as those he has been programmed to respond positively too. All other animals and people are treated as potential threats until “okayed” by the owner. If the owner is threatened the Clockwork dog will defend its master and if “BF” is separated from the owner he will attempt to find him. However, if the owner is killed the Clockwork dog will shut itself down and remain inactive until a new owner reprograms him.

Purchase DC: 27.

“BF” Clockwork Hound: CR 1; Medium-size construct; HD 1d10+10; hp 15; Mas —; Init +0; Spd 30 ft.; Defense 17 (+1 Dex, +6 equipment), touch 11, flat-footed 16; BAB +0; Grp +2; Atk +2 melee (1d4+2, jaws) or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: Hide +5, Jump +6, Listen +6, Move Silently +5, Spot +6.

Feats: —.

The “BF” Clockwork has the following systems and accessories:

Frame: Biomorph.

Locomotion: Multiple legs (4).

Manipulators: Jaws.

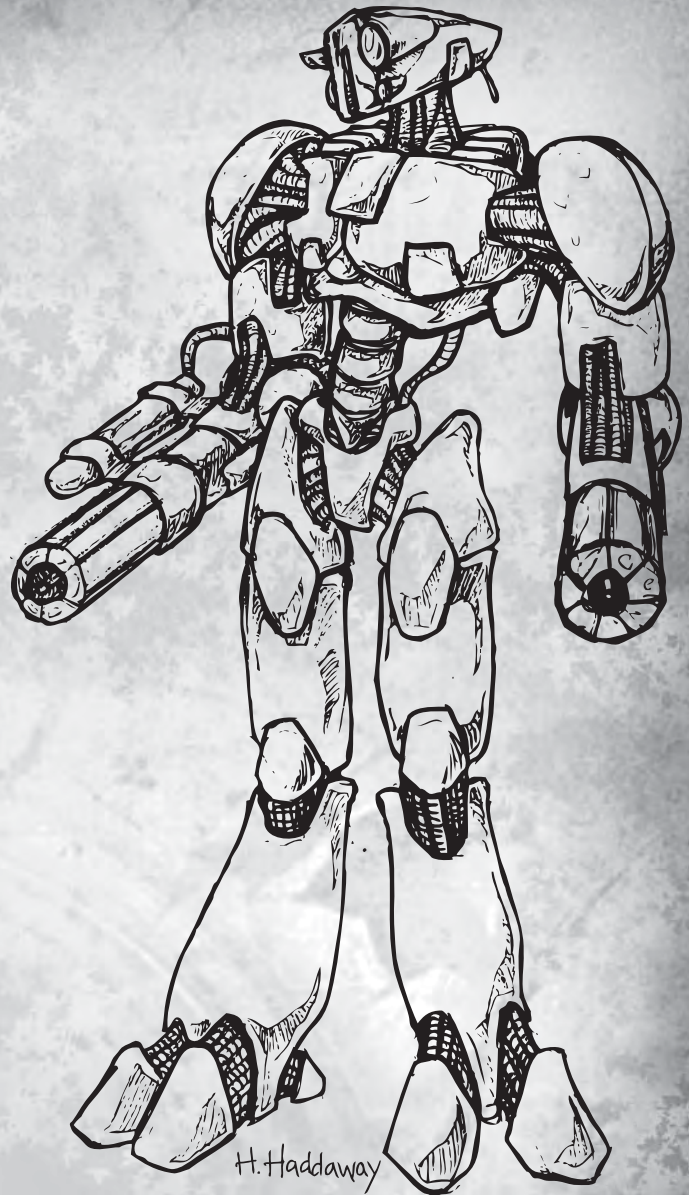
Armor: Resilium armor.

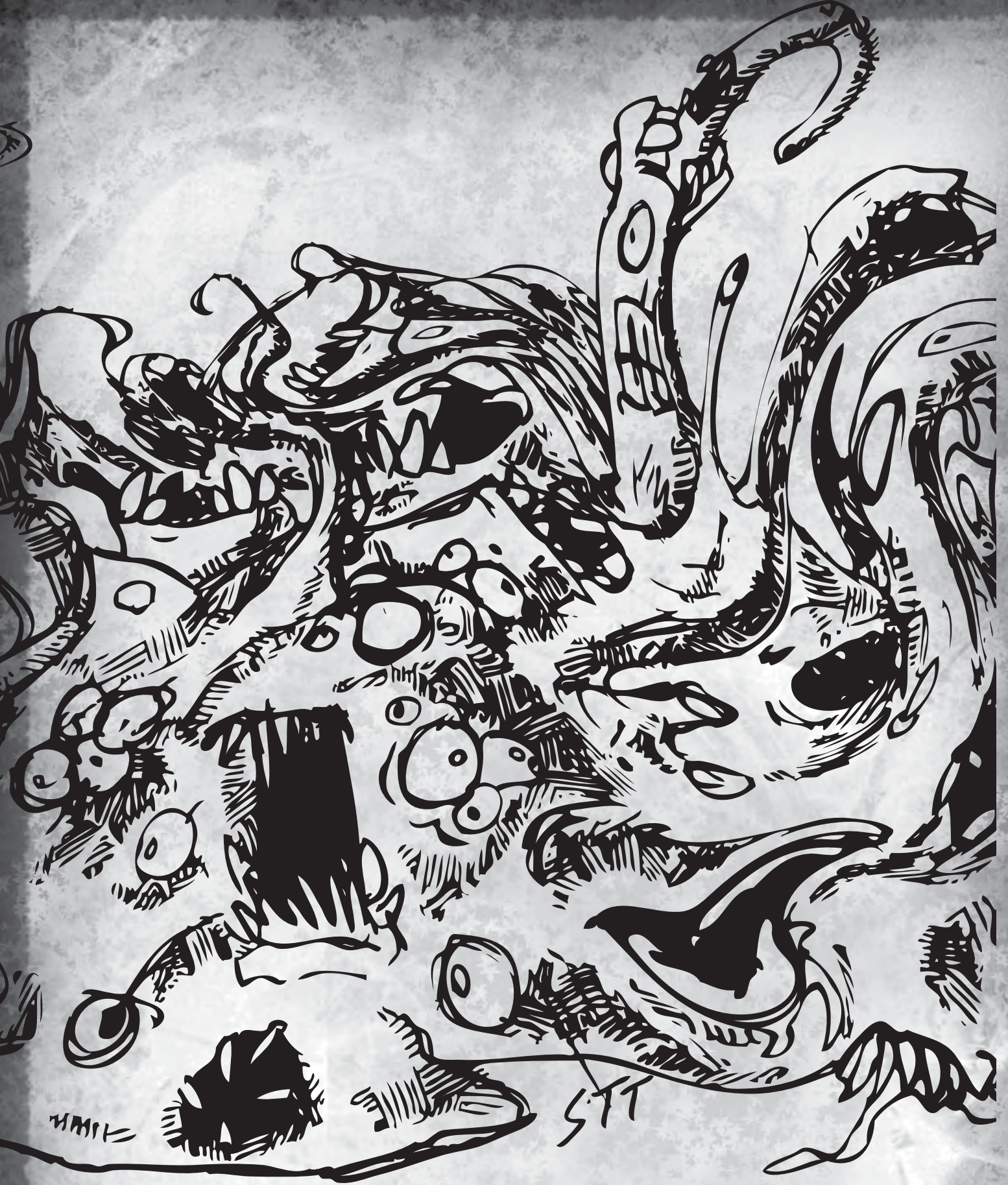
Sensors: Class II sensor system.

Skill Software: Hide skill progit (4 ranks), Jump skill progit (4 ranks), Listen skill progit (4 ranks), Move Silently skill progit (4 ranks), Spot skill progit (4 ranks).

Ability Upgrade: Dexterity upgrade (+2).

Accessory: Vocalizer.





Chapter Eight

Monsters

Unique Monsters of Ave Molech

The monsters in Ave Molech cover the world, from the plagued infestations of sewer type fiends burrowing beneath the ground, to the flying drakes high above the clouds, any creatures that could have survived in this world most likely has. As with most supplements and campaign settings, Ave Molech brings with it three new burdens upon the land, the Witiku, Blood Hound and Hybrude Tarea.

The Witiku

The Witiku are the unfortunate destruction of a living being that dies within the planes of death. Devoid of all thought and unable to create memories, these abominations feed off the living. Though it's not the flesh they desire, but instead the very essence of life itself. Unable to attain this they live in a constant state of pain and hunger. In addition to the new template applied to the base creature, a Witiku cannot be killed by any normal means, but instead must be dismembered and the body burned to prevent any form of regeneration.

The Witiku Template

Size and Type: The creature's type changes to outsider (extraplanar). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

HD: A Witiku creature always has maximum hit points.

Speed: A Witiku creature's speed doubles, for all movement types.

AC: Witiku creatures gain a +35 natural armor bonus. If the creature already has an armor bonus use whichever is better.

Challenge Rating: Same as base creature +10.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: Increase from the base creature as follows: Str +22, Con +10, Dex +10. A Witiku must have a minimum Constitution score of 11.

Languages: A Witiku loses the ability to read, write, or speak in any language.

Attack/Full Attack: A Witiku creature substitutes tentacle rake attacks for its melee attacks. These tentacle attacks always use the creature's best attack bonus.

Damage: Tentacle rakes from a Witiku creature deal Damage equal to $2d8 + \text{Str modifier}$.

Special Qualities: A Witiku retains all the special qualities of the base creature, with the exception of losing all forms of spell casting, and gains the additional special qualities described below. In addition, a Witiku creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Death's Door (Su): A Witiku appears to die if reduced to -10 hit points. However, unless it is reduced to its negative Constitution score in hit points, its "death" is only temporary; when the Witiku's improved fast healing ability (see below) brings its hit point total to 1 or higher, it springs back to life.

Improved Fast Healing 5 (Su): A Witiku heals 5 points of

damage per round until it is reduced to its negative Constitution score, at which point it falls into a comatose state. This ability enables the Witiku to regrow or reattach severed body parts.

Immunities (Ex): A Witiku is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Constant Insight (Su): The creature makes all its attacks with a +15 insight bonus. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If the creature hits an opponent smaller than it with a tentacle, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once the creature has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the creature regains 10 lost hit points.

Feats: A Witiku gains Great Fortitude and Improved Damage Threshold as bonus feats, assuming that it meets the prerequisites and the base creature did not already have those feats. In addition, a human Witiku keeps the extra feat it gained as a 1st-level human character.



Blood Hound

These large dog-like creatures mostly roam the grasslands and plains of Ave Molech, but have been known to occasionally attack caravans passing through the Sahenix Desert. Often found in packs ranging from four to six, they have a constant hunger and have even been known to turn on each other when food is scarce. Vicious and ruthless these chaotic beings will attack any living object on site regardless of size or numbers.

These fast moving hounds have large pores covering their entire furless body that secrete a thick red liquid, hence the name Blood Hound. This blood-like liquid makes their bodies especially slippery which causes many attacks from weapons or other creatures to be deflected off. Two long tentacles sprout from the ribcage of these beasts and flail around, attacking almost at random, but when able to grab a hold of something or someone begin to drain the blood of the victims.

Typical Blood Hound

Large Magical Beast

Hit Dice: 6d10+18 (51hp)

Initiative: +2

Speed: 60 Ft.

Defense: 16 (-1 Size, +2 Dex, +5 Natural), Touch 11, Flat-Footed 14

Base Attack/Grapple: +6/+14



Attack: Tentacle +9 Melee (1d8+4)

2 Tentacles +9 Melee (1d8+4) and Bite +4 Melee (1d6+2)

Space/Reach: 10 ft./5 ft. (10 ft. with tentacles)

Special Attacks: Drain Blood, Tentacles drain blood from victims after a successful grapple 2d8+4

Special Qualities: Darkvision 60 ft.

Damage Reduction: 5

Saves: Fort +8, Ref +7, Will +3

Abilities: Str: 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8

Skills: Hide +10, Listen +5, Move Silently +7, Spot +5

Feats: Alertness, Dodge, Stealthy

Challenge Rating: 4

The Hybrude Taren

What the people of Ave Molech know about the Hybrude and what is fact are very different. To the majority of people the Hybrude are viewed as a sometimes chaotic, but inherently evil race. Little is known about their warlike culture other than the blood that has been shed in their wake. Slaves are used in all their work, either breed within their camps or those unfortunate enough to stumble too close to their lands and be captured. Few have escaped their grasps, but those that have believe them to be the dominating race on many other worlds besides Ave Molech. Traversing various planes and forcing the inhabitants into slave labor, they steal the technology and knowledge from each civilization in their path.

When the Storms joining their world to this one were closed by Talon, they found themselves trapped; yet their thirst for dominion over all other life has not been quenched. Constructing hive-like structures of organic tissue, steel and rock on top of razed cities; they fortified themselves within the northern coastal lands. Slowly being boxed into the area around Old Hus, the Hybrude now raid small villages and outposts that set up close to their new homeland. Many battles are fought defending against these roaming Hybrude armies, but with the flow of new Hybrude into the world stopped, the Hybrude are forced to plan more strategically instead of relying on their sheer numbers to drown out their enemies. If it were not for the armies of New Hus engaging them at every attempt to spread out they would most likely succeed, but for now they remain at bay.

In addition to repelling their advances the armies of New Hus have witnessed many Hybrude attempting to construct strange devices, tall black obelisk towers that appear to be some type of symbol of worship for the Hybrude. While prostrating themselves in front of their creation, strange electrical energy will flow out and attempt to reopen the sealed gateways. Because of this, when any Hybrude obelisk is spotted, the armies of New Hus, The Deliverers of Peace or even a band of wondering adventurers will always attempt to destroy the device.

This is all only partially true.

Hybrude Tarea History

The Hybrude Tarea are essentially a later stage of Adaptation from a world eons beyond the land they now find themselves marooned on. A unified race of locust-like beings filled with desires of manifest destiny continuing to fulfill their lust for knowledge, power and wealth.

Millennia upon millennia ago the Hybrude had existed in the world of Datum, a realm existing within the Outer Planes. A world of many races that, given over to natural selection, had evolved to share not only superior strength and a prolonged life expectancy, but an insatiable appetite for more power. Having eventually mastered the art of planar travel, they constantly seek out new horizons to conquer and feed resources back to their home world that they could otherwise overpopulate.

For thousands of years the Hybrude have traveled from world to world, enslaving race after race, harvesting the resources from each to their own world. Their ultimate goal is to dominate each plane of existence capable of sustaining life and enslave those strong enough to survive. They even use selective breeding among the more promising slaves, even going so far as to keep some away from the more strenuous labor duties to ensure an ongoing steady birthrate.

Being an extremely powerful race of psionics, able to also wield magic and advanced technology, the Hybrude have met with little resistance to their plans. With the ability to constantly supply their armies with fresh troupes from their home world, they have always had little concern for tactics, relying on their near infinite numbers and incredible abilities. When Talon sealed the Storms leading to their home world they found themselves without the necessary devices needed to reopen these gates. It took a while for them to find enough of the correct materials on Ave Molech, primarily the rare ore Cronairum, but they have currently succeeded in the ability to build their Portalis, a tall black obelisk that they use to open gateways to other realms. Although capable of building the device, with the limited amount of Cronarium available to them, and the constant demolition and bombardment they face from the armies of Ave Molech, they have found it difficult to reopen any gate. This has also proved to be an especially difficult task due to the Portalises requiring a phenomenal amount of seawater to cool, making them clearly visible to any ships near their waters.

Hybrude Tarea Society

From an early age the Hybrude are taught that they are the most advanced race ever known, and that they will continue to be, with all other creatures having no purpose but to serve them. While being schooled in their doctrine and learning to master their inherent abilities, it's common for many to develop affinities or even a fondness for one discipline over another. So although many of the Hybrude have the same base abilities, such as telepathy up to 10 miles with one another, three distinct paths unfold for each member of the race, Qui'Ton, Qui'Lor and Sespa'Qui.

The Qui'Ton of the race poses powers exceptionally greater than those of the populace as a whole. Placed in positions of leadership, they take responsibility of planning and

overseeing the actions of their colony. They report directly to the Qual'Shani, the great overseer of the Hybrude, a female Hybrude Tarea revered by all as a deity.

Known as the undying one she, Quai'Shani in name and title, has successfully been able to sustain her timeless body for thousands of years, while the majority of Hybrude have a lifespan of only 800 years. She was a direct descendant of their previous Quai'Shani and her eldest offspring will take her place when she passes. Having witnessed her powers of control and destruction first hand, there is never any turmoil or power struggle within their homeland that would be tolerated.

The Qui'Lor are builders. Whenever a new technology or magic device is discovered they are the ones who spend their time dissecting its design and reverse engineering it. Making the final decision on whether a world has any useful resources, other than slaves, and developing new advances is their primary function. Usually between two to four, Qui'Lor serve a Qui'Ton, and will sometimes be considered for council when matters of importance arise. It is also the Qui'Lor who watch, order, and experiment with the slaves.

While there are Hybrude who possess leadership qualities or absorb information easily, the Sespa'Qui are those who from a young age have had an insatiable bloodlust towards furthering their realms control. Having been trained in every combat art and with every weapon known to them, the Sespa'Qui are masters of fighting. They follow the orders of either the Qui'Ton or Qui'Lor, specializing in everything from the capturing of new slaves and specimens to the razing of villages and other worlds.

Even though three distinct positions separate the Hybrude's duties, there are few disagreements, other than strategically discussions, and they find themselves able to coexist socially without cliques. Consistent telepathic links prevent any civil unrest before it can develop, and those who are uncooperative are given swift punishment by the Qui'Ton enforcers. It is also not uncommon that a Qui'Lor, Qui'Ton or even Sespa'Qui would find the act of mating with each other a pleasurable means of passing the time.

In fact the Hybrude Tarea do not take husbands or wives, instead creating offspring is reserved for only those who have shown a great achievement within their field. These selected individuals are allowed to reproduce with any of the others within this circle of over-achievers; a year of lax duties are given to these individuals and over this course are expected to be as promiscuous as possible to ensure a high birthrate. Once impregnated the female Hybrude will be given an additional year of lax duties until the time the offspring is born. The overall mating process and birth is almost identical to that of a human, with the exception that young Hybrude attend school and training facilities from immediately after birth until they are given the duties of either a Qui'Ton, Qui'Lor or Sespa'Qui.

Typical Hybrude Tarea

At first glance they resemble tall and lanky humans but have a thick dark burnt looking skin with metallic shards and devices growing within them, and an unusually large lower jaw. Hybrudes are telepathic with one another, over distances of

10 miles, this ability works much like the Hive Mind ability of Formians.

Large Outsider

Height: ±8'

Weight: ±300 lbs.

HD: 10D8+40 (48-120hp, 84hp)

Initiative: +5

Speed: 40ft. Land

BAB: +14 (10hd+4str)

AC: 28(-1 size, +10 Natural Armor Graft, +5 dex, +4 Moon-Ivy)

Full Attack: (+14) Lunge, 3 Melee (panther claws) + 1 bite(1d6)

Attack: 3 Melee (panther claws)

Reach: 10ft., 20ft lunge (-5 AC)

DR: 10/ All Types

Saves: Fort+11, Ref+13, Will+11

Abilities: Str 18, Dex 20, Con 18, Int 18, Wis 18, Cha 18

Skills: Hide, Intimidate, Listen, Spot, Lore, Bluff, Jump, Tumble, Balance, Escape Artist, Climb, Swim

Bonus Feats: Greater Two-Weapon Fighting, Closed Mind, Hostile Mind

Lifespan: The average life span of a Hybrude Tarea is around 800 Human Years.

CR: 13

Abilities:

Lunge - Hybrude Tarea can lunge forward up to 20' in any direction when making an attack

Sneak Attack 1d6

Mindthrust 5d10, twice a day. (EPH)

Mass Insanity 1d6 targets, Once per day. (Modified Insanity from EPH)

Ki Strike (Magic)

Hive Mind (Ex): All Hybrude within 10 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No Hybrude in a group is considered flanked unless all of them are.

Proficient with all weapons and armor. Hybrude Tarea gain levels according to their class. Hybrudes are usually adorned in Moon-Ivy armor (Lt. +4AC, MD+6, ACP0, ASF10%) and carry Panther Claws (1d4 crit20 x3).

When fighting single opponents a Hybrude Tarea will usually close into melee range and attack using its Panther Claws or bite attack. When encountering groups the Hybrude will usually wait until members are singled out or weakened severely before attacking with its Psionic Abilities.

Typical Chosen Classes:

Qui'Ton – Smart or Charismatic

Qui'Lor – Smart or Dedicated

Sespa'Qui – Tough, Strong or Fast



Common Monsters of Ave Molech

Although any monster or creature from a fantasy setting could be used within the world of Ave Molech many of them are twisted magical beasts, outsiders or extraplanar. Most have even adopted some pseudonatural elements due to the Storms that have plague the world. In addition many other strange afflictions, curses, and special abilities are not uncommon to have found their way into the creatures that live among those of Ave Molech. Below is a selected few of the common creatures found along with those who have been altered or are viewed differently in this world.

Phantom Funguses

Commonly found within the abandoned or pre-redevelopment sections of Hork. These annoyances have been known to run off with a few overly curious children or take the leg off of an inattentive Formian worker. While mostly living within the subterranean areas, a few have been spotted living in caves near the border of the Sahenix desert and the marshlands on the surface.

This creature looks like a brown and greenish-brown mass with a cluster of nodules atop the main mass, though it is visible only when dead. A cluster of nodules atop the main mass serve as sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about. This ambulatory fungus is naturally invisible, making it a feared predator among subterranean inhabitants.

Oozes & Ochre Jellies

When the city of Hork first rose to the surface an enormous gap was formed below the city's underbelly. As the years passed and the goblins continued to add new sections they found a problem more serious than the annoying phantom funguses they had had to deal with before. From the fallen debris and waste of the city had grown a pool of Oozes. Although rarely making their way into the city walls, they do prove to be a challenge to any goblin engineer whose lift breaks near the lower sections of the underground.

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Ankhegs

Harassing farmers and villagers who dwell on the outskirts of societies and attempting to live off the land, these large creatures have proven to be more trouble than they're worth. Passing caravans and travelers are often asked to rid the local Ankhegs in exchange for a nights lodging or food and supplies.

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x 10).

Formians

A race of ant-like creatures appeared on the world shortly after the many Storms were opened upon Ave Molech. Having a society that had remained indifferent to the problems upon the surface they made their homes in caverns throughout the Sahenix desert. When the construction of Hork began the Formians became standoffish, not fully understanding why these people were trying to live so deep below the ground. Eventually the danger of the Hybrude became apparent to them, also that the surface dwellers would continue to persist in using their noisy and awkward machinery within their lands. Because their numbers were so few, and the many multiple races above seemed to outnumber them, the Formians were fearful of an all-out confrontation, so instead began communication with the many goblin workers.



After some time, and a lot of convincing on the part of the goblins, the Formians felt it in their best interest to help in the construction of these humanoid's plan. By burrowing around the lower levels of Hork with their tunnels, the goblins would be able to construct more efficiently and faster, allowing for less noise and chance of collapse that could hinder the Formians' own tunnels and homes. Although somewhat xenophobic still, the Formians have grown accustomed to working with the Humans and Goblins of Hork and are responsible for the majority of tunnels dug for this great underground city.

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

Zandead

While civilization was sleeping below or drifting in the skies high above the problems of the world, many of the dead who littered the surface refused to give in. For whatever reasons these forsaken beings continue to walk the world. Mostly loitering near the remains of abandoned or destroyed towns within the Mudlands; these creatures attack any living thing on site, a jealous rage flooding them at even the smell of living flesh.



Dragons

In the world of Ave Molech Dragons are considered to be immortal and the first race to ever walk the land. Scale color has no bearing on dragon abilities or allegiances; in fact most dragons are content to stay secluded. Very few are known to still exist in this world, most having ascended or left through many of the storms. Those that have been seen or are known of are often considered to be revered creatures by common folk. The few that have stayed behind prefer to keep their presence concealed. Fearing nothing, but still watchful for any of the Followers of Talon, they are not always the most pleasant of hosts, nor those in their coven. Most are content to watch the story of the world unfold, though there are rumors of some taking human shape to explore the lands and search for the man who killed one of their own. All true dragons in Ave Molech have the Paragon creature template applied to them.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Some dragons have developed a taste for such fare.

Gibbering Moucher

A gibbering moucher is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. A gibbering moucher is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds. Gibbering mouchers can speak Common, but seldom say anything other than gibberish.

Grick

An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick's rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure.

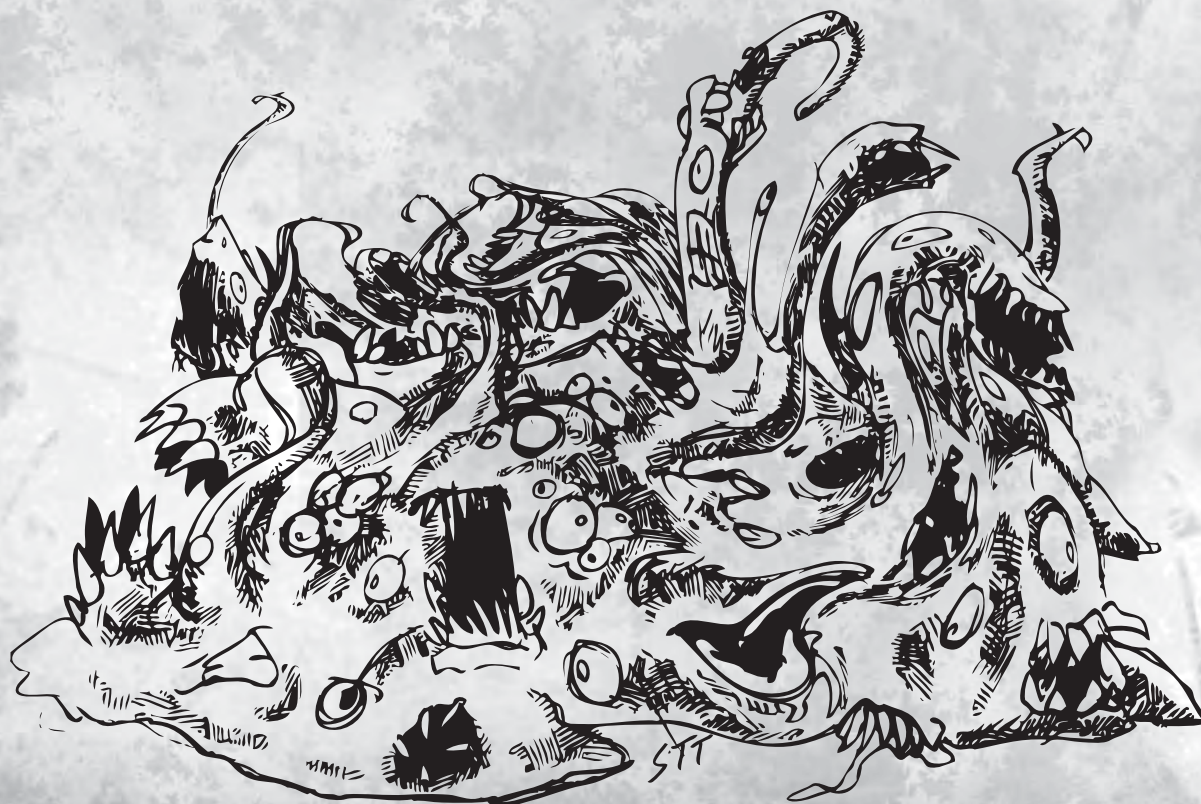
Choker

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds.

Chaos Beast

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.



Common Shapeshifters

With the world in chaos, many races, as well as animal life, died out, but for some creatures in the world their ability to survive were greater than others. With the ability to pass as any other form of being, creatures like the Barghest, Aranea, Doppelganger, and Phasm found it easy to mingle with those in the city of Hork or even the kingdom of Gal. This ensured their survival, and it was a long time before people began to notice many of their citizens were missing. Eventually the populace would discover that some among them were not who they said they were, and although many would be discovered, there were many more who still hid and live within these cities.

Because of this many citizens are sometimes leery of any shapeshifter in general. Although they tolerate and understand the abilities of the more humanoid races, they still keep a watchful eye out for any who may cause trouble. The real conflict arises from the ones hiding among their prey, an overwhelming problem Ave Molech faces, with the many different shapechangers mingling within the populace and eating their neighbors.

Many strange occurrences take place during the wee hours of the night, in dark back alleys, where these creatures lure the unsuspecting to their deaths. Refusing to live in fear, many towns openly support curfew laws and have been known to test subjects to see if what they say they are is genuinely what they are. The more dominant of these hindrances are the Aranea and Phasm, which have been responsible for many deaths in cities and towns across all the Coastal Lands of Hus. Even rumors of creatures as powerful and awful as a Protean are often talked about by the passing caravans and traveling merchants.

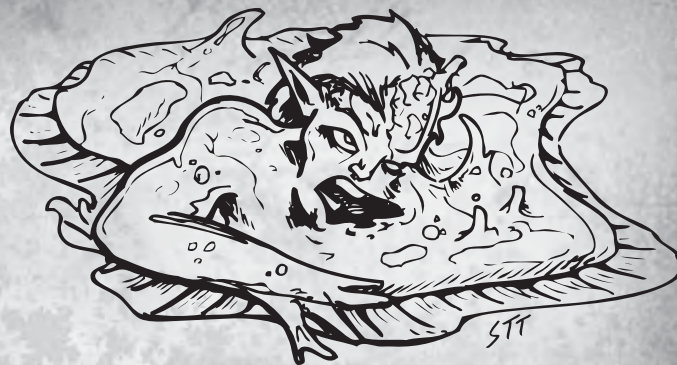
Barghest

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether. A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Doppelganger

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and Half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hearty, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. In its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.



Phasm

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds. Phasms can speak Common but prefer telepathic communication.

Hagunemnon (protean)

A protean can assume the shape of any combination of physical nondeific creatures at the same time as a free action. In fact, a protean's form constantly boils, and it requires a move-equivalent action each round for a protean to maintain a certain shape (even if that shape is a combination of several shapes). Whatever its present form, the protean retains all its own special qualities. Plus, it gains the advantage of up to four extraordinary abilities from the forms it mimics (but not spell-like or supernatural powers). The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension (make sure to take into account rules for reach and size modifiers to AC and melee attacks). Incorporeal traits can also be assumed, which counts as a single extraordinary ability. If a hagunemnon assumes a partial form that confers an extraordinary ability already possessed by the creature, only the better of the two abilities is retained. No matter its form, the protean can never make more than five attacks using a full-round action. However, it may substitute a melee attack form for one of its slam attacks, using its own base attack bonus and Strength modifier to Damage, but dealing base Damage appropriate to the attack type.



Aranea of Ave Molech

Like most monsters in the world of Ave Molech, the Aranea have taken on some Psuedonatural characteristics, primarily their shape changing forms and habits. Unlike their ancestors who traditionally drained the blood from their intelligent victims, these Aranea have an unnatural desire to physically tear their prey apart, feeding and drinking from each individual piece of flesh, and discarding the rest wherever they see fit.

While Aranea have always had magical powers the ones in Ave Molech have adopted a new form for their polymorph abilities. They usually masquerade as humans to better hunt and blend in, but in their alternate form resemble any random mass of body parts. Generally this form is used to intimidate and scare their prey directly before devouring them.

Aranea	
	Medium Magical Beast (Shapechanger)
Hit Dice:	3d10+6 (22 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), climb 25 ft.
Defense:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Full Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged Tentacle Rake +5 Melee (1d4)
Space/Reach:	5 ft./5 ft. (10 ft. Tentacles)
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will, Weapon Finesse

An Aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an Aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. An Aranea weighs about 150 pounds. The hump on its back houses its brain. Araneas speak Common and Goblin.

Combat

An Aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An Aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—daze, detect magic, ghost sound, light, resistance; 1st—mage armor, silent image, sleep.

Web (Ex): In spider or hybrid form (see below), an Aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An Aranea's natural form is that of a Medium monstrous spider. It can assume three other forms. The first is a unique Medium humanoid; an Aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an Aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an Aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The Aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an Aranea's speed is 30 feet (6 squares).

The third form is a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form. If the Aranea's hit points fall below 0 in this form, it will regen 1hp every round until it is at full health again.

An Aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an Aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.





Chapter *Nine*

Creature Templates

Creature Templates

Although many creature templates could be used in our setting, the following are the ones we found to be most useful for creating monsters, adversaries and in some cases even players for use in Ave Molech campaigns.

Paragon Creature

“Paragon” is a template that can be added to any creature (referred to hereafter as the base creature).

The base creature’s type remains unchanged. The paragon creature uses all the base creature’s statistics and special abilities except as noted here.

HD: A paragon creature always has maximum hit points. Paragon creatures also gain an additional 12 hit points per HD.

Speed: A paragon creature’s speed triples, for all movement types.

AC: Paragon creatures gain a +12 insight bonus to AC and a +12 luck bonus to AC. They also gain a +5 natural armor bonus (if the creature already has natural armor, use whichever is better).

Attacks: A paragon creature makes all its attacks with a +25 luck bonus on the attack roll.

Damage: A paragon creature gains a +20 luck bonus on Damage rolls for all melee and thrown ranged attacks.

Special Attacks: A paragon creature’s special attacks, if any, all gain a +13 insight bonus, if applicable. The +13 insight bonus may only be applied to a given special ability once.

Spell-Like Abilities (Sp) or Psionics (Sp): If the base creature has spell-like abilities, it gains +15 to its caster level to use those abilities. A paragon creature also gains the ability to use greater dispel magic, haste, and see invisibility three times per day, even if it did not have spell-like abilities before, at 15th caster level.

Special Qualities: A paragon creature retains all the special qualities of the base creature and also gains the following.

Fire and cold resistance 10. If the creature already possesses such resistance, use whichever is better.

Damage reduction 10/epic. If the creature already possesses Damage reduction, use whichever is better.

Spell resistance equal to the paragon creature’s CR +25. If the creature already possesses spell resistance, use whichever is higher.

Fast healing 20. If the creature already possesses fast healing, use whichever is better.

A paragon creature’s natural weapons are treated as epic for the purpose of overcoming damage reduction.

Saves: The paragon creature gains a +10 insight bonus on all its saving throws.

Abilities: All ability scores are 15 points higher than those of the base creature.

Skills: The paragon creature gains a +10 competence bonus on all its skill checks.

Feats: Same as the base creature, plus one bonus feat.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: As base creature +15.

Treasure: Standard for a creature of the adjusted CR.

Allegiance: Same as the base creature.

Advancement: Same as the base creature.

Creating A Pseudonatural Creature

“Pseudonatural” is a template that can be added to any corporeal creature (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to outsider (extraplanar). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

HD: A pseudonatural creature always has maximum hit points.

Speed: A pseudonatural creature’s speed doubles, for all movement types.

AC: Pseudonatural creatures gain a +35 natural armor bonus. If the creature already has an armor bonus, use whichever is better.

Attack/Full Attack: A pseudonatural creature substitutes tentacle rake attacks for its melee attacks while in pseudonatural form. These tentacle attacks always use the creature’s best attack bonus. It also gains additional tentacle rake attacks (also at its best attack bonus) as noted on the table below.

Damage: Tentacle rakes from a pseudonatural creature deal Damage equal to 2d8 + Str modifier.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

Constant Insight (Su): The creature makes all its attacks with a +15 insight bonus. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If the creature hits an opponent smaller than it with a tentacle, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once the creature has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the creature regains 10 lost hit points.

Spell-Like Abilities: At will—blur, dimension door, shield, unhallow. Caster level 20th. The DCs are Charisma-based.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

Electricity and acid resistance of a varying amount related to its Hit Dice (see the table below). If the creature already possesses such resistance, use whichever is better.

Damage reduction of a varying amount related to its Hit Dice (see the table below). If the creature already possesses Damage reduction, use whichever is better.



Spell resistance equal to the creature's HD x5. If the creature already possesses spell resistance, use whichever is higher.

One extra tentacle rake attack (the creature can use another of its many tentacles to attack at no penalty while in pseudonatural form) for each 4 HD the creature has.

A pseudonatural creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Hit Dice	Electricity & Acid Resistance	Damage Reduction	Extra Tentacle Rake Attacks
1–3	15	5/epic	1
4–7	20	5/epic	2
8–11	25	10/epic	3
12–15	30	10/epic	4
16–19	35	15/epic	5
21–24	40	15/epic	6
each 4 more HD	+5	15/epic	+1

If the creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +22,

Con +10, Dex +10, Wisdom +10, Intelligence at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 6 HD, as base creature +16; 7 HD to 15 HD, as base creature +13; 16+ HD, as base creature +10

Treasure: Same as the base creature.

Allegiance: Same as base creature.

Advancement: Same as the base creature.

Creating a Worm that Walks

“Worm that walks” is a template that can be added to any evil wizard or sorcerer. It uses all the original character's statistics, special abilities, and equipment, except as noted here.

Type: The character's type changes to aberration (it is a creature composed of hundreds of discrete crawling worms).

Hit Dice: Increase to d8.

AC: The mass of worms that make up this creature, each looking out for danger, in sum provide a +20 insight bonus to AC.

Special Attack: A worm that walks retains all the character's special attacks. It also gains one special attack, engulf.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of Damage as the biting vermin nibble away. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of Damage. Constructs are immune to this attack.

Spells: A worm that walks can cast any spells it could cast as a living character.

Spell-Like Abilities: 1/day— animal growth (vermin), animal messenger (vermin), animal shapes (vermin), animal trance (vermin), colossal vermin (as giant vermin, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), creeping doom, giant vermin, summon swarm (vermin), summon vermin (as summon nature's ally, except it summons 10 HD of vermin per level), and vermin plague (as insect plague). Caster level 20th.

Special Qualities: A worm that walks retains any special abilities it had in life and gains those mentioned below.

Blindsight (Ex): Worms that walk have blindsight 300 ft.

Spell Resistance (Ex): A worm that walks has spell resistance equal to its Challenge Rating +10.

Frightful Presence (Su): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 10 + 1/2 the worm's HD + the worm's Cha modifier). Those who make the save are shaken. Those who fail by 5 or fewer points are

frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. All these conditions last for 1d4 rounds. Those who have seen a worm use this attack before gain a +5 bonus on their saving throws. The victim of the worm's engulf attack has a -5 penalty on his or her saving throw.

Discorporate (Ex): If gravely threatened, a worm can discorporate as a free action, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body to house the wizard's intelligence and personality. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Immunities (Ex): A worm that walks has no discernable anatomy, so it is not subject to critical hits or flanking.

Saves: Same as the character.

Abilities: Same as the character.

Skills: Same as the character, except that a worm that walks receives a +20 racial bonus on Hide, Intuit Direction, Listen, and Move Silently checks.

Feats: Same as the character.

Epic Feats: Same as the character.

Climate/Terrain: Any.

Organization: Solitary, occasionally with minions or master.

Challenge Rating: Same as the character + 3.

Treasure: Same as the character.

Allegiance: Any evil.

Advancement: By character class.

Worm That Walks Characters

By making eldritch preparations on a burial plot, a powerful spellcaster can improve the likelihood of a worm that walks emerging from the ground. The body is buried in an elaborate ritual that, the spellcaster hopes, will attract a critical mass of worms or maggots. The spellcaster performing the ritual must spend 10,000 gp in rare reagents for the ceremony. Furthermore, the ritual drains 2,000 XP from the spell-caster and requires the following spells: limited wish, polymorph any object, summon swarm (heightened to 7th level), and sympathy. Even if the ritual is performed correctly, there is only a chance that the deceased spellcaster will arise as a worm that walks. For each prepared but uncast arcane spell the deceased had at the moment of death (or unused spell slots if a spontaneous caster), there's a 1% chance that a worm that walks will slither from the grave soil in 1d4 days. Some worms that walk arise spontaneously from ordinary burial plots, but such an event is exceedingly rare. And an epic spell can create worms that walk every time without fail.

Gathering Of Maggots

Conjuration (Healing)

Spellcraft DC: 49

Components: V, S, D F

Casting Time: 7 days

Target: Dead creature touched

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 441,000 gp; 9 days; 17,640 XP. Seeds: life (DC 27), transform (DC 21). Factors: change creature type to aberration (+5 DC); add worm that walks' spell-like, extraordinary, and supernatural abilities (+40 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC); increase casting time by 7 days (-14 DC).

When this spell is cast, worms or maggots slither and crawl their way inexorably toward the corpse touched. Over the course of the next week, they consume the flesh of the corpse, and when the last bit of the corpse is devoured, the creature is returned to a semblance of life as a worm that walks.

Malleable Creature (Template)

"Malleable creature" is an acquired template that can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature retains its original type. It uses the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Grapple Bonus: A malleable creature gains a +4 species bonus on grapple checks.

Special Qualities: A malleable creature retains all the special qualities of the base creature and gains the additional special qualities described below.

Bludgeoning Resistance 5 (Ex): A malleable creature ignores the first 5 points of bludgeoning damage from any single attack.

Increased Reach (Ex): The reach of a malleable creature increases by 5 feet.

Malleable Form (Ex): This ability allows a malleable creature to make itself look different. It can appear 1 foot shorter or taller than its normal height, and it can seem thinner or fatter. It cannot change its skin, hair color, body type, or number of limbs. This ability does not allow the malleable creature to mimic the appearance of specific individuals.

As a full-round action, a malleable creature can squeeze through an opening as small as 6 inches square. In the case of an enclosed space, such as a drainpipe or airshaft, the malleable creature moves at one-third of its normal speed, but it can take no other actions until at least half of its body mass has emerged from the enclosure. Objects and clothing worn by the malleable creature may or may not be small enough to fit through the opening—objects larger than Tiny are left behind unless every part of the opening is large enough to accommodate them.

Saves: Same as the base creature, with a +1 species bonus on Fortitude saves, and modified by new ability scores.

Ability Scores: A malleable creature's ability scores change as follows: Con +2, Dex -4.

Skill Bonuses: A malleable creature's pliant body grants it a +4 species bonus on Disguise checks and a +10 species bonus on Escape Artist checks.

Bonus Feat: A malleable creature gains Nimble as a bonus feat.

Changeling (Template)

"Changeling" is an inherited template that can be added to any Small or Medium humanoid, monstrous humanoid, or outsider (referred to hereafter as the base creature). The changeling uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Type: The creature's type changes to fey.

Hit Dice: Change to d6.

Special Qualities: A changeling retains all of the base creature's extraordinary, supernatural, and spell-like qualities except for qualities tied to its type. In addition to gaining the fey type, a changeling has the following special qualities.

Spell-like Abilities: 1/day—charm person, object reading; 3/day—detect magical aura. The changeling's manifester level is equal to his or her character level.

Immunities (Ex): A changeling picks one energy type (acid, cold, electricity, fire, or sonic/concussion) to which it is immune.

Resistance to Energy (Ex): A changeling gains energy resistance 10 to one energy type (acid, cold, electricity, fire, or sonic/concussion). A changeling cannot be resistant to an energy type to which it is immune (see above).

Damage Reduction 5/+1 (Su): A changeling ignores the first 5 points of damage dealt by a nonmagical weapon. Unlike sidhe, this damage reduction doesn't increase as the changeling gains Hit Dice or levels.

Allegiances: A changeling has an allegiance to chaos, but unlike other sidhe, chaos need not be the primary allegiance. This allegiance cannot be broken.

Ability Scores: A changeling's ability scores change as follows: Dex +4, Con -2, Cha +4.

Skill Bonuses: Changelings gain a +2 species bonus on Bluff and Sleight of Hand checks.

Feats: As the base creature. Unlike sidhe, changelings do not gain Archaic Weapons Proficiency or Simple Weapons Proficiency as bonus feats.

Creating A Lycanthrope

"Lycanthrope" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming

a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Defense: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope's natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope's grapple bonus uses its attack bonus and modifiers for Strength and size depending on the lycanthrope's form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons.



These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope's hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores -10 or -11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a lycanthrope cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Allegiance: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the allegiance of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Common Lycanthropes		
Name	Animal Form	Animal or Hybrid Form Ability Modifiers
Werebear	Brown bear	Str +16, Dex +2, Con +8
Wereboar	Boar	Str +4, Con +6
Wererat	Dire rat	Dex +6, Con +2
Weretiger	Tiger	Str +12, Dex +4, Con +6
Werewolf	Wolf	Str +2, Dex +4, Con +4
Dire wereboar	Dire boar	Str +16, Con +6

Lycanthropy As An Affliction

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate allegiance, until the next dawn.

The character's actions during this first episode are dictated by the allegiance of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the allegiance of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the allegiance of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's allegiance to that of the appropriate lycanthrope.

Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted

character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A remove disease or heal spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast remove curse or break enchantment on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

Lycanthropes As Characters

Becoming a lycanthrope usually changes a character's allegiance (see above). This allegiance change may cause characters of certain classes to lose some of their class features. Lycanthrope characters possess the following racial traits.

+2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.

Size same as the base creature or the base animal form.

Low-light vision in any form.

Scent in any form.

Racial Hit Dice: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly.

Racial Skills: A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of the animal form. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. The lycanthrope's maximum skill ranks are equal to its

animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.

Racial Feats: Add the animal's Hit Dice to the base character's own Hit Dice to determine how many feats the character has. All lycanthropes gain Iron Will as a bonus feat.

+2 natural armor bonus in any form.

Special Qualities (see above): Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).

Afflicted Lycanthrope: damage reduction 5/silver (in animal or hybrid form only).

Natural Lycanthrope: damage reduction 10/silver (in animal or hybrid form only).

Automatic Languages: As base creature.

Level adjustment: Same as the base creature +2 (afflicted) or +3 (natural).

Control Shape (Wis)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

Involuntary Change	Control Shape DC
Resist involuntary change	25

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Involuntary Change	Control Shape DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

Creating A Lich

"Lich" is an acquired template that can be added to any humanoid creature (referred to hereafter as the "base creature"), provided it can create the required phylactery; see The Lich's Phylactery, below.

A lich has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not



recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Defense: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich without natural weapons has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10 + 1/2 lich's HD + lich's Cha modifier) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: A lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Spells: A lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the base creature's special qualities and gains those described below.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Abilities: Increase from the base creature as follows: Int +2, Wis

+2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Lich Characters

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all class abilities it had in life.

The Lich's Phylactery

An integral part of becoming a lich is creating a magic phylactery in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Zombie, Liquefied (Template)

Liquefied zombies cannot speak. They are generally between 5 feet and 6 feet tall, and they weigh about 150 pounds.

Template Traits

"Liquefied zombie" is an acquired template that can be added to any corporeal creature other than a construct, elemental, ooze, plant, or undead (referred to hereafter as the base creature). The creature must be in an advanced state of decay, but not yet reduced to a skeletal corpse. The liquefied zombie uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A liquefied zombie's Challenge Rating equals the base creature's CR + the following modifier based on size: Tiny or smaller +0, Small +1, Medium +2, Large +4, Huge +5, Gargantuan +7, Colossal +10.

Type: The creature's type changes to undead.

Hit Dice: Drop any Hit Dice gained from experience, triple the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a liquefied zombie drops to clumsy.

Defense: A liquefied zombie's natural armor bonus to Defense increases to the following, based on its size (but use the base creature's natural armor bonus if it's higher): Small or smaller +0, Medium +1, Large +2, Huge +3, Gargantuan +6, Colossal +10.

Attacks: The liquefied zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A liquefied zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the liquefied zombie's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A liquefied zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A liquefied zombie may retain any or all of the base creature's extraordinary abilities at the GM's discretion. In addition to gaining the undead type, a liquefied zombie has the following special quality.

Liquefied Spew (Ex): Whenever a liquefied zombie is damaged in combat by anything other than a bludgeoning weapon, some of the liquefied tissue spews forth, covering everything within 5 feet of the liquefied zombie. The scalding liquid deals 1d6 points of damage and exposes anyone it touches to the disease of necrotizing fasciitis.

Darkvision (Ex): Liquefied zombies have darkvision with a range of 60 feet.

Allegiances: A liquefied zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A liquefied zombie's saving throws are based on Hit Dice.

Action Points: A liquefied zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A liquefied zombie has a +0 Reputation bonus.

Ability Scores: A liquefied zombie's ability scores change as follows: Str +4, Dex -2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The liquefied zombie loses all skills.

Feats: The liquefied zombie loses all the base creature's feats except the following: Archaic Weapons Proficiency, Exotic Weapons Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency. The liquefied zombie gains the Toughness feat.

Revenant (Template)

A revenant appears much as it did in life. Although the decay and stench of a dead body are lacking, its skin has a deathly pallor. Its body typically shows subtle or obvious signs of its manner of death. A revenant understands that it is dead and seeks to hide this fact from anyone who might see it, so it rarely moves about in the daylight and avoids brightly illuminated areas. Those who knew the revenant in life usually recognize it. The revenant retains its memories and habits, but it seems colder and more emotionally distant than it once was. Astute observers might also note that the revenant is nimbler than it once was.

Traits

"Revenant" is an acquired template that can be added to any corporeal living creature (referred to hereafter as the "base creature") that has both an Intelligence score and a Charisma score greater than 6. The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Hit Dice: Change to d12.

Speed: The base creature's speeds increase by +10 feet each.

Defense: The base creature's natural armor bonus improves by +4.

Special Qualities: A revenant retains all the special qualities of the base creature and gains the additional special qualities described below.

Revenant Regeneration (Ex): The base creature loses the regeneration and fast healing special qualities if it had them and gains revenant regeneration instead. Only damage that matches the revenant's special vulnerability (see below) actually reduces its hit points. However, damage of other sorts does have an effect. Track the creature's nonvulnerability damage separately from its hit points. When that damage equals or exceeds its actual current hit point total, it falls prone and is immobile and helpless for 2d6 rounds.

During this time, any further damage dealt to it heals instantly. When this time elapses, the revenant arises to fight again, and its nonvulnerability damage tally is wiped clean. Note that damage matching the revenant's special vulnerability reduces its revenant regeneration damage threshold by reducing its actual hit points.

Special Vulnerability (Ex): Each revenant has a special vulnerability related to the way it died. Any attack that deals the kind of damage that caused the revenant's original death deals damage to the creature normally. Should the revenant reach 0 hit points from such damage, it is destroyed. Possible damage types include acid, electricity, fire, cold, sonic/concussion, slashing, piercing, bludgeoning, and ballistic.

A revenant that died from poison, starvation, suffocation, or some other cause that does not cause hit point damage is instead vulnerable to some danger that frightened it in life or some means of death that it meted out to others. Choose one of the damage types above for its special vulnerability on that basis.

If the revenant was killed by an attack that dealt multiple types of damage, only one of those damage types counts as its special vulnerability. If the revenant is subjected to another such mixed-damage attack, it takes hit point damage only from the type to which it is vulnerable.

Turn Resistance (Ex): A revenant is treated as an undead with Hit Dice equal to the base creature's Hit Dice +3 for the purpose of turn or rebuke attempts. This turn resistance increases by an additional +2 when it sees a creature upon which it wishes to take revenge and decreases by -2 while it is within sight of its vulnerability fear (see below). These modifiers stack.

Undead: Revenants have the traits and immunities common to undead.

Vulnerability Fear (Ex): A revenant is terrified of any specific items directly associated with its cause of death. Only something directly associated with the revenant's death can cause this fear; the creature cannot be deceived by illusions or duplicates. When the revenant sees the item it fears, it must succeed at a Will saving throw (DC 15) or be shaken for 24 hours. Success leaves it shaken for only 1d4 rounds. If that item is used to deal damage to the revenant that matches its special vulnerability, the revenant must succeed at a Will saving throw (DC 20) or be panicked for 1 minute and shaken for 24 hours thereafter. Success indicates that the revenant is shaken for 1 minute. The time that a revenant is shaken or panicked from this effect does not stack.

Allegiances: Revenge becomes the revenant's sole purpose. Any allegiances that would interfere with that goal are sublimated or abandoned (GM's choice).

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A revenant gains the following ability score increases: Str +4, Dex +6, Cha +4. As an undead creature, a revenant has no Constitution score and uses its Charisma modifier for all Constitution and Constitution-based checks.

Skills: A revenant gains a +8 species bonus on Balance, Climb, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot, and Tumble checks. It can use Tumble as though it had ranks in the skill, even if it was untrained in life. A human revenant retains the extra skill points afforded to all humans.

Feats: A revenant receives Combat Reflexes, Improved Initiative, Lightning Reflexes, Quick Draw, Quick Reload, and Run as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats. A human revenant keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

Skeleton (Template)

"Skeleton" is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the "base creature"). A skeleton uses all the base creature's statistics except as noted here.

Challenge Rating: A skeleton's Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium-size 1/3, Large

2, Huge 5, Gargantuan 9, Colossal 12.

Type: The creature's type changes to undead.

Hit Dice: Drop any Hit Dice gained from attaining levels, and raise the remaining Hit Dice to d12.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Defense: A skeleton's natural armor bonus to Defense changes to a value based on its size: Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +6, Colossal +10.

Attacks: A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if they're better.)

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size (use the base creature's claw damage if it's greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Special Qualities: A skeleton loses all of the base creature's special qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has the following special quality.

Skeleton Immunities (Ex): A skeleton has cold immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, piercing, or slashing weapons.

Allegiances: A skeleton loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A skeleton's saving throw modifiers are based on Hit Dice and given in Table: Creature Saves and Base Attack Bonuses.

Action Points: A skeleton does not acquire or amass action points. It loses any action points possessed by the base creature.

Reputation Bonus: A skeleton has a +0 Reputation bonus.

Ability Scores: A skeleton gains the following ability score increase: Dexterity +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton loses all skills.

Feats: A skeleton loses all feats except those that confer armor or weapon proficiency (Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency). A skeleton gains the feat Improved Initiative.



Zombie (Template)

Zombies do not speak, but they understand the orders of their creators.

“Zombie” is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: A zombie’s challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The creature’s type changes to undead.

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.

Defense: A zombie’s natural armor bonus to Defense increases to a value based on the zombie’s size (but use the base creature’s natural armor bonus, if it’s higher): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The zombie retains all the natural attacks and manufactured weapons of the base creature, but loses any weapon proficiency feats. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie’s size (but use the base creature’s slam damage if it’s greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A zombie loses all of the base creature’s supernatural and spell-like qualities except for immunity or resistance to specific energy types. A zombie may retain any or all of the base creature’s extraordinary abilities, at the GM’s

discretion. In addition to gaining the undead type, a zombie has the following special quality:

Move or Attack Action Only (Ex): A zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Allegiances: A zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A zombie’s saving throw modifiers are based on Hit Dice and given in Table 8–2: Creature Saves and Base Attack Bonuses.

Action Points: A zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A zombie has a +0 Reputation bonus.

Ability Scores: A zombie’s ability scores change as follows: Str +2, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills.

Feats: The zombie loses all of the base creature’s feats and gains the Toughness feat.

Creating A Ghost

“Ghost” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the “base creature”) must have a Charisma score of at least 6.

A ghost uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Defense: Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature’s damage values. Against nonethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a

manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to $10 + 1/2$ ghost's HD + ghost's Cha modifier unless otherwise noted.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the

Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check ($1d20 +$ ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Allegiance: Any.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the

ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

Ghoul (Template)

“Ghoul” is an acquired template that can be added to any living corporeal creature that has flesh (referred to hereafter as the “base creature”). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Hit Dice: Change to d12.

Defense: The base creature’s natural armor bonus improves by +2.

Attacks: A ghoul retains all the attacks of the base creature. It also gains a bite attack and two claw attacks if the base creature didn’t already have them. If the base creature did not have bite or claw attacks, use the base damage values in the table below. Otherwise, use the values below or the base creature’s base damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium-size	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	2d4
Colossal	4d6	2d6

Special Qualities: A ghoul retains all the special qualities of the base creature and gains the additional special qualities described below.

Create Spawn (Su): If a ghoul’s prey contracts advanced necrotizing faciitis (see below) from the wounds it has sustained and dies from the disease, it rises 1d3 days later as a ghoul. A remove disease spell cast on the corpse can prevent it from rising.

Disease (Su): A ghoul’s bite infects the victim with a supernatural version of streptococcal gangrene (injury; Fort DC 14; incubation period 1d3 days; initial damage 1d3 Con; secondary damage 1d3 Con. If Con damage is sustained, a second saving throw at the same DC is required; failure indicates that 1 point of the Con damage becomes Con drain instead). This disease, known as advanced necrotizing faciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim’s flesh. The disease can be arrested completely through amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A cure disease spell or a successful Treat Injury check

(surgery, DC 25) halts the disease. The GM should roll the check secretly; if it fails, the disease returns again in 1d3 days.

Scent (Ex): This ability allows a ghoul to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Undead: Ghouls have the traits and immunities common to undead.

Allegiances: Previous allegiances are lost and replaced by allegiances to chaos and evil. Changed allegiances might cause the loss of particular class abilities.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A ghoul gains the following ability score increases: Str +2, Dex +2. As an undead creature, a ghoul has no Constitution score.

Language(s): A ghoul can read, write, and speak whatever languages it could in life.

Skills: Same as the base creature, modified for new ability scores. A human ghoul retains the extra skill points afforded to all humans.

Feats: A ghoul gains Multi-attack as a bonus feat, assuming the base creature meets the prerequisites and doesn’t already have the feat. A human ghoul keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

Half-Fiend (Template)

“Half-Fiend” is an inherited template that can be added to any living creature (referred to hereafter as the “base creature”) other than a celestial. The creature’s type changes to outsider. It uses all the base creature’s statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +2, or +3 if the Half-Fiend has wings.

Speed: There is a 25% chance that a Half-Fiend has bat-like wings. Such a creature can fly at the base creature’s normal speed (average maneuverability).

Defense: The base creature’s natural armor bonus improves by +1.

Attacks: A Half-Fiend retains all the attacks of the base creature. It also gains a bite attack and two claw attacks if the base creature didn’t already have them. If the base creature did not have bite and claw attacks, use the base damage values in the table below. Otherwise, use the values below or the base creature’s base damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Qualities: A Half-Fiend retains all the special qualities of the base creature and gains the additional special qualities described below.

Darkvision (Ex): A Half-Fiend has darkvision with a range of 60 feet.

Damage Reduction (Ex): Roll on Table: Fiend Immunities, Resistances, and Damage Reduction, subtracting 30 from the die roll, to determine whether the Half-Fiend has damage reduction. If the result is less than 1, the Half-Fiend has no damage reduction. If the campaign includes few or no magic weapons, the GM should consider allowing specific types of weapons to ignore a Half-Fiend's damage reduction or contrive some other special vulnerability.

Immunities (Ex): Roll on Table: Fiend Immunities, Resistances, and Damage Reduction, subtracting 30 from the die roll, to determine whether the Half-Fiend has any immunities. If the result is less than 1, the Half-Fiend has no immunities.

Outsider: A Half-Fiend has the traits common to outsiders.

Resistance to Energy (Ex): Roll on Table: Fiend Immunities, Resistances, and Damage Reduction, subtracting 30 from the die roll, to determine whether the Half-Fiend has any resistances. If the result is less than 1, the Half-Fiend has no resistances.

Spell-Like Abilities: A Half-Fiend with an Intelligence or Wisdom score of 8 or higher possesses spell-like abilities according to its character level, as given on the table below. Unless otherwise indicated, each ability is usable once per day.

Level	Abilities
1–2	Mage hand 3/day or Darkness 3/day
3–4	Daze 3/day or Desecrate
5–6	Change self or Unholy Blight
7–8	Cause fear or Poison 3/day
9–10	Blur or Contagion
11–12	Levitate or Blasphemy
13–14	Displacement or Unholy Aura 3/day, Unhallow
15–16	Tongues or Horrid Writing
17–18	Bestow curse or Summon Monster XI (fiends only)
19+	Animate dead or Destruction

Telepathy (Su): A Half-Fiend with an Intelligence score of 12 or higher can communicate telepathically with any living creature within 100 feet that has a language.

Allegiances: A Half-Fiend always has an allegiance to evil.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A Half-Fiend gains the following ability score increases: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Automatic Language: A Half-Fiend can speak Abyssal.

Skills: A Half-Fiend gains skill points as an outsider of its nonclass Hit Dice. Treat skills from the base creature's list as class skills. If the creature has a class, it gains skills for class levels normally.

Feats: A Half-Fiend gains feats as an outsider of its nonclass Hit Dice or as the base creature, whichever gives the greater number of feats.

Creating A Fiendish Creature

"Fiendish" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood allegiance (referred to hereafter as the "base creature").

A fiendish creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following.

Darkvision out to 60 feet.

Damage reduction (see the table below).

Resistance to cold and fire (see the table below).

Spell resistance equal to the creature's HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

If a fiendish creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any evil-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Allegiance: Always evil (any).

Level Adjustment: Same as the base creature +2.

Hit Dice	Resistance to Cold & Fire	Damage Reduction
1-3	5	—
4-7	5	5/magic
8-11	10	5/magic
12 or more	10	10/magic

Rakshasa as Characters

Rakshasa characters possess the following racial traits.

- +2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma.
- Medium size.
- A rakshasa's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A rakshasa begins with seven levels of outsider, which provide 7d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A rakshasa's outsider levels give it skill points equal to 10 x (8 + Int modifier). Its class skills are Bluff, Disguise, Listen, Move Silently, Perform, Sense Motive, and Spot. A rakshasa has a +4 racial bonus on Bluff and Disguise checks, and it can gain further bonuses by using change shape (+10 on Disguise checks) and detect thoughts (+4 on Bluff and Disguise checks).
- Racial Feats: A rakshasa's outsider levels give it three feats.
- +9 natural armor bonus.
- Natural Weapons: Bite (1d6) and 2 claws (1d4).
- Detect Thoughts (Su): The save DC is 13 + the character's Cha modifier.
- Spells: A rakshasa character casts spells as a 7th-level sorcerer. If the character takes additional levels of sorcerer, these levels stack with the rakshasa's base spellcasting ability for spells known, spells per day, and other effects dependent on caster level. A rakshasa character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.
- Special Qualities (see above): Change shape, damage reduction 15/good and piercing, spell resistance equal to 27 + class levels.
- Automatic Languages: Common, Infernal. Bonus Languages: Abyssal, Goblin.
- Level adjustment +7.





Chapter Ten

GM Stuff

GM Use Only

The following should only be used by a GM; it is a list of miscellaneous ideas and alternative rule sets the writers of this book have thought up. The sections immediately after contain information that the majority of people who live among Ave Molech are completely unaware of and would not be privileged to.

House Rules

These are some rules I go by when I GM my campaigns, you don't have to use them; in fact many of you reading this will probably not like them. That is alright. They are only here to give you a little bit of perspective on how I go about playing the game.

I believe in action. I want my players to feel that they can do anything they want, go anywhere, challenge anyone, and receive "phat lootz". Sure their characters will have to pay the consequences, maybe even die at the hands of one of my lovely pseudonatural creations, but they will at least have the choice to do as they wish. I don't want them to be bored. I also want them to be able to play while intoxicated and for that we have to follow a few simple rules.

Two fundamental concepts drive me. First Game sessions should involve a lot of action, decision-making and suspense, not math. No math is used during game play sessions, we can save all that fun number stuff for when we start a new campaign or adventure. I don't want to deal with leveling you mid combat even if you feel you did get enough experience. Secondly you should never be afraid to kill players, especially if they are doing something stupid.

No XP

I never liked experience points for killing things or even completing quests. If I have to tally how many points you have and how much each class got then I am now doing more work for what is supposed to be a game. This gets in the way of my story telling and working on new adventures. I find it easier to just give levels once a story arch has been accomplished.

For example lets say you have a group of adventurers of unspecified level who are hired by a town to retrieve some magic item. A mean monster or person who then fled to some other place that is not the town stole this magical item. Once the party has retrieved the item and given it back the rightful owner they get to level.

With this type of advancement I find that the majority of our gaming nights are spent gaming, with changes in adventures and story arches coinciding with leveling nights. This way I get to tell a story and see it played out without interruption and have new introductions to a story or setting and leveling on its own night.

No Number Crunching

This is one of the reasons why I love the Wealth system over the GP system. I don't want to keep track of the miscellaneous jewelry and trinkets you found along your adventures. Sure I'm giving you some eye candy here and there, but I don't want to tally it up for you. When you get to a town and decide to sell off your items I'll give you a total based on what I feel is appropriate.



Lets say you and your party have been dungeon crawling for a few days through a labyrinth and finally found your way out. You come across a town and decide to sell off the random items you unearthed from the previous caverns. I don't want to tally them all up so I'll just tell you that everyone gains +1 wealth or +2, or what ever. I don't see a point in having you get each and every item appraised individually and shopping it around to the highest bidder. This slows down the main story of the game and provides a distraction for both the players and GM. GP fans can apply similar logic here.

No Pettiness

Really. If you're an adventurer type of character I will assume you have a rope or even a rope ladder with you. If you are a criminal or rogue persona I'll assume you have some kind of lock picks, having to tell me you buy these or even keeping track of them is tedious and unnecessary in my book. The only time I expect you to tell me what you want to buy or what you think you may have is when it comes to items that increase your skill, such as a lock picking kit that adds +1 or more to your skills, or a magic rope that doesn't need to be tied to anything and has no weight limit. For mundane items, we can just assume you have them. It's like pants, I don't imagine your character is naked; I imagine he has them, even if you didn't tell me he bought them.

No Craft Time

Postmodernism. If someone has thought of it, it probably already exists. Sure I don't want to just hand my players items, but I don't believe in waiting 66 days for a suit of scale made to be made, even if it is made of some rare exotic animal's skin. If you have the material and are willing to pay whatever fee I come up with then, by all means, in 3 to 7 game days you'll have your item.

Heritage Traits

In a world where races have been intermingled it may often occur that a person has more than two or even three types of ancestries. Imagine an occurrence of a Human who marries a Half-Elf from his home town. Their son grows up and runs off with a traveling band of minstrels. Along the way he meets a beautiful Tiefling who he falls madly in love with and has a child by. This child is now one-eighths Elf, two-eighths Tiefling and five-eighths Human. OH BOY! What does he get as a racial? Certainly his bloodline is too diluted to receive bonuses from all of his previous races, but he'd definitely have some traits unique to him.

This is where Heritages come in. Heritages are optional character customizations that can be used when a player or even an ordinary do not predominantly belong to any race. A non race specific player must choose one item from each of the following three sections.

Section 1 - Stats

Characters can choose from one of three options for their stat adjustments. The first option is +2 to a stat of your choice, but with a -2 to another stat of your choice as well. The second is +2 to up to 2 stats of your choice, with -2 to two stats of your choice. If you choose this option, you must include a +1 level adjustment on your character. The third option is no stat adjustment. With the third option, instead of making any stat adjustments, you are able to take an extra feat at level 1.

Option 1	+2 Stat, -2 Stat
Option 2	+2 Stat, -2 Stat, +2 Stat, -2 Stat*
Option 3	+0, +0 / Extra Feat
*+1 level adjustment	

Section 2 - Abilities

Choose from one of the following four abilities:

Option 1	Darkvision: 60'
Option 2	Energy Resistance: 5 resistance to either cold, electricity or fire
Option 3	Any cantrip usable 3/day
Option 4	Any 1st level arcane spell usable 1/day*
*+1 level adjustment	

Section 3 - Skill Traits

Choose from one of the following three skill sets:

Option 1	4 additional skills points at 1st level and 1 additional each level
Option 2	+2 bonus to any four skills
Option 3	+4 to any two skill

Section 4 - Characteristics

The size of a non-race specific character can be either Small or Medium. In addition, his base land speed is always 30 feet.

Section 5 - Languages

A non-race specific character is allowed two starting languages of his choice, and is able to take any bonus language.

Example Starting Heritage Traits

- Stat Adjustment: +2 Cha, -2 Str
- Special Ability: Flare 3/day
- Racial Skill Trait: +4 bonus to Diplomacy and Gather Information checks
- Medium: No special bonuses or penalties due to size
- Known Languages: Common, Infernal
- Bonus Languages: Any



The Elder God & Creation

There was an instance before time itself when the world of mortals was but a dream of the one true god. No form or shape could describe this god, he was everything at once, yet a void of nothingness at the same time. His appendages could stretch the galaxies beyond comprehension or fold space itself into a cube the size of a fist. A being of pure chaos whose thoughts created glorious heavens and fiery hells within the same twinkling of his many eyes, worlds and races would spawn from his mouth creating existence, and then be consumed within his bosom.

As chance would have it, nine beings were birthed one day that this elder god gave much of himself to. Self aware and witnessing his many ways, these nine began to see the end of their life within their creator's next whim. In full agreement, seeking permanence, they created what could only be thought of as a latched box. Attempting to contain their father within it, he instead became the very box and again stretched across reality. With time running out they desperately sought for a way to hold his thoughts back, but with few options, they instead focused their power and together shattered god.

His death created the cosmos. The galaxies, planes of existence, worlds, races and life were hatched from this destructive egg. With no fear of an end, and no fear of eternal death these nine beings became the gods of the universe. Each taking a plane to rule, they governed with absolute sovereignty according to their whim. They took comfort in knowing that what they made would last forever, and what they destroyed would forever be gone.

For the gods that took an active role in their creations' lives they soon discovered that the power of their father, the elder god, flowed through all things, but more importantly, the creations had an immense power over them. The beings who they carved from the mud or had sown from the air would have to acknowledge the god's existence, for if they didn't the gods power would begin to diminish. With little concern of this at first the gods quickly began to see their power waning, an ebb and flow tied to the masses of people and animals that worshipped or denied them. Even when the gods forced themselves upon their people, the nations of their world became more concerned with subjugating each other, denying all else but their own mortal needs.

It seemed as if the elder god, even in death, still had his chaotic whims creating and destroying the world, but within these small scattered creatures. Eventually the gods began to lose more and more of their power. Becoming little more than powerful deities they began to walk among the people of their worlds. They kept their loss of power a secret from all creations except the very first, the dragons, which for a time chose to help their creators in teaching their children and kin of these gods.

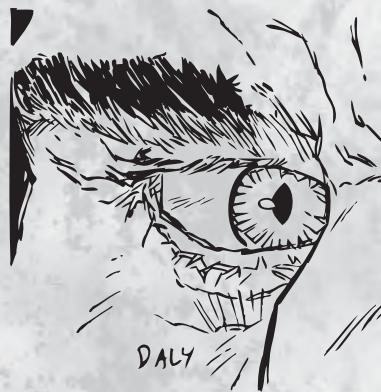
Inevitably the gods saw their end, becoming little more than the mortal beings they had depended on for existence for so long. Mingling with the different races of their world, a new being was born, one whose power flowed naturally from mankind's chaotic bloodline, but had the power of the gods. These beings, although not as strong as the gods before them, didn't need the worship or acknowledgement of followers to exist. Their existence was contained solely within themselves. Having a love for the dramatic, these beings wrapped themselves within fire, a display that showed

the chaotic whims of chance with its dancing fiery tongues. They called themselves the Ifrit.

A mix of the elder god through his creations and the now mortal gods, these beings grew in power and corruption. They had no care for their fellow man or for the gods before them; incredibly selfish, the Ifrit would conquer cities, rule them for a day then leave them to their own devices or destroy them on a whim. Eventually becoming bored with the world around them, they chose to leave, to explore new worlds, to create life on other worlds, or to even find a way to reincarnate the elder god they felt coursing through their veins. Mankind was completely left alone.

With the hierarchy of powers changing, the new dominant race became the Dragons. At first their teachings were of the old gods, whose hopes had originally been to attempt the resurrection of their creators. With only a handful that still held belief in the gods it soon became apparent that the races of the world were quickly moving in unfathomable directions. With changes in language and power, mankind became divided and the races of the world we know now began to take shape. Unwilling to continue the path of leadership for the world, the dragons soon became annoyed with mankind. It was only once they shut themselves away from the world with their followers that they eventually became intrigued with the way mankind was adapting, evolving into different beings.

With new races forming and differences becoming more and more defined, it wasn't long before the elder god's essence, although incredibly diluted, began to twist the very nature of these mortals. War was created, great armies rained down death upon each other in endless battles of torment. Enslaving one another, the world began to destroy itself over and over, with seldom times of peace and little prosperity it wasn't long before the world would decide to break itself apart, shattered like its father.



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, shapechanging 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 altar 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 shapechangers 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 shapechangers, 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 being's 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.

Molech	Medium Extraplanar, Outsider
Hit Dice:	10d8+20 (65 hp)
Initiative:	+4
Speed:	40 ft., climb 60 ft., fly 20 ft.
Defense:	18 (+4 Dex, +4 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+4/+2
Attack:	Tentacle +9 melee (1d4+5)
Full Attack:	4 tentacles +9 melee (1d4+5); bite +3 melee (1d3+5)
Space/Reach:	5 ft./10 ft.
Special Qualities:	Damage reduction 10/magic, 10/physical, darkvision 60 ft., truestrike, Heat: Molech's body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str 20, Dex 19, Con 13, Int 10, Wis 18, Cha 11
Skills:	Climb +15, Hide +9, Listen +9, Spot +9
Feats:	Alertness, Track
Special Abilities:	At will—detect magic, produce flame, pyrotechnics (DC 14), scorching ray (1 ray only); 3/day—invisibility, wall of fire (DC 16); polymorph (self only). Caster level 12th. The save DCs are Charisma-based.
Challenge Rating:	15
Treasure:	N/A
Allegiance:	Self



Rakshasha	Medium Outsider (Native)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Defense:	21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+7/+8
Attack:	Claw +8 melee (1d4+1)
Full Attack:	2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detect thoughts, spells
Special Qualities:	Change shape, damage reduction 15/good and piercing, darkvision 60 ft., spell resistance 27
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills:	Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats:	Alertness, Combat Casting, Dodge
Challenge Rating:	10
Treasure:	Standard coins; Rare magic items
Allegiance:	Cult of Molech
Advancement:	By character class
Level Adjustment:	+7

A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human. A rakshasa is about the same height and weight as a human. Rakshasas speak Common, Infernal, and Abyssal.

Combat: In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st—charm person, mage armor, magic missile, shield, silent image; 2nd—bear's endurance, invisibility, acid arrow; 3rd—haste, suggestion.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.



The Catacombs

When the people of the world began to return to the surface, the land North of the Sahenix Desert that brushed against the Coastal Lands of Hus had sunken in. Although not quite a canyon, this depression within the land caused many to worry about the possibility of not being able to construct roads above it. After a few expeditions had been sent out to investigate the ground, the discovery of numerous caves and passageways stretching miles in all directions gave cause for alarm, not for the loss of a more direct road, but rather because of what was in the caves. Numerous tombs and even mass graves in some parts caused the area to become avoided by all.

While the majority of those sane will avoid the area, either out of respect or fear, many who require a place to hide from their troubles willingly seek to dwell within the many natural caverns below the tombs and graves. In addition, many who have passed close to these lands at night swear they have seen

what looked like robed figures carrying torches into the depths of the tunnels. Many people are leery of the area and even a few of the more morally lenient merchants will avoid the purchase of items they know have been recovered from there.

Adventuring Ideas

While there are many campaigns that could take place within the world of Ave Molech, the following is a selection of the more obvious themes parties could explore while traveling the lands.

The Sahenix Desert

Hork, ever attempting to spread its technological achievements, often times has problems with animals, monsters, or even misguided people disrupting the PMMT lines. The PMMT lines have their beginnings deep within the city of Hork, but stretch across the land along the major roads leading to New Hus, Onica Shores, and the majority of outposts throughout the Coastal Lands. The most important of these lines are the ones that connect to the mining facilities near Hork. If these lines are damaged it is essential that they be repaired as quickly as possible. Damaged lines can make communication slow or even completely cut off a mining facility from the rest of the world.

New Hus

New Hus finds itself with an aging king and two brothers who are eyeing the throne. It's likely Yurin will try to hire a group of adventurers to help him accomplish some reputable feat for the city and win over the favor of the populace. Likewise it's not unlikely that Murog would hire a group of assassins to either remove or banish his brother from the realm, possibly leaving him to the pirates of Drun'Furum.

Green Faire

While students are tested within their own cities, the winners have to travel to the Shores of Onica to participate in the faire. This can be a journey for those of poorer areas who might not have access to a horseless wagon or airship. In addition, the final tests of students who attend magical universities often requires much travel, exploration or the recovery of an item of power. It is not unlikely that a promising student would be required to traverse the dangers of the Mudlands to retrieve a relic of historical value.

Tempered Bank of Ave Molech

Facilitating the funds of many expeditions, it's often a necessity of the bank to hire groups capable of recovering missing parties or being asked to secure a travel route to a specific location. While the bank would never openly admit to doing this, they are often in the habit of hiring bounty hunters to look for those who have not paid back their loans.

Missing parties and tracking down felons aside, the bank also hires many escorts to accompany their ship crews while traveling to the Ice Plains of Germore to pick up Cronarium shipments. While airships are the easiest and safest means of travel, many times the larger sea zeppelins are required and losing cargo, especially to the pirates of Drun'Furum is unacceptable.

Forgotten Forests

While the citizens of Elowen may choose to ostracize themselves from the world, they are always willing to tolerate those who bring them legitimate artifacts of Elven ancestry. In fact it's often rumored that they tend to over value their purchases so much that a single wagon of artifacts could net a merchant a large enough profit to retire on.

Northern Jungle

Whether it is the love of the salty sea air, the changing rhythm of the ocean, or simply the love of other peoples wealth, many have chosen to live their lives on the high seas of the Northern Lands. Risking limb and neck, they fight off Hybrude as well as take advantage of their own kind. Making their home among the Jungles of Ave Molech they strive for nothing more than immediate gratification. Careful to stay their course from those of the Valisna or any looking to bring retribution to them.

Mudlands

Many people are hired to protect and guide travelers through the Mudlands on their yearly pilgrimages to the Pool of Mortality. While it's not uncommon that some groups exist to fleece the travelers of their belongings and leave them for dead, lost within these dark lands, many legitimate groups exist that will provide safe passage, at a cost.

In addition, many towns along the northern border lands feel threatened by either undead infestations or the existence of shapeshifters within their mists. While the order of the Red and Black often are called upon to handle these types of disruptions, many freelance adventurers may find the pay exceptionally good from such small outskirt towns.



Journals

Journals are short stories that take place within the world of Ave Molech. Although the locations and events happen within this realm, the ideas for campaign settings, items and monsters mentioned within could all easily be used by GM's in many different worlds. If you enjoy this story and setting you may find the Ave Molech Campaign Setting worth exploring as well.

Journal Volume One - The Journal

The Story

I'd fallen on hard times lately, mostly financial. My divorce had left me little in the way of stability due to my ex-wife and her new husband acquiring most of my worldly possessions. It'd been a tough separation, tougher still on me these last few months. Because of this I had become prone to distancing myself from others, save the bottle, and quickly found myself out of work. Four years as a technician at IGT and now nothing to show for it; I had hoped my luck would change for the better.

This is why I accepted the job; Lodox Waxel, my one last friend, had come across a journal. He wouldn't say where it came from, and I suppose now it doesn't much matter. The fact remains the journal described in great detail two peculiar devices, located within a forgotten research facility in the Southern Mudlands. A mechanical machine from the time before the Storms that was capable of producing perpetual energy, once thought to be just a wild theory. And another machine, one capable of instantly fusing any type of metal to living tissue. The benefits from these of course were numerous, endless power, the grafting of man and metal, these would be fantastic feats; feats too good to be true, but still worth investigating.

The job, though simple in concept, was poorly suited for us; two men who had little knowledge of the world beyond the safety of the Sahenix and our beloved Hork. We had left Hork by means of Lodox's GMW840 horseless wagon, a solid machine that carried us Southeast to the town of Lithu. A small village populated by mostly simple folk, largely farmers and laborers easily amused by some game involving the kicking of a ball into netted pens. It was here that Lodox treated me to my first and last cup of Jackmen's Fine Ale. A pungent alcohol, it burned my throat and almost forced me to recall our dinner upon the bar's counter. Of course, given my current state, I wish I had a cup now.

We were loaned two Howlers for travel through the Mudlands, the beginning of our ill-fated adventure. When barely a day and a half from Lithu, we were forced to turn back and return them. The sounds of ill-fortune and stench of death had become unbearable for us, and we lacked the proper gear to defend ourselves had we run into any serious trouble. We should have returned to Hork then, but Lodox was determined; the dangers seemed to concern him little, and so we rented a small skiff.

The idea Lodox had now was to sail around the coast of the Mudlands, sticking to the shallows, and return to land near the peninsula Southwest of the Pool of Mortality. This spot would land us a day's journey, at most, from our final destination. It was the first decent plan I had heard thus far, so I was quick to agree. We set out, neither myself nor Lodox a sailor by trade or hobby. In hindsight, it's a profession I wish we had thought to invest some time into, as some skill and tenacity is required when one encounters a storm, even within the shallow seas. How quickly we were blown off course, our chances for success continually diminishing as if fate itself was against us.

Water was everywhere and the skiff was barely able to

stay afloat it seemed. With luck we were able to 'land' upon some rocks. Though not the landing we had hoped for, it allowed us the comfort of solid ground to stand on. Dry land had never felt better to me that morning. The skiff was badly damaged, completely unable to sail from large holes torn in its side, if we were to head back we would have to walk.

Our intended mark was now somewhere to the East of us, and the camping supplies were in disarray. It would have been smart to head back, either by retracing the shores or attempting to cut across the muddy terrain towards Dividere Lake. My suggestions to Lodox fell on deaf ears, as the string of events only fueled his determination with a fervor that I simply did not understand. Not desiring to leave my long time friend to folly, I gave in, and we proceeded to make our journey towards the fabled research facility.

We were hard pressed traveling by foot. Our simple hiking boots were completely useless within the soggy mud, myself sinking oftentimes up to my knees or as high as the waist. A few times Lodox and myself even became stuck to the point where I thought we might drown. The thought of my lungs filled with mud was a terrifying thought, but perhaps in contemplation now a better end than my current state. Keeping the shores in mind, we back tracked towards the tip of the peninsula, and eventually found the shoreline.

The journal spoke of many other devices within the research facilities' walls. It was a storehouse of knowledge and technology; this lab must have been the crowning achievement of the old world. The structure itself was an ingenious invention, harnessing the power of the seas to cool its perpetual energy generator. When we came across the large metal conduits running from the seas towards the Northern sky, I felt relieved; finally a positive note among our series of unfortunate events. The flat metal meshing running along the tops of these pipes provided us with a sustainable even pace towards the facility.

Lodox was quick to press his ear against the steel, both when we first encountered the tubes and again every few hours as we walked on. I could hear the movement of water within, a sign that seemed to trouble Lodox. I assumed the fear of losing this discovery to another made him more anxious, or maybe it was just his earlier resolve turning to madness as we quickly came upon the domed building. Though overgrown with moss and its walls decrepit there were many strange gears along its outer walls, high above near the rain gutters, which caught my eye. They moved, ever so slightly, and I was amazed at how the passage of time was so visible here, yet everything appeared to still work.

Excitement quickly filled us both as we entered the facility. The front doors had collapsed and were now covered in strange twisting vines that seemed to move on their own. We found that the closer we got the more the vines seemed to move, as if anticipating us to pass through them. Lodox was unphased by this and quickly stepped through, one lashing at his backside as he traversed their path. I quickly followed, but one tentacle-like vine immediately pulled at my arm, another at my leg. I

stumbled through the opening, afraid to fall back into the vines' soft bed of leaves; I imagined them a gaping mouth. I shifted my weight and fell forward onto the stone stairs inside, breaking me free of its grasp.

We had no torches with us to light the inside, but by luck or intuition Lodox had found one. A metal rod with a crystal filled with glowing oil lit up as he grasped it in his hands. The silvery liquid inside twisted and caused strange shapes to dance from the shadows of this large circular shaped room. I remember being almost overcome with an eeriness I couldn't shake.

Inside the facility was a single large room, filled with many desks. Each was covered in dust, decayed paper unreadable or recoverable, yet many fascinating and strange devices littered the floor and walls. One such device was of a man suspended within a sphere. Strands of steel crisscrossed through his body, with his features drawn to appear in obvious pain. A large intricate clockwork machine of numerous spheres slowly rotated within the dead center of the room and as Lodox moved closer to it, it seemed to increase its speed of rotation. Lodox seemed to be enthralled with the spheres, and as I left him to his machine, I began to look around at the various mechanics lying about.

From what I could make out of the drawings and machinery, everything was somehow related to the study of combining man with machine or maybe machine with parts of man. It wouldn't begin to make sense to me until I came upon a small room in the corner, with a staircase leading down towards something very dark. My feet kicked an old torch and after using several of my damp matches I managed to light it. I called to Lodox, but he still seemed captivated by the spheres, something that probably should have caused me more concern at the time.

The stairs wrapped around to another large room, the size of the one above. In here were glass casings covered in a thick dust. I moved closer to the casing and with my jacket's sleeve wiped clean a spot large enough to peer through, a simple act that would cause my blood to turn cold.

Its eyes blinked at me, they seemed angry, filled with a rage I suppose I will soon succumb to as well. The twisted body of a man and clockwork sewn together filled my vision. His hands reached out towards the glass slowly and I could see various wires and tubes connected to him, traveling to the ceiling. My mind began to ask questions as I turned, only to see row upon row of identical glass chambers, an abomination in each one no doubt.

Here is when I heard the footsteps, and here is when I turned to face the man I thought was my friend. It was at this time that I suddenly became aware of a feeling that I should not have come here. The world went dark.



I awoke on a table, thick leather straps across my head, hands, waist and feet. Lodox's appearance had changed; he was wearing a white blood stained overcoat and a mask. His hands held steady a tray of various utensils. *Oh the pain* I endured, the malicious torture, as I felt the removal of each piece he took of me without the use of any anesthetics. He cut in what felt and appeared

to be purely random patterns along my flesh, jabbing rusted metal strands into the wounds. Wheeling me from one bright light to another I slowly changed. My mouth was forced open and I could feel something wet being pushed down my throat, I couldn't breathe. It seemed to twist its way down on its own and I felt as if something was growing inside me, spreading. My veins tore slowly out of my chest as if worms burrowing out of a bloated sac of putrid flesh.

Now trapped within this glass prison the world quickly dims, I find myself, my memories and life fading. I recall each hour to myself the story of how I came here, but it seems to change slightly each time, the starting point in Hork, then Lithu, then the crash. *Yes the crash, it must have started with the crash, was I rescued?*

The Adventure

It begins with a Journal. The Journal is a cursed item that will feed its reader a unique story about a research facility deep within the Mudlands. While the facility is real, the journal will convince its reader that there exists a device or treasure, which although fantastic, will be exactly something the reader finds unnaturally desirable and almost drawn too. So much so that it would be extremely hard for the reader to dismiss it without devoting much thought on the subject. If the journal finds a reader willing to lend his ear and make the journey it will require its owner to bring along a companion, or companions, to help him along his way. Regardless of any incidents along the way the owner of the journal will increasingly become more fervent in his desire to reach the facility as quickly as possible with each step he takes.

Once at the facility, the journal's madness will become too much for its bearer to resist, and amplified by the magical spheres within the dome facility will be able to take full control of his owner's actions. The journal, dominating the owner's mind and body, will attempt to first separate the party members and then lure each one to his private workroom. Upon his successful capture of a party member, they will undergo about an hour of intense torture, followed by several hours of transformation procedures. The procedures end with the creation of a clockwork abomination and the essential death or removal of the member's soul.

The journal's ultimate goal is to mass an army of clockwork abominations large enough to destroy the city of Brent. A city long lost and destroyed by the many storms and chaos of the world, its ruins remain to the Southwest of Dividere Lake.

Godan, the spirit within the journal, was a powerful magic user in the old world from the city of Hiru, its ruins located near the peninsula south of the facility. Hiru and Brent were two cities that had been at war with each other during the previous age, with the war ending after Brent's armies literally slaughtered every man, woman and child of Hiru. Godan's spirit seeking revenge trapped his soul within the journal before his body gave up its life.

It is unknown as to how the journal made it to the current populace, the most likely assumption being it was found by scavengers frequenting the Mudlands and sold at the bazaar, passing hands till eventually it found someone it could influence.

Unfortunately the journal has no knowledge of the world's change and so it believes Brent is still thriving and must be destroyed. The desired result is to have the party discover the truth behind the journal before being turned into abominations. Success is met when the journal is stopped, either by learning of Brent's destruction, being destroyed or the party simply killing the dominated member and leaving.

Godan's Journal

The journal is a large 10"x12" black leather bound book. Its pages tell a unique story based on the reader's thoughts. Each person to read it will be told a story custom tailored to them. While the book has a player or ordinary fully dominated it will respond only to the name of Godan. It can be destroyed by any standard means such as burned or torn apart.

The Town of Lithu

The town of Lithu is one of the many small borderlands outposts that have started to grow in population recently. It survives as a self-sufficient farming community and has no exports of any kind. Although seldom travelers make their way here, they are a genial group who attempt to accommodate as well as possible any travelers who happen upon their lands. Several howlers for land travel as well as a few small skiffs capable of making short sea travels are available for rental or purchase from the town. The town's only reputation comes from their drink of choice, Jackmen's Fine Ale, a strong alcoholic drink known to induce ulcers among outsiders. The town is far enough from the desert and larger borderland towns that it does not have a PMMT line, though it is possible one could be installed.

The Research Facility

This building is a large circular building with a domed ceiling. Approximately 100' in diameter its floors are littered with paper. Magical spheres within the center call out to the owner of the journal, but are otherwise found almost completely uninteresting to anyone else. The walls are filled with rows of books that contain many drawings and diagrams of the machines used to create clockwork abominations. A staircase on the left side



of the facility will lead up to a catwalk area over-looking the entire main room, and outside can be viewed from atop this location due to a collapsed portion of the ceiling's dome. There is also a small office on the opposite side that holds a library of books on the history of Brent and Hiru. Though extremely old and given in to decay, it is possible to piece together some of the history after examining several of the books. The staircase within this room leads down

towards a chamber filled with glass tubes containing the army of abominations. Beyond the tubes on the far side of the room is a magically sealed door that can only be opened by the owner of the journal while completely dominated. Inside that door is the operating laboratory.

Clockwork Abomination

It takes 1 hour of body manipulation and 6 hours of metal and flesh grafting for a clockwork abomination to be created. If this process is interrupted at any point there is a 50% chance the character will succumb to either the pain or loss of vitality and die. Though there is also a chance of survival, the character ends up greatly disfigured, scarred and possibly loses the use of some of his limbs. See the chart below for possible outcomes.

DC	Outcome
1-25	Paralyzed from the waist down
26-50	Loss of a single arm
51-75	Horribly Disfigured, -4 penalty to all charisma based checks, +4 to intimidation
76-100	After several days of rest and healing the character should be able to function normally, some minor scarring will most likely be all that is left

If the process for a clockwork abomination is completed the character loses all memory of his former life within a 24 hour period. This process is irreversible and cannot be delayed. After this 24-hour period, the character essentially becomes a monster, incapable of anything but destruction, and only obeying the orders of Godan's Journal. If Godan's journal is destroyed the clockwork abomination(s) will simply go into a mad frenzy and attempt to destroy everything in their path.

Clockwork Abomination Template

- +8 Str to base ability score
- Creature type changes to Undead
- Feats and abilities of the current character remain the same
- Damage reduction 5/physical
- Receives double damage from any electrical weapon

Assassin Vine

Type:	Large Plant
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Defense:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	10 ft./10 ft. (20 ft. with vine)
Special Attacks:	Constrict 1d6+7, entangle, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
Environment:	NA
Organization:	Solitary or patch (2–4)
Challenge Rating:	3
Advancement:	5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

Combat

An assassin vine uses simple tactics:

It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Sowler

Type:	Large Outsider (Extraplanar)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Defense:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+5)
Full Attack:	Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Quills, howl
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills:	Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats:	Alertness, Combat Reflexes, Improved Initiative
Organization:	Solitary, gang (2–4), or pack (6–10)
Challenge Rating:	3
Alligience:	Usually owner, trainer or handler
Advancement:	7–9 HD (Large); 11–18 HD (Huge)
Level Adjustment:	+3 (cohort)

The most common mount used by adventurers and travelers within the world of Ave Molech who seek to go beyond the Coastal Lands of Hus or the Sahenix Desert. Howlers, while many are domesticated, and still prone to wander wild across the lands in search of small prey, and usually can be found in packs of four to six.

A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

Combat

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again. A howler's natural weapons, as well as any weapons it wields, are treated as +1 weapons for the purpose of overcoming damage reduction.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Training A Howler

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pound; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

Journal Volume Two - Bounty Hunter

The Story

Dry, dead thorns scrape across my face just below my left eye as I run through thick brush, away from the man in the blue coat.

I refuse to look behind me, but I can tell his stern face is fixed on me. His gaze seems to have burned itself into my soul. He is a few yards behind me keeping pace, and I'm almost out of breath. I'd hoped to lose him in this dense wood, but we were now nearing an open patch of white oaks where he'd most likely catch me.

I was leaping forward, the tip of my foot striking a rock that propelled me through a bit of foliage. Rolling now, I broke into the open; just a blur of grass and twigs and I realize I'm falling fast. My hands flail in the air and scrape against the side of the rocky cliff face that seems to crumble at the touch. Shredded and numb my hands finally grip a root. The field I had thought to find myself in apparently had a chasm running down through the middle of it.

Blood rolls down my arms from my now thrashed hands, dripping onto my face as I glance upwards. The man in the blue coat had stopped at the top and was staring down at me, muttering something unintelligible. I had nowhere to go, but he had no way of getting down here; at least for now. My hands were starting to go stiff and I kicked around with my feet trying to find a foothold. The root gives, my hand loses its already tenuous grip, and now I'm in a free fall.

The winds rush past me as I close my eyes, the air goes out of my lungs and I brace for impact. Suddenly, I'm under water, the cold rush of river water numbs my aching hands. My luck must have finally turned, and my good fortune gives me a second wind as I kick to the surface. I wade through the water and hug the side of the chasm. It's only a small canyon, but it might just provide the cover I need to make a clean escape. I glance upward a couple hundred feet and can't tell if there is anyone looking down at me or not. I catch my breath and keep moving. *Have to keep moving...he won't stop, and I'll be damned if I do.*

It was five days ago midday when I had just finished off my last pint of cider ale at the Nan'Nageb Tavern. It wasn't much, but it was my new local haunt, a little bed and breakfast in the town of Ver'Loren. It provided some respite from the debt collectors who had been hounding me for weeks. Travelers from all corners of the world made this their pit stop, and the constant traffic of new faces gave me a bit of anonymity. As long as I kept a low profile, I figured I'd be able to blend in and buy myself some time. It wasn't much of a life, but I took small comfort that at least my sister could live a half-way normal life. She deserved it after all.

If it hadn't been for my sister I'd still be living in Serune on the outskirts of New Hus. Her sickness, a fever brought on by lack of proper nourishment and poor lifestyle, had taken the life of our parents and I'd be damned if I just sat back and watched her pass as well. I didn't dare go to Magistrate Duvelle or any of his associates for help. I knew whatever they gave me, they'd take right back out of me. Or worse, my sister; they'd probably force her to work off any debt in one of their brothels, the bastards.

So I'd gone to see the good ole' TBM, the Tempered Bank

of Molech. Barely keeping a job for more than a couple days on end, I knew I'd never be able to pay back any loan I took. The local loan sharks tended to withdraw their investments in flesh, so I dared not risk their business. Bank loans tended to be more tedious to acquire, but at least when the TBM sends someone out for you they don't hurt your friends or family. They may question them, make them sweat a little, but they'd never hurt her and that's all that mattered.

I sold the loan officer on a typical 'underdog turning a new leaf' story, and although he was skeptical, I was able to secure a small loan. Not much, but it was enough. I checked my sister in to the best clinic I could find, paying her room and board a few weeks in advance. The doctor's were reputed to be the best for miles, so with any luck she'd recover quickly, take a note from her brother's book, and disappear. I stuck around a few days 'till I knew she'd make it, and then I left her the rest of my coin and took off.

I knew I had about two weeks left before someone from the TBM would start to inquire about me, and four weeks before they'd send someone to bring me back. I figured as long as I could disappear things would be fine. I might never see my sister again, but she'd be all right and that was all I needed.

I remember wiping my lips dry and hearing the doors swing open and shut when I got a sick feeling in my gut as if someone had planted their fist straight through me. It was a tall, well built man with a groomed beard, a nice suit and vest, with a long blue coat on that made me want to immediately jump out the window and run. The trademark navy blue of the TBM, and by the look of him, he was certainly *not* an accountant. He stuck out like a sore thumb, and it didn't take a genius to know I needed to get out of there fast.

The waitress came by to close out my tab, my hand stopped her from removing the tray and I asked her for one more round. If I had left then it might have looked obvious that I was his mark. The man looked over the room and sat down, his coat falling to one side revealing two black belts holstering a couple of side arms. A man in the back seemed to catch his attention for a while but when he started scanning the room, sizing up each customer, I knew it was time to leave. I placed a few coins down at the table, left a generous tip, and calmly walked out.

I had made it about halfway down the street when I glanced back to see him slowly walking towards me. I paused briefly in my tracks by a small shop and pretended to be interested with what was inside and then turned slowly down the alley next to it. I bolted, making a beeline for the outskirts of town, and I broke into the tree line at top speed.

A little ways ahead of me the water became shallower and eventually a bank of dry land comforted me for a spell. I couldn't see the top of the chasm anymore and it was starting to get dark. I wasn't worried about any wild animals finding me down here, but I had

nothing to make a fire with and the cold was beginning to sap my strength.

Then I noticed it. A cave behind me, carved delicately out of the canyon wall, certainly man-made. *What if the man in the blue coat was heading down here right now?* I had to move again, and fast; seeing no other options, I descended into the cavern. A few feet in and I could make out a torch. *Shit, how did he get down here so fast?* I held myself against the wall fast as I waited to see if it was approaching me, but after a time I realized it held its position. *Must be some kind of shrine, but who lit these things?* I regained my composure and ventured deeper.

Getting nearer; the torches on the wall illuminated the entrance to a poorly lit room. A partially caved in room, I could barely make out the skeletons of two men as my feet brushed past their bones. A pistol in each ones hand pointed at each others head, the skulls of both evidence enough to tell me that the two had killed each other. Ones arm was outstretch slightly holding a black box. I knelt down and picked it up, studying it carefully by the torchlight. It seemed to be made of some kind of darkened glass and I slowly unclasped a small latch and lifted it open. A glass marble the size of my fist sat inside; a dark green color, it slowly lit up.

Inside the crystal ball, the swirling green cleared and a vision appeared. The word "STOP!" yelled at me, the man in the blue coat standing over me, his gun drawn to my face. *What the fuck?!*

I was snapped back to my surroundings to the sound of footsteps echoing down from somewhere ahead of me in the cave, approaching cautiously. Dropping the box, I grabbed the pistols from the skeleton remains and ran back towards the water. *Maybe there's another way out on the opposite shore, there's got to be....*

I swam as hard as I could, the pistols slipping out of my hand; I had to duck under the water several times to recover them from the murky water. I didn't know if what I had seen was real, but I wasn't going to let the man chasing me take me without a fight. I had almost reached the bank on the other side of the chasm when I heard from the splashing behind me "STOP!"

I came out the water and fell to the ground, exhausted, I lay on my back, the man in the blue coat almost on top of me. I pointed one of the pistols at him. "Don't do it boy," The man said. I pulled the trigger, I didn't want to die, and I heard a dull click, steal on wet flint. "STOP!" The man pointed his pistol at me. I quickly began to raise the second pistol as I heard a shot ring out. Darkness, so cold...



The Adventure

The man in the blue coat is a bounty hunter for the Tempered Bank of Molech. While most traditional bounty hunters are concerned with catching criminals dead or alive by any means

necessary, the bounty hunters that work for the TBM are of an entirely different caliber. TBM bounty hunters have to have a certain amount of prestige and reputation before they will even be considered for hire. In addition, it is very rare that a TBM bounty hunter ever kills his marks, after all he is dealing with people who have not paid back their debts, not hardened criminals. His orders are to bring the person or persons to the offended office where they will be taken into custody by the TBM and forced to work under extensive supervision at one of their many operations. Bounty hunters who work for the TBM are only allowed to use excessive violence in self-defense if threatened.

Depending on your players and their type of characters you could have them play the part of the bounty hunters or the one(s) who skipped out on their loans. When running a bounty hunter campaign we found that it worked out best to have the GM meet separately with two different player groups: the Bounty Hunters and the Hunted. This allowed for two separate player bases being pitted against each other, eventually coming together for the final confrontation. Of course managing two gaming nights a week with two different groups isn't always a possibility for everyone. One of the more common methods is to simply have your group play as either the Bounty Hunters or Hunted, with the opposing party being purely GM controlled.

As an alternative, the Eye of Crystallis itself is a treasure many would choose to seek out.

The Town of Ver' Loren

Ver'Loren is a small town near the southwestern coasts of the Forgotten Forests. Although within the Half-Elven territories of Elowen, it remains a small village populated by mostly human and Half-Elves with the occasional traveler seeking solitude and rest. Far away from the on goings of the rest of the world news travels slowly to and from this town. Adventurers who happen upon this cozy town are usually treated well, though may be asked many a question about their journeys.

In addition to its slow learning of current events, many outsiders find it a pleasant and surprisingly safe place to visit. The Nan'Nageb Tavern, although considered a dive by most city standards, is often spoken of as a tranquil and relaxing place to visit. But don't expect any luxurious extravagant here; the people are hunters, trappers and farmers, living off the land and homely. The locals govern themselves, and for the most part the town stands as a quiet, comfortable and friendly place to visit.

The City of Serune & Duvelle Dufai

Serune sits along the central shores of New Hus, directly to the north of the village of Kut'n. Although a fairly sizeable city, its citizens are some of the poorest within the coastal lands of New Hus. Loosely monitored by officials from the city of New Hus who fatten their pockets, the town's real authority as far as



its citizens are concerned comes from a Human by the name of Duvelle Dufai. The magistrate of Serune, he owns and facilitates all of the Brothels and Casinos as well as the shipping league. The shipping league is the organization that watches over and protects the fishermen and cargo ships along the port of Serune. Although charging a hefty tax of their own, they guarantee the safety of all sea vessels, unless of course you don't pay.

While many citizens have often relied on loans from one of Duvelle's so-called credit unions, many have found them unable to pay the high interest and are sold into slavery or forced to work as performers in one of his many seedy outfits.

Travelers tend to stay away from here as trouble is easy to force itself upon new faces, and adventurers keep a close eye on their belongings when having to deal in the city. It's not unlikely that at some point in the near future someone will hire a group of outsiders to protect them from Duvelle's men, or even attempt to oust him from power. It's even been rumored that the Followers of Talon are beginning to turn their watchful eyes upon Duvelle Dufai and his men.

The Man in the Blue Coat

The man in the blue coat is none other than Percival McDille. A famed bounty hunter extraordinaire, it has been said he could track a man to the ends of the earth being given only his first name and the reason he's running. Although a hardened adventurer, he's sharp and witty, as well as always found to be well dressed and groomed. He currently works exclusively for the Tempered Bank of Ave Molech.

It's been said that he likes to chase after his bounties with no more than their capable means. Meaning if the debtor is a singular man running from his loan he'll simply follow after him, but if it's a man who is known to be dangerous and has notorious friends from bad places, Percival won't hesitate to bring his airships and hired hands along for the ride.

While the job requires many detective skills, Percival McDille has made it his policy never to become involved in the affairs of his bounty. He makes it his mantra to bring his bounties in without ever lending an ear to any tales they tell. In addition he has been known to draw his weapon somewhat hastily, though not quick enough for the TBM to hesitate to use his services.

The Eye of Crystallis

The Eye of Crystallis is a large dark green stone, about the size of a human fist, and round. It is not known where it comes from or why it was created, but it is said that whoever holds the eye will see briefly into the future. Many magic users have sought after its power, paying informants well for information on its present location or even to bring it to them. While the eye does

reveal the future, it does so only once to each person to hold it, with images to happen within the next 24 hours, never more.

While many magic users believe the eye holds other powers and secrets it is a common belief held by magical scholars that the future, whether shown plain too us or not, cannot be altered by any means. Therefore the eye is debated as being part of a set of magical artifacts capable of seeing and changing the future or simply a left over piece of the world from the time the many storms tore the world apart. Another lesser-mentioned theory is one where the eye is a cursed item - its visions simply possibilities existing to misguide and force selected individuals into making poor decisions. The idea comes from the belief that if you were to see the future, you would most likely end up making that future happen, regardless of whether you wanted that outcome to be fulfilled or not. *For example, the man in the story sees a gun pointed at his head, and because of this he grabs two pistols and attempts to shoot his captor. Had he not had this vision and continued running the bounty hunter most likely would not have shot him after subduing him.*

While the Eye in this story lays within the muddy soil of a small Chasm, rumors throughout the world have spread telling of its passing of hands to a tower in the woods North of Ver'Loren by a small lake. This unnamed tower in the forests is said to house a magical library and that the undead corpse of a once beautiful sorceress watches over the Eye, held within a glass pillar. Although the existence of a tower near that location can easily be confirmed there remains to be seen any visible entrance and many believe that the only way to pass inside is through a hidden cave found within one of the many chasms in its vicinity.

Journal Volume Three - The Red & Black

The Story

I'm staring her in the eye - an eye attached to an index finger with a liplless mouth opening and closing in its palm. Her arm stretched outwards toward my face, protruding from where her head should have been on a body consisting of random pieces of flesh dripping dark purple mucous. I take a step backwards towards the wall.

"So, are you prepared to die?"

Right now I'm honestly more concerned about her stains coming out of my shirt.

It was almost a week ago when we left Lupus and headed East towards Gwrenfaar. A letter from the local magistrate, Julias Desilpy, informed us of a series of missing person reports, the partial remains of each turning up on the outskirts of town where the sewers met the seas. We would have played it off as some

simple serial killer, except for the fact the victims all had traces of webbing on them. Very thick spider webbing was something my colleague and I couldn't ignore.

We set off just as the second letter arrived, the magistrate's own son had gone missing, and from his words he seemed to be on the brink of letting the town rip itself apart looking for the would-be killer. Pressing our howlers hard we made the four-day journey in only two, separating just before the city's first watchtower. My associate took to the southern entrance while I ventured through the main gates. The dark gray sky and heavy down pour would work well to his advantage, his hybrid form barely noticeable even with his initial first steps away from me.

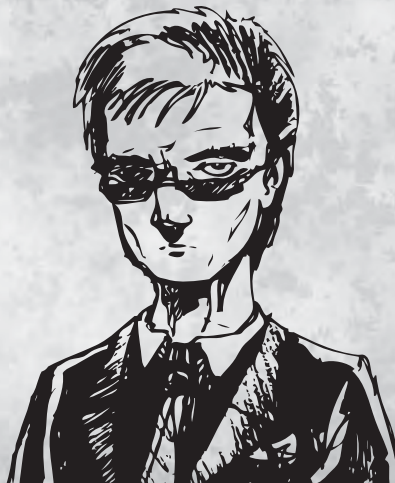
I was greeted at the gate by two armed guards, their demeanor stern, and I was quickly turned away and informed that the gates were closed. They were even hesitant when I showed them the letter from the magistrate, but my red marked hand assured them of my validity.

After meeting with Magistrate Julias I was unsure of where to start my search for the killer. For the most part the people reported missing had been outsiders, most were assumed to have just been riffraff skipping out on their bills. It wasn't until the city began to have a lack of tourism that the locals themselves started disappearing. Local children were the ones to discover the remains while playing near the shore, and that was the start of the guardsmen beginning an actual investigation. The only witnesses I had were the children, and that was after the fact; the guardsmen themselves had followed the sewers back, but since they spread across the city's underside it was of little use to trace it back to any one location.

With little to go on, I found it best to take a look around the town posing as a lush traveling merchant, the type that would make me an easy mark for anyone. The magistrate was kind enough to loan me some lavish attire, as well as some makeup to cover the distinct red marking of my right hand. I wore my coin purse on the outside of my clothing and kept it a little too full. I took my leave of the magistrate's home and, touching my earring, spent a minute relaying the information I had so far to my other half.

It was the next morning at the Broken Anvil Tavern when I was informed that our search had hit a dead end, even with my companion's excellent sense of smell. The paths crisscrossed under the entire city and for the most part all the openings led to common areas. All places which would require someone being seen if they indeed dumped the remains down the sewer drain and let them coast away on their own. There were no signs of any ritual by the opening or even of a struggle, so the chance they were killed on the shore was unlikely.

The killer must have had his way, and then carried the pieces out to the seas himself. The sewers had only been a way to get around others seeing and smelling a blood stained



person walking through their alleys. My associate did manage to find some more webbing towards the central area of town, but it was still too wide of an area to pinpoint a general location. One thing he did find peculiar, and the only thing I had to go on now, was a single rhinestone smelling of perfume in one piece of webbing.

I had initially tried talking to the bartender and a few storeowners about my desire to extend a PMMT line to the city. To do this I had posed as an outsider with a fair amount of coin and seeking a local business partner to work with. In addition I also had made it known that I would be leaving quickly, as soon as I heard word from my associates back at the bank if a loan came through. I had met a few interested parties as well as some who definitely were interested in fleecing me, but nothing that brought a clue. So I tossed back another pint of ale, spilling some of it on my chest. It was time to try another tactic.

I slapped the bar maid's ass as she walked by and asked her where I could find some fun. She told me if I didn't know how to treat a lady then my best bet would be to see one of the working girls at the Wet Orchid. Apparently for the right price they would let you do anything you wanted, provided you didn't damage or break the merchandise.

The Wet Orchid was located on the far Northeastern side of the city. An intricately designed building, it appeared as if the architect could not make up his mind as to what style he had wanted to use in its creation. Because of this the brothel looked more like a collection of domes, staggered towers and glass prisms. But I wasn't thinking about the location or it's facilities; I was thinking about spiders. Spiders spin their web and hide off to the side, venturing out, as their unsuspecting prey becomes tangled in the trap. If I was going to lure this killer out I would need to appear to be trapped in its web. I reached into my pocket and pulled out a vial of foul smelling liquid. I tossed my head back and forced myself to swallow the liquid.

To my surprise it hadn't taken long. My ruse had seemed to pay off: the merchant by himself in city, intoxicated, who was planning to leave at any moment had attracted the creature out of hiding: A beautiful temptress who found me amongst the others I was socializing with, a woman who told me how handsome I was and how much she had always wanted to be with a man of my stature. Her act was easy to see through, but it wasn't that which made me aware of her nature, it was the way the other girls looked, as if they knew what was coming when she led me away from the flock. Once back in her room it wasn't long before the two of us would both show our true colors.

"So, are you prepared to die?"

"No, I'm not." I say taking a step back; my left hand pushes back the sleeve of my right arm. The markings on my arm begin to dissolve the makeup covering.

A cackle comes from the mass in front of me as her form begins to shift again. I grab at a lump of her flesh "Show yourself

fiend!" I yell. The shape twists and spins.

"You think you can command me fool?" two bright eyes flash red and suddenly break apart, multiplying and turning black. Four legs shoot out of her sides and a large pod protrudes from her back. The Aranea grabbed out at me with her small arms, I go to move back, but I'm already against the wall of her room. I look into her mandibles as she comes towards me; a black cloud forms and dissipates almost instantly behind her. There is a brief pause.

Her body reels back in agony as a spear is driven through her humped back, my companion twisting the blades around, making sure of her demise. The large spider-like body drops to the ground, my associate standing over her.

"A little close there."

"I was delayed. Found the boy's body in the cellar, along with her offspring." He twisted the blade out of the body, his features changing from his hybrid bear-like form back to that of man's. "Two small ones, dead now." He cocked his head from side to side as he wiped the blades of the retracting spear with a silk cloth he grabbed from the creature's dresser.

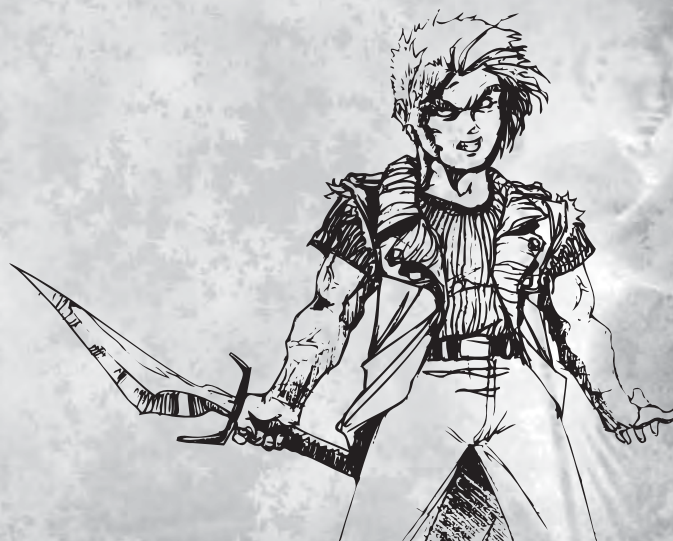
"I'll call for the guard. Julias will need to be informed of his son's death."

"So the Red gets his man." He snickers.

"Something like that I suppose."

The Adventure

Adventures dealing with mystery and intrigue can be some of the most difficult to facilitate. On one hand you want to allow enough information for your players to be able to solve the puzzle, but on the other hand you don't want it to be too obvious as to who or where the culprit(s) are. As always, planning ahead is important, especially for this type of adventure. Besides, just coming up with the villains and heroes you need to list out clues (and misleads) that are relevant and will help your players put the puzzle together themselves. For example, in this story the two main characters knew that the killer(s) initially were only preying upon travelers for quite some time, so they deduced it was someone local. The next clue was the webbing on the bodies, which made them think it could be some type of



spider-like creature. The third clue was a rhinestone smelling of perfume, which in the world of Ave Molech, is commonly used on women's jewelry, primarily by those who work in various types of entertainment.

Obviously when playing a mystery campaign you'll most likely need a lot more than just three clues, however since players are always unpredictable, don't be afraid to move clues around. If your party needed to find a piece of rhinestone on webbing in the sewer and they didn't, don't be afraid to move it somewhere else within reason. The rhinestone could easily be found the next time a body turns up, near some blood on a basement floor, or if the party is totally clueless or rolling badly, can just be informed of it from an additional inspector or ordinary who happens to notice it on one of the previous webbings. Also, when planning out clues and misleads, consider their impact on the players, if the culprit is a large man will a set of large footprints in the mud help them? How about a pair of muddy boots in a suspect's house? Of course these are simplistic ideas, but the ideas remain the same regardless of what type of story line you decide to do.

In this adventure two members from the Order of the Red & Black were sent to a town to investigate a series of missing persons and murders taking place. While this particular organization primarily seeks out only Shape Changers and Raksasha, they will at times involve themselves in other criminal cases if they feel it may require more attention than a local guard or inspector could give.

The Province of Gwrenfaar

The province of Gwrenfaar makes its home on the eastern islands of New Hus's Coastal Lands, south of the floating city of Gal. Its magistrate, Julius Desilpy, is a human in his mid thirties with close ties to merchants from the Shores of Onica. The capitol city is Gwren, a large city built on a peninsula. Because of the city's location it has little fear of Hybrude attacks or raiding parties from the far Northern Jungles. Close to the seas and with lush green lands surrounding them many small towns and villages are beginning to spring up in the nearby hills and mountain ranges. Regardless of what problems arise within the province, Julius has a strong desire to see his province continue to grow and hopes for the day when his status will allow him complete control over the entire eastern islands. Because of this Julius will not hesitate to call in favors and hire adventurers from any source viable of solving his city's problems.

Although not as influential as the leaders of Hork, New Hus or Gal, Julius' province is beginning to attract many new citizens and travelers, bringing in a great deal of wealth. Unfortunately, the desires that drive people to move to this location also drive the monsters that feed on them to these areas as well. Because of this the Order of the Red & Black, who make their home on the nearby island of Lupis, heed many of the calls for help they receive from the citizens of these lands, as well as those from the towns in the bordering Mudlands.

The Broken Anvil Tavern

The Broken Anvil Tavern is one of the largest of its kind in the world of Ave Molech. It boasts four floors, each with its own bar, six private dining rooms able to accommodate up to twenty people each and even a basement that includes a lounge area. It's one of the most visited places in all of the Gwrenfaar Province by both tourists and locals. It's managed by Frederik Wulows, a Tiefling who founded one of the first bars, Frederik's, which is located in southern Gwren, and has continued to expand his businesses over the years.

He is also owner of several restaurants in the city and spends most of his time facilitating each one. Because of this, he often is unaware of any seedy business practices taking place in his establishments, but is quick to uproot anything he feels is troublesome or will hurt his reputation. He is one of the prominent figures in Gwren and close friends with Julius, and will usually hire someone capable of inflicting chastisement quietly and efficiently in order to stay in Julius' good favor.

The Wet Orchid

Owned and operated by the self-proclaimed Baroness of Debauchery, Isabella von Chloce, this oddity of architecture hosts both public burlesque shows as well as more private entertainment. Its exterior structure is sporadic in design and many tourists and artists visit simply to draw and study its unique features. Although many consider it a glorified brothel, tourists and locals visit it constantly and traveling entertainers and performers are always welcomed to try out for the shows. In fact, the building is host to the Vaudevillian Guild's faire several times throughout the year, and Isabella has even let it be rumored that she and Greymond, one of the three heads of the Guild, have been intimate on each of his visits.

While the construction of the building is admired and performers envied or lusted after, there have been rumors of unsavory business practices taking place. New entertainment can be hard to find and those who do prove themselves as possessing rare talent often come to the realization that they will not be allowed to leave. When an entertainer decides to go under contract with the Wet Orchid, essentially Isabella, the performer is given a room and allowed to use any of the facilities at his or her leisure. However, a percentage of the performer's profits are deducted to cover the house's accrued costs for supporting them, a figure decided solely on what Isabella feels is appropriate. Because of this many entertainers become trapped with outlandish debts incurred and find themselves having to stay at the Wet Orchid.



The Story

A sharp pain echoes through the inside of my skull as the wagon causes my head to bounce against the head rest – my pillow on the ground beside me.

“You awake?” A gruff voice from the front driver’s cabin shouts back at me. I slowly sit up and begin to look around for my kit. “We’re almost to the keep - so get your shit together.”

My hands fumble along the floor under the bed and I finally grab a hold of my box. A tan circular box lined with silver and embroidered with gold. The shape of the designs are meaningless on their own, but familiar and essential to my next passage.

“You ready for some fun?” The soft voice of Cousin Elise says wavering. She’s always been uncomfortable with my choices, this one was no different. I slide the top portion of the box counter clockwise and a handle pops out from the bottom. I slide the handle clockwise and the box splits in half, revealing its prize - a small slender needle and a long piece of rubber.

Elise’s arm grabs mine as I situate myself for the injection, “You’ll come back to me you hear.” I look away as I feel the sting in my arm, my thoughts drift to the boxes symbols. They start swirl in my mind and float off the box towards me. I breathe them in like essence and before I know it I’m asleep, dreaming of Elise, our lives on a farm somewhere out in a make believe world.

I’m standing next to my body, motionless on the bed inside. A large horseless cart used to transport between six and ten people, Edward our driver, mechanic and business partner had gutted it. Now a short-range terminal system sat on one side with a swivel chair soldered to the flooring. A bench ran along the left side and a small padded bed along the right. The back, which originally had been a door, was now welded shut and the window’s glass exchanged for metal bars.

Elise looks up at me and forces a smile. She hated what I did, but her love for me was unconditional. Ever since we had been children she had always cared for me and done anything I asked. Although she may disapprove, she would always support or defend my actions, even if it cost the happy life she once could have had.

Edward’s voice comes from the front of the wagon again, “We’re almost there. Elise stay in here, Daren you’re with me.” The wagon comes to a stop and I step outside the sliding door to my side first. The sand beneath my feet kicks away from me and the long blades of grass seem to wish they could as well. I move towards the front of vehicle and Edward comes around to stand next to me. Four men stand across from us.

“You have our coin?” A tall man in middle says, his voice is stern and both he and his men don’t seem very friendly. They needed to lighten up.

I step forward, “And now I’m supposed to ask if you have our stuff? No handshake first? No small talk before you bend us over? You know we’re paying double the going rate for this shit, right?”

One of the men smirks, “Small talk is for my bitches to get them to leave, you gonna be my bitches?” The tall man in the middle slaps the back of his head, an annoyed look on his face. He looks at another man in brown to his right who lifts up two cases in his arms. “We good?” He says.

“Edward reaches in his pocket, slowly, and pulls out his PDA. “I can start the transfer now.” The man who smirked walks over with a PDA in his hand, the man in brown with two brief cases beside him. Edward connects the PDA’s as I open one of the brief cases. The contents of both are beautiful. I smile and nod at Edward.

“Always a pleasure.”

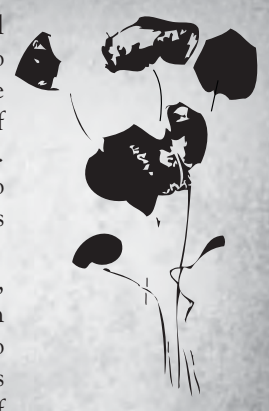
We’re back in the wagon, my body still asleep, and I’m in the front seat with Edward. We had just secured 20 kilo’s of Flemgur, the most addictive and deadliest narcotic known to the citizens of Ave Molech. One dose of the stuff would make you crave it forever, and there wasn’t any rehab option for its victims; you stop dosing, you die – plain and simple. Not only that, but the drug stays in its user, or maybe victim would be a better word, making them a carrier of the drug. Anyone having close, intimate relations with them could become addicted to the drug too. The drug doesn’t give the user any special power or strength like most popular narcotics, it simply makes them lethargic and narcissistic. In fact, its most often use is as a weapon, used to enact revenge on someone or keep them in line.

Now why would we buy this stuff? Because it’s worth a fuckton of coin. A nearby DOP, Deliverers of Peace, camp had wanted to try to use it in their fighting against the Hybrude. One of the interesting properties of Flemgur was that it could be dosed in pretty much any way possible and has the same affect on the user. Mix it in water, juice, alcohol, snort it, shoot it or just simply sprinkle it on your food, it wouldn’t matter. You’d get your fix. Because of this, the DOP had the idea to dose Hybrude with it on their raids, rather than just wreck their equipment and kill two or three of the monsters, dose a few and be guaranteed to kill off a few more later on. At worst case a few extra beasts die before they figure it out and by then it would be too late.

“We’re getting close, how you holding up?” Elise comes around towards the front, brushing the image of my hair backwards off my face.

“I should be good for a few more hours.” She looks down and moves backwards towards my body, “Then I’ll be up and about again.” I add, she looks back at me with another forced smile.

Flemgur was a pretty scary thing, but even so, my own addiction worried Elise more and more. The sap from the



roots of the Himpha plants, called Gladys up in the Northern Jungles, strained and boiled of all impurities could be injected, forced into the blood of its user, inducing a comatose state. A short hallucination of a dream and then your body is near lifeless, but then your mind is free, clear, no pain or weakness. You're given an out of body experience. The first time is always awkward, seeing yourself lying next to you, motionless, yet still being able to be seen and interact with the world around you, albeit somewhat awkwardly. It doesn't last long at first but each time it takes longer and longer before you feel yourself awake.

I'd been using it on each transaction we did for the past 3 months now, ever since we lost our muscle, Trevor, in a bad deal. It ended with us out three grand, our product stolen, Trevor dead and Edward with a bullet in his gut that almost killed him. Since then I didn't want to take any chances and the best way to do it I figured was to make myself a ghost. All the muscle we could need and little danger to myself. I'm up to 18 hours of waking dream time now. Another month and it'll be more than a day before I wake up. Next year I'll have to figure out how to force myself awake, and eventually at some point in the not too distant future, I may not even want too. Just have to figure out what to do with my body.

The metal bars from the window twist through my head, I move to the side as a huge claw comes through reaching at me. I peer back at the beast, the monster, the Hybrude, his features cruel and his bloodlust showing. I fling the door open and a ray of light shoots from my hands towards the unsuspecting creature. It falls back to the ground motionless, a large hole in its chest. Two more are running from behind and I'm trying to position myself towards them when my mind goes numb. Pain, intense, my brain is on fire and I feel as if I'm about to go

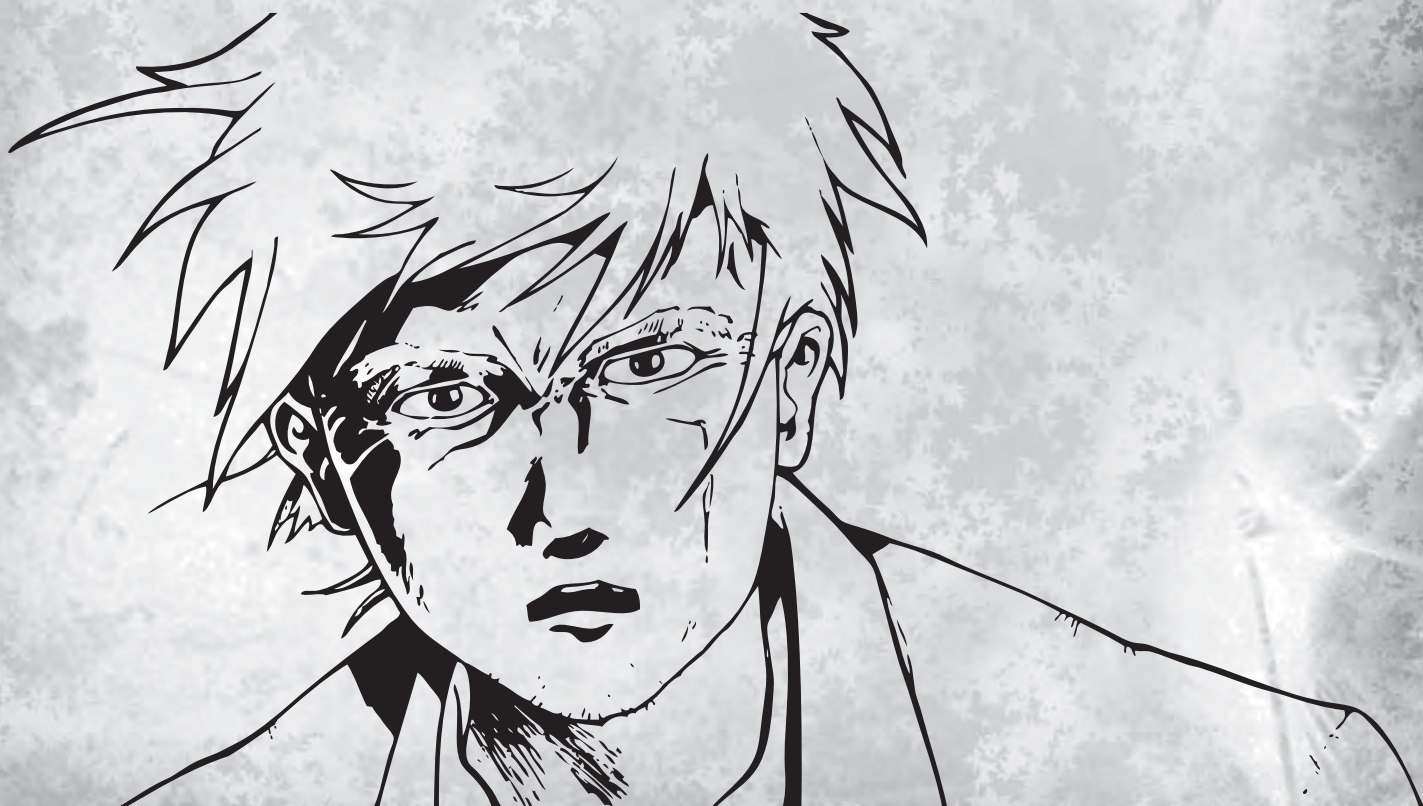
insane. Edward and Elise are screaming, the wagon stops and the beasts get closer.

Edward reaches for his rifle and jumps out the door shooting randomly towards the two Hybrude. Whether they are hit or not, I can't tell, they just keep coming. Elise is on the floor holding her head crying. I come around and try to focus, but my mind hurts and I can't seem to snap out of it, the intense psionic power of these creatures was amazing. One Hybrude leaps at Edward and he catches it in the chest with the blade on the rifle. A flurry of shots go off and the Hybrude slumps down, but not before his claws almost take off Edwards right arm. He slumps over and tries to pick himself up. The last Hybrude comes in and I can suddenly think again.

I unleash a flurry of shadows from my hands towards the Hybrude, as if anticipating my attacks he dodges each one and takes off Trevor's head in one motion. He comes at me full force, his claws swinging at me. He swings at air, and without even a pause he hits a button on his arm. His claws start to glow and I suddenly can feel him cutting me. I scream out and fly upwards, he lunges and cuts open my leg, but I'm too far above him for anything else now. I have the advantage.

Fuck. Elise steps out of the wagon, with the G7X Repeater in her hands and opens up on the Hybrude. She's a lousy shot, but it tears off one of his legs, the creature screams in agony and moves towards her on his hands. His leg slaps the gun and stand away from her and she falls backwards on the ground. I recover myself, and as his leg comes crashing towards her face he feels his death. A single purple light flies through him and a thousand rays shoot out in every direction, separating him into pieces.

I move towards Elise, glancing at my sleeping body it appears fine, though fallen from the bed to the floor. The cuts on my waking dream begin to heal. Elise sits up and I put my arms around her. She cries looking at Trevor.



A few minutes later a dust cloud stirs up in the distance on the road ahead of us and I see the familiar clothing and vehicles of the DOP.

"You two alright there?" A woman's voice bellows out at us as the three vehicles stop. Elise climbs back into the wagon and moves my body back onto the bed. I'll feel those bruises from the fall when I get up.

"Is Nar'Qal with you?" I ask, turning around to face a woman. A half-giant stands up next to her.

"Yes," He says with a concerned look on his face as he sees the three Hybrude and Trevor's corpse on the ground.

"I'm Daren, let's deal."

The Adventure

In this story the main characters are hired to both purchase and deliver a very lethal narcotic to the DOP. While narcotic laws and opinions on their use vary greatly within the world of Ave Molech there are a few substances that the population will refrain from using. Flemgur is one of them. While it was going to a useful purpose within this story, organized crime leaders more commonly use it as punishment for betrayal and to scare other followers into submission.

A party of smugglers is usually the easiest scenario to work out as the need for a group to bring contraband across borders can be fitted into any ongoing story line with little adjusting. The actual item itself can also be a cause of tension within a group, depending on the party's views and overall purpose. On the other hand, the player group may not be the smugglers, but rather the suppliers having acquired the item(s) through thievery, accident or some other means. In this scenario it would be important to establish whom the party believes they are dealing with as well as with whom the party could actually be dealing. While the origin of items may often be overlooked in some places, even larger cities such as New Hus and Hork, Gal's authorities would most likely have a very strong opposition to narcotics and contraband goods.

The DOP

More information about the Deliverers of Peace and its leaders can be found within Chapter 3.

Simpha Plants, Gladys & Dreamers:

The Himpha plant requires a significant amount of moisture and sunlight to grow, because of this it is commonly found within the Great Northern Jungles. A large leafy plant with purple and yellow buds that turn pink as they blossom, its roots produce a thick syrupy sap commonly referred to as Gladys. Many Dreamers will risk body and limb to visit the town of Drun'Furum, a haven for all those who work outside the law or even against it. While the dwellers of Drun'Furum don't appreciate travelers or the curious, they won't pass up an opportunity to make a deal with an addict, especially an addict with money. Since many dreamers work for wealthy individuals who pay for their expenditures, they are generally treated well when they arrive, though any companions of theirs not purchasing goods may find trouble.





Chapter Eleven

A First Level Campaign

An Ave Molech Campaign

This campaign is designed for a party of characters between levels four and six, depending on party size. For this adventure it helps to have both Smart and Charismatic players either currently living within the city of Hork, or at least having a past familiar with the city and its layout. If they are just visiting, then they may encounter other events along their path while traveling through the city, or even get lost and end up in rather sticky situations. In any case, they start out together walking down one stretch of hallway when the adventure begins.

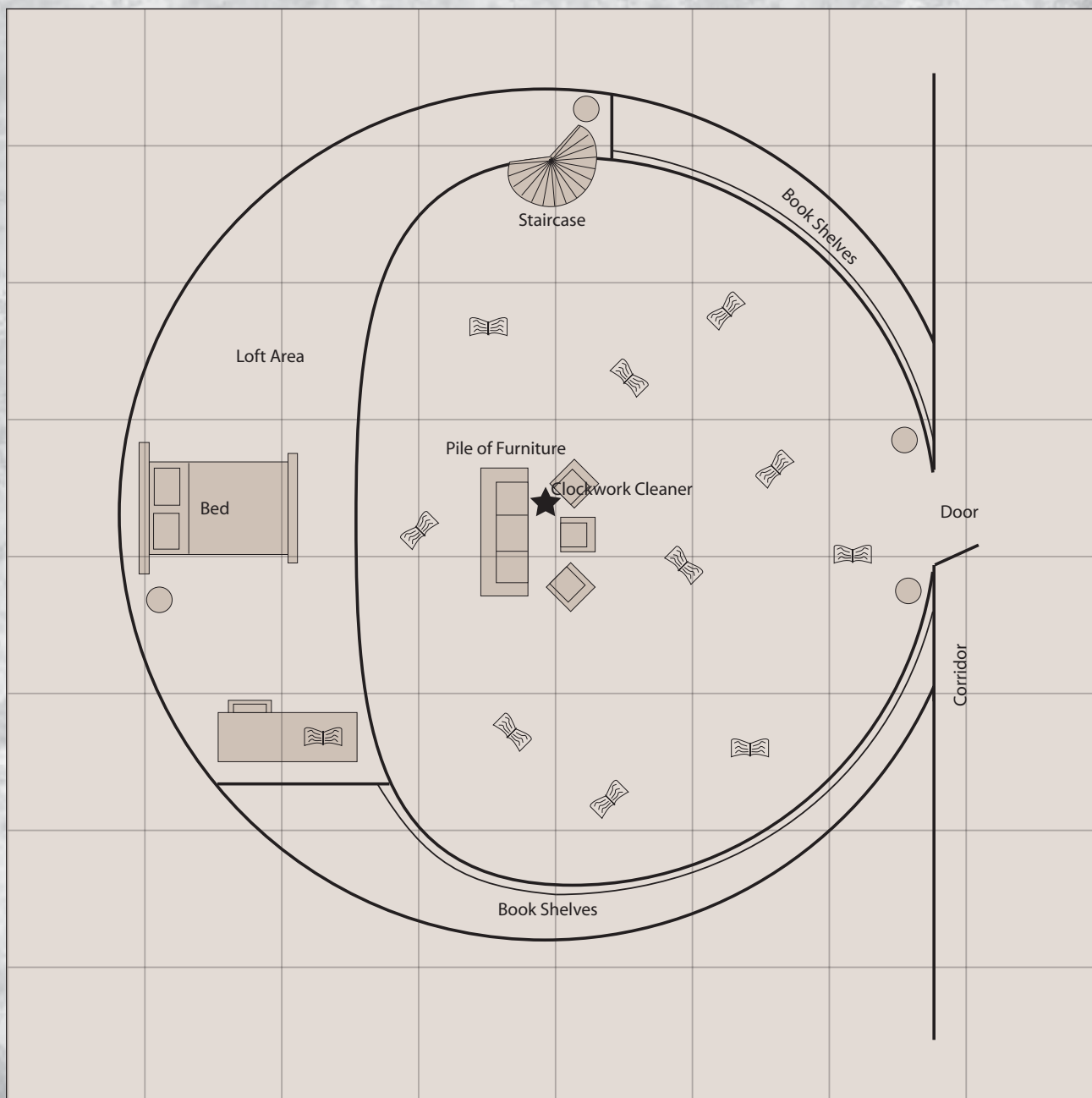
Part 1 – Greeted with a Scream

A loud scream of “HEEEELLP!” can be heard down the corridor a little ways a head of the party. A Halfling is seen flailing his arms and screaming for help. “HELP! PLEASE! My Clockwork Cleaner is destroying my home. Please someone help.” When asked what is happening he frantically explains that his Clockwork Cleaner has gone haywire. The machine

is throwing his books and other valuables around the room uncontrollably rather than placing them away neatly.

Halflings Home Description:

Ducking inside the small entryway you find yourselves in a circular room, the walls of which are filled with books, or would be if they were not currently thrown about the room. In the center of what one would assume is the living room, due to a couch and several chairs forming a pyramid, the large mechanical clockwork can be seen swinging violently in every which way while teetering on top of the makeshift tower of furniture. His eight metallic arms constantly reach out to grab random items from the home and toss them about the room. On the right side of the room near the back of the wall is a small spiral staircase leading to a loft overhang.



Clockwork Cleaner	Small Robot, Small Construct
Hit Dice:	1d10+5 (10 Hp)
Initiative:	+0
Speed:	30 Ft. (Treads), 30 Ft. (Bipedal), 40 Ft. (Quadrupedal), Or 50 Ft. (Wheels)
Defense:	11, Touch 11, Flatfooted 11 (+1 Size)
Base Attack/grapple:	+0/-4
Attack:	+1 Melee
Full Attack:	+1 Melee Or +1 Ranged
Space/reach:	5 Ft./5 Ft.
Special Attacks:	None
Special Qualities:	None
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 10, Dex 10, Con —, Int —, Wis 10, Cha 10
Skills:	None
Feats:	None
External Components:	Audio/visual Sensor, Manipulator Arms.
Challenge Rating:	1/2
Treasure:	None

The party gets one round of observations before the machine attacks. It is possible to incapacitate the machine by a successful Mechanical check (DC15). Or if the party is so inclined they can fight the machine, this always ends in it being destroyed, either by self-destructing after 6 rounds and causing 1d4 physical damage to each member or with it being smashed to pieces before it can boom.

If the machine is incapacitated the Halfling, Denovin (ECL2), will thank them and after examining the machine will become furious that one of its widgets was faulty. A widget he had just purchased from a Goblin named Tyrex Mulpox. He will then ask the party if they could exchange the item for him. Since Tyrex is known for not allowing returns or exchanges on merchandise, he hopes that the group may be able to change his mind if Tyrex knew it attacked a group of people in public.

However, if the machine is destroyed the Halfling will come in and become furious with the party for destroying his machine. After which he will insist that they go and see a Goblin named Tyrex Mulpox and acquire a new Clockwork Cleaner for him.

Tyrex Mulpox's clockwork shop is located within the lower sections of Hork. If the party is a higher level and familiar with the city they can quickly arrive there; although if they are just visiting they may encounter a mugger while venturing through the lower sections of the city.

The Mugger	Half-orc Fast3/gunslinger1
Hit Dice:	3d8+1d10+4 (38 Hp)
Initiative:	+3
Speed:	30' Ft., 120' Ft. Run
Defense:	19, 10 Base, 0 Natural, 1 Leather Armor, 3 Dex, 5 Class
Base Attack/grapple:	+2
Attack:	+4 Melee/+5 Ranged
Full Attack:	+5 G9x Handcannon 2d6, +4 1d4 Knife
Space/reach:	5' Ft. Knife, 40' Ft. Gun
Special Attacks:	None
Special Qualities:	None
Saves:	2 Fort, 6 Ref, 2 Will
Abilities:	Str 15, Dex 16, Con 13, Int 10, Wis 11, Cha 10
Skills:	Bluff 5, Escape Artist 7, Hide 7, Move Silently 7, Sleight Of Hand 2
Feats:	Personal Firearms Proficiency, Stealthy
Talents:	Evasion, Increased Speed
Occupation:	Criminal
Challenge Rating:	Cr4
Treasure:	Vial Of See Invisibility Potion

The party moves along down a corridor and a spot check (DC15) will reveal a Half-Orc behind them in the shadows. If the Half-Orc is spotted he will immediately attack the closest target for 2 rounds then flee. If the Half-Orc is not spotted he will attack the closest target for 4 rounds before fleeing. Whether the mugger flees or is killed, he will leave behind a vial of liquid, which a knowledge arcane or science check (DC15) will reveal as a see invisibility potion.

Tyrex's Shop Description:

Inside the rather large shop are numerous aisles containing racks of mechanical limbs, heads, torsos, and other miscellaneous parts. Boxes of springs, widgets and glass bulbs line the walls, and a heavy smell of Petroxolin fills the air. On the far end of the store a long counter can be seen with one register stand available and a quirky Goblin clerk wiping down his terminal screen. Behind him is a door marked "Employees Only".

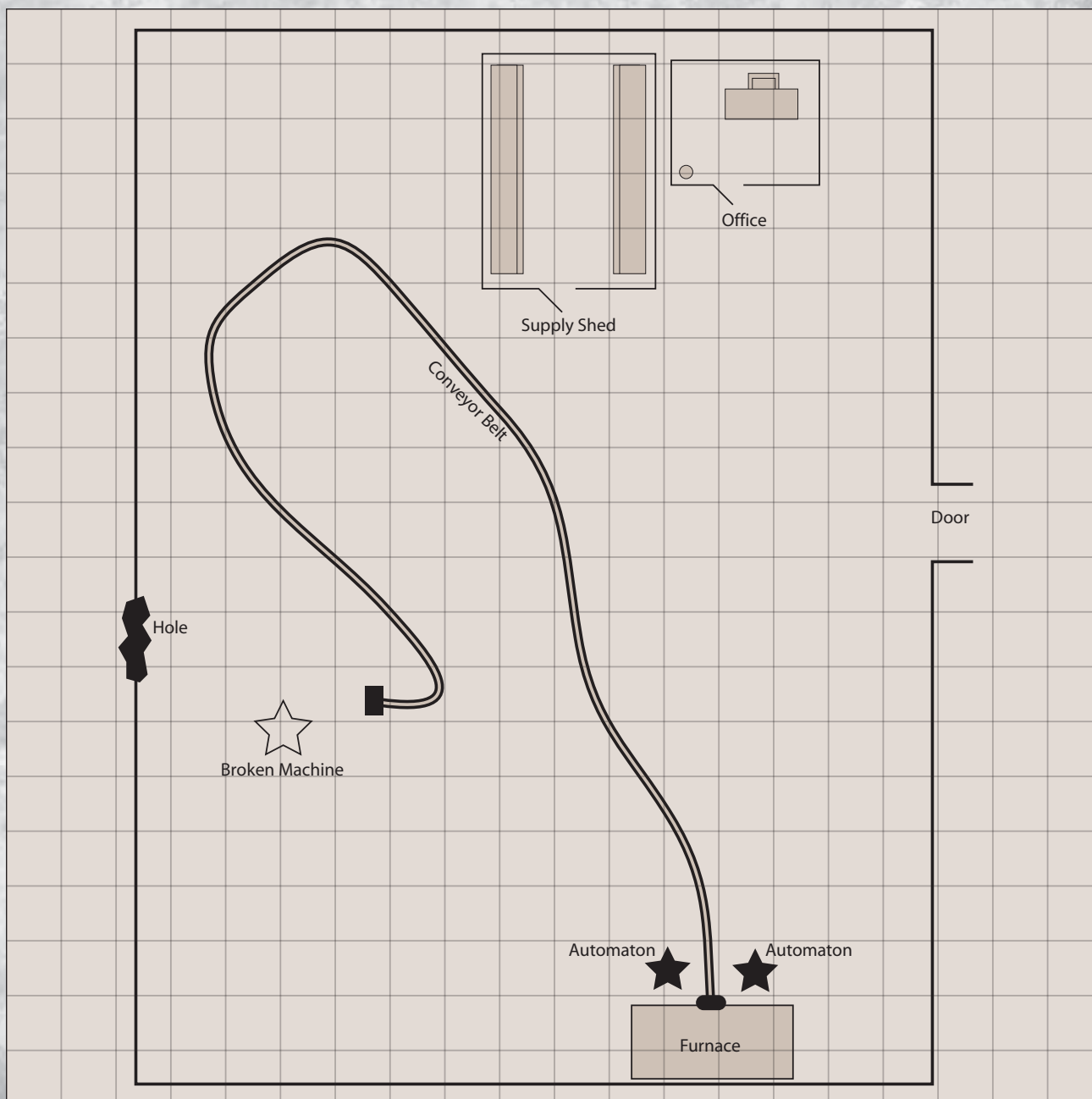
The store clerk (ECL1) isn't very lively and he is very apathetic towards the party. He may call Tyrex for them if they are polite, however if he feels harassed or threatened he will let them go ahead or even quit his job right there on the spot, stating that he is too good for this place and leave the store altogether. If this happens one of Tyrex's bodyguards (ECL6) will come out and allow the party to meet with him.

Tyrex's Office Description:

The door behind the clerk opens to a long hallway of doors each marked with the type of supplies found within. A door marked "Widgets" can be seen to the right of the group as one of Tyrex's bodyguards leads them to the end of the corridor. He knocks once for each party member with him on the door and a deadbolt opens revealing a small office room. A single desk with a terminal is positioned directly in front of them with Tyrex leaning back in his chair.

Tyrex (ECL4) isn't a pushover by any means, and when told about the incident will act as if it is not his problem. He will hold true to his "no returns" policy no matter what. He will also boast that he manufactures some of the best clockworks due to him graduating from the Institute of Goblintech, and point to his diploma on the wall behind him. A spot check (DC20) would reveal that it is a forged document and his name has been written over Turey Maloox's name. Whether he is convinced through a Diplomacy, Bluff, or Intimidation

check (DC20), he will eventually explain that the metal he had been using was from a faulty supply chain. His original metal shop, located on a lower section, has been overrun with an infestation of dire rats and is no longer usable. This is a half truth, a (DC25) sense motive check will reveal that there is something "unseen" that attacks his men below and because of these "invisible attackers" he could not find anyone willing to go down and clear them out. So he has instead been substituting a cheaper metal from another one of his supply depots, even though it allows for potential flaws. He tells the party that if they are willing to go down to clear all the rats, allowing him to access his metal supplies again, he will be more than happy to part with a brand new clockwork cleaner or widget depending on what the party needs.



Part 2 – The Destroyed Supplies

Whether or not the party encounters any more muggers, they will eventually find their way to the section of Hork where Tyrex's steel depot is. Unfortunately it has been quarantined off and they will have to enter at their own risk, as per the markings on the signs on the sealed doors. The section is blocked by several large steel doors all locked shut. A simple mechanical or electronic check (DC15) will allow the party to unlock and open the doors. Otherwise there is a large vent above them, spot check (DC15), they can get up to and crawl through to get inside.

Steel Working Room Description:

A massive room opens before you, dimly lit and filled with all types of machinery all of which look to be mining and refining devices. A conveyor belt, still running with miscellaneous debris on it, makes a path around the room and into a large furnace. The furnace is currently off and the opening has a pile of ore dumped onto the ground by it. Two large automatons stand near it, inactive, and the sound of shuffling can be heard in the distance.

One of the automatons has eight arms which appear to have functioned as some type of digging machine. The other is covered in oil and looks to have malfunctioned, the arms are removed, but a large drill bit remains protruding from the side of this machine. Along the right side of the room, opposite the furnace, is an office, and next to it a larger supply room. In the distance towards the back of the room seems to be a large hole with a drilling machine next to it.

Dire Rat	Small Animal
Hit Dice:	1d8+1 (5 Hp)
Initiative:	+3
Speed:	40 Ft., Climb 20 Ft.
Defense:	15 (+1 Size, +3 Dex, +1 Natural), Touch 14, Flat-footed 12
Base Attack/grapple:	+0/-4
Attack:	Bite +4 Melee (1d4 Plus Disease)
Full Attack:	Bite +4 Melee (1d4 Plus Disease)
Space/reach:	5 Ft./5 Ft.
Special Attacks:	Disease
Special Qualities:	Low-light Vision, Scent
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats:	Alertness, Weapon Finesse
Challenge Rating:	1/3
Treasure:	None

Phantom Fungus	Medium Plant
Hit Dice:	2d8+6 (15 Hp)
Initiative:	+0
Speed:	20 Ft.
Defense:	14 (+4 Natural), Touch 10, Flat-footed 14
Base Attack/grapple:	+1/+3
Attack:	Bite +3 Melee (1d6+3)
Full Attack:	Bite +3 Melee (1d6+3)
Space/reach:	5 Ft./5 Ft.
Special Attacks:	None
Special Qualities:	Low-light Vision, Plant Traits, Greater Invisibility
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Listen +4, Move Silently +6, Spot +4
Feats:	Alertness
Challenge Rating:	3
Treasure:	None

Looking around, the group will find the light switch next to them. As soon as the lights are turned on a group of three rats or three phantom funguses will attack the party. The rats can be seen coming and the party will have a good 30 seconds to act before they are in combat. If the group decides to rest here they will encounter groups of rats or phantom fungus every hour. Once the rats and phantom fungus are taken care of the party should be able to explore relatively easily for an hour or two before another wave comes.

Searching the area outside will reveal more of the abandoned work facilities. Tools and metal scraps litter the floor and the dust in the room kicks up while walking. Near the back of the room is a dirt wall with a digging machine which has stopped in front of a large hole. Inside the office is a collection of file cabinets and miscellaneous trinkets. If the party searches they can find one of several items (see table) as well as some paperwork (DC25) indicating that the drilling here is being done against Hork regulations.

DC 1-33	Nothing
DC 34-66	Tool Kit (+1 to mechanic skills)
DC 67-00	Nothing

Back outside by the furnace the party can perform a mechanic check (DC15) to activate the furnace, which will automatically activate all of the machinery, including the two automatons that are next to them. The two automatons will immediately attack the party.

Automaton	Medium-size Clockwork
Hit Dice:	2d10+10 (21 Hp)
Initiative:	+0
Speed:	30 Ft. (Treads), 30 Ft. (Bipedal), 40 Ft. (Quadrupedal), Or 50 Ft. (Wheels)
Defense:	9, Touch 9, Flat-footed 9 (-1 Dex)
Base Attack/grapple:	+1/+3
Attack:	+3 Melee (1d4+2, Claw)
Full Attack:	+3 Melee (1d4+2, Claw) Or +2 Ranged
Space/reach:	5 Ft./5 Ft.
Special Attacks:	None
Special Qualities:	None
Saves:	Fort +0, Ref -1, Will +0
Abilities:	Str 14, Dex 8, Con —, Int —, Wis 10, Cha 10.
Skills:	None
Feats:	None
Challenge Rating:	3
Treasure:	None

As the party moves towards the back of the room, they will find a large hole, the source of the mined steel. Although it seems to have collapsed in on itself there is still somewhat of a crawl space leading further back and most likely opening up into several tunnels.

Mama Dire Rat	Advanced Dire Rat
Hit Dice:	9d8+36 (Hp 76)
Initiative:	+1
Speed:	40 Ft., Climb 20 Ft
Defense:	13, Touch 10, Flat-footed 12 (-1 Size, +1 Dex, +3 Natural)
Base Attack/grapple:	+6/+16
Attack:	+11 Melee (1d8+9, Bite)
Full Attack:	+11 Melee (1d8+9, Bite)
Space/reach:	10 Ft./5 Ft.
Special Attacks:	None
Special Qualities:	Disease, Darkvision 60 Ft.
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 22, Dex 13, Con 18, Int 1, Wis 12, Cha 4.
Skills:	Climb +18, Hide +5, Move Silently +4, Swim +15.
Feats:	None
Challenge Rating:	4
Treasure:	None

Hole Description:

A large hole, which looks to have been cut into the side of the wall, is in front of you. The dirt on the floor seems to be littered with rat droppings, and a foul stench comes from inside the opening. Leaning closer you can see the hole opens up further ahead and the sound of heavy breathing and scratching can be heard coming from within.

The moment the party attempts to go inside the tunnel a large mama rat will attack. Alternatively examining the drilling machine beforehand may lead to a mechanical check of (DC15) that will allow the party to operate the equipment. Activating the digging machine can allow the party to drill into the hole, killing the mama rat instantly, but causing a 10% chance of collapse that could injure the party (1d8). Once the mama rat from the hole is dead, the hole closed, and the machinery is reactivated scaring all the other rats and phantom fungus away, it's safe to assume Tyrex's men can work things out from here.

Part 3 – A Couple of Favors

Upon the party's return to Tyrex's store he will act surprised and scold his bodyguards for not being able to handle the rats themselves, threatening to dock their pay if this ever happens again. He will also supply the party with either the single widget or a full Clockwork Cleaner (depending on what they needed). If the party found the papers in the office and ask about the illegal drilling he will offer to bribe them with money or clockwork machinery to make them forget about it. If they refuse the bribe he rudely tells them to leave, if they accept he will mention that he has a cousin located at an outpost near Onica Shores, Paxul Mulpo, who would be interested in purchasing some of his steel, and that if they would be willing to travel to the town and let him know the metals are ready to be shipped. If they accept he will give them a sample of the steel to take to his cousin.

Whether or not the party accepts Tyrex's offer, the Hafling they return the items to will tell them that after examining the machine more closely he believes it is safe and will work as intended. He will then ask if they would be interested in delivering the clockwork cleaner to his sister, Gabby, in an outpost near the Shores of Onica. He also lets it be known that his sister is a wealthy lady and would be happy to accommodate them for their troubles. In addition, he identifies himself as a loan officer at the Tempered Bank of Ave Molech and would see this as a personal favor to him.

If the group accepts Tyrex's offer they will be loaned a horseless cart to use, otherwise they will need to make arrangements to travel to the outpost. They may travel by foot if they desire and visit the country side, get bitten by bugs in the middle of the night, defend themselves against bandits and pseudonatural ankhegs all while spending a week of travel, at the end of which they will be very tired and exhausted and maybe a little sick. An easier alternative is to hire someone to take them. Plenty of taxi services exist within the world of Ave Molech to take people from one city to another. If the group has a wealthy member who is willing to spend the funds they could also purchase a horseless cart of their own, which may turn out to be a worthwhile investment if the group plans

to do more traveling later on. The group could also sign up for one of the supply caravans currently heading to Onica Shores as bodyguards.

Near their journey's end you could read this:

While traveling the lands east of the Sahenix desert a gentle breeze of salt water flowing in the air catches your attention and suddenly seagulls can be heard in the distance. Turning your gaze to the horizon, smoke can be spotted in the rising above the wooden post walls of Fiche. A small outpost with a single clock tower in the center sits along the shores; many masts of fishing boats are seen docked along its shores. You find it strange that being such a beautiful day so many would be inland, in fact viewing the horizon no ships are seen in the waters at all.

However your group ended up here, they now find themselves in a small outpost along the coasts directly east of Hork and the Sahenix Desert.

As soon as the party enters the town a little girl will approach and ask them if they are here to fight the monster. She will immediately be picked up by her mother who apologizes and explains that the town's fishing industry has stopped due to a monster being seen in the waters near town. She can also direct the party to where Paxul (ECL6) is located as well as where Devonin's cousin Gabby (ECL2) is located.

If the group asks around town they will find that the monster is rumored to live on a nearby island. The outpost is also the foundation for a new town, although once having a booming fishing industry, it now finds its existence threatened if its ships are not able to sail soon. While asking around if the group succeeds in a gather information check of (DC17) or better they will also learn that no ship of theirs has ever been attacked. Instead a ruined ship was found washed ashore and the group who investigated it saw the monster. Additionally, anytime a ship is brave enough to undock is when the monster will make the waters become turbulent, forcing the boat to return to dock. If the party attempts to find and question the original group who discovered the monster and wreck, they will find out that each person has left the town and hasn't returned or sent message back.

Gabby's House Description:

Gabby's house is located on a bluff near the outskirts of town; it's a large three story home with very intricate details etched into its wooden walls. White with red trim and a lush moat of flowers around the home, make this place seem exceptionally appealing and inviting.

If the party delivers the clockwork cleaner to Gabby she will thank them and inform them that she just received a post master message from Devonin letting her know she would have a gift delivered soon. She will pay the party +1 wealth and if they inquire about the monster she can also be talked into lending them one of her small ships to sail with, provided they bring it back in one piece, a diplomacy check of (DC17) is successful.

Paxul's Shop Description:

Paxul's Boat Shop is located on the main wharf. A large warehouse with a collection of boats and parts are currently stored within it. The wall facing the ocean is completely removed and a dock runs directly into the waters. His office is a desk located in the corner of the warehouse closest to the town streets.

If the party agreed to sell the steal from Tyrex to his cousin, Paxul will ask about it as soon as they arrive into the warehouse. He will take the horseless cart and the sample they brought and pay them a fee of +1 wealth. If they wish to inquire about a boat he will laugh and lend them one of his smaller sailing ships, that has been known to leak occasionally, in exchange for a small "non-refundable or returnable or exchangeable deposit" (the parties +1 wealth reward).

You can stat the sailing ship if you choose to do so, but here is what we recommend starting with.

Small Sailing Ship: This smaller, seaworthy ship is 25 to 50 feet long and 15 feet wide and requires a crew of only 2 to 4 to sail. It can carry 5 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 10 miles per hour.



Part 4 – The Island by Fiche

When the party sets out on their ship to the island read this:

As you set out to the nearby island the waters become increasingly choppy, slowly at first, but then suddenly violent. The skies begin to darken around you and within the splashing of the waves can be seen a large swirl of water, quickly focusing on this you see an object start to take shape. It appears as if the water itself has come alive and is reaching out with flailing arms. The water elemental slaps the front of your ship with a tremendous force almost causing you to tip over.

Water Elemental	Large Elemental, Water, Extraplanar
Hit Dice:	8d8+32 (68 Hp)
Initiative:	+2
Speed:	20 Ft., Swim 90 Ft.
Defense:	20 (-1 Size, +2 Dex, +9 Natural), Touch 11, Flat-footed 18
Base Attack/grapple:	+6/+15
Attack:	Slam +10 Melee (2d8+5)
Full Attack:	2 Slams +10 Melee (2d8+5)
Space/reach:	10 Ft./10 Ft
Special Attacks:	Water Mastery, Drench, Vortex
Special Qualities:	Damage Reduction 5/-, Darkvision 60 Ft., Elemental Traits
Saves:	Fort +10, Ref +4, Will +2

Abilities:	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Cleave, Great Cleave, Power Attack
Challenge Rating:	5
Treasure:	None

Combat begins after this and the monster will initially start to do non-lethal damage to the group. Once the party has him below 10hp, the Water Elemental will immediately get to attack (regardless if it is his turn or not) and begin using lethal damage, after which normal combat turns resume. Once the monster is killed, the ship hits some rocks along the shore damaging the hull, but allowing the adventurers to make it safely to the island. Minor repairs can be made to the ship with



about an hour worth of work with a successful mechanic check (DC15) to make it sail again.

The Island's Description:

After reaching the island's sandy beach, it becomes apparent that the island is not at all quiet, or the home of the water elemental. Small, rocky and surrounded by white sandy beaches, there is not much vegetation or animal life visible. While a medium-sized sailing vessel can be seen on the far side of the island, a small mining facility is the largest entity and is being operated by an estimated dozen Human and Half-Orc workers. A man dressed all in blue stands on a landing overseeing the miners. In the distance on the opposite side of the facility can be seen a lodge. As you continue to survey the facility the sound of sand moving can be heard nearby.

Miner	Human Strong2/tough2
Hit Dice:	2d8+2d10+4 (40 Hp)
Initiative:	+2
Speed:	30' Ft, 120' Ft Run
Defense:	17, 10 Base, 1 Leather Jacket, 2 Dex, 4 Class
Base Attack/grapple:	+3/+3
Attack:	+6 Metal Bataon 1d6+5
Full Attack:	+6 Metal Bataon 1d6+5
Space/reach:	5' Ft.
Special Attacks:	None
Special Qualities:	None
Saves:	5 Fort, 2 Ref, 0 Will
Abilities:	Str 16, Dex 15, Con 13, Int 10, Wis 11, Cha 10
Relevant Skills:	Prof 5, Repair 5, Craft 4
Feats:	Improved Damage Threshold, Toughness
Talents:	Melee Smash, Remain Conscious
Occupation:	Rural
Challenge Rating:	Cr4
Treasure:	None

A nearby man will approach the party and pick a fight, stating that they shouldn't be here; he may attempt to call for help, but the party should be far enough away that the sound would not reach anyone over the noise of the machinery below. After the man is incapacitated or killed, a search of his body will uncover a few coins and a bank account sheet. Examining the bank account sheet with a knowledge streetwise check (DC15) will identify this, and if they choose to seek Denovin's help can gain access to this accounts funds. If they choose to use this information later on in a town or city with a Post Master Message Terminal see the chart below for the amount they could find.

DC 1-10	+2 wealth
DC 11-89	+ 1 wealth
DC 90-00	+ 2 wealth

The man in blue watches the workers from the landing outside his office, after some time he will step inside. Unless there is a big enough commotion that warrants his attention he will most likely not come out until almost night fall, when he will head to the lodge. If the group attempts to repair the ship now, random miners on their lunch break may interrupt them.

As the party explores the island they find only the mining facility, lodge, and office of any interest. The rest of the island is simply eroded beach shores, although a medium-sized sailing ship is docked on the far side, its cargo hold is currently empty, waiting to be filled with a shipment of refined vertabrax steel. Electing to check out the lodge during the day (from one of its back windows or doors facing away from the mine) allows them access into it. Inside they may find more letters of payment to the miners or miscellaneous items of little worth. Listening to any of the conversations of the miners, they may overhear the name Darius Nore mentioned, but in what context is not clear to them. If the party is ever spotted the miners will attempt to attack them. The miners will usually attack in groups of two to four in size and may call for help from any others nearby. Although relatively close, the sound of the machinery is almost deafening, so unless within visual range, shouts may go unheard.

Lodge, Office and Mine Descriptions:

The lodge is a two-story building, the bottom floor of which is filled with bunk beds, additional clothing and bedding materials. The main doorway is in the center facing the mining facility with a back door located on the ocean side. Inside a circular staircase near the back door leads to a room with a single bed and paintings of ocean scenery.

The office is a small room with a single desk and three chairs in front of it. A collection of ships in a bottle lines the walls. An assortment of paper litters the desk most of which are ship logs and charts except one.

Although little more than a shallow cutout in the side of the mountain, the mine's walls are rich with metal ore. Almost sparkling in the dim light, the dirt and debris become appealing to behold. It's apparent that the island itself must have been formed on top a seabed rich with ores, and you wonder how close the workers are to flooding themselves.

During the night the miners, as well as the man in blue, head into the lodge, leaving the mines and office open for exploration. Examining the mines will reveal it to be ridiculously rich in Vertabrax Steel; it could be a huge cash flow for the small outpost of Fiche nearby if they had discovered it first. Looking through the office will reveal that the man in blue (Frinek) was sent here to mine the island by Darius Nore. Darius had

found out about the island from an associate of his who had accidentally washed ashore on the island while sailing drunk. Frinek has an affinity for water elementals and was directed to use one to scare away any visitors. Once all the metal ore is finished being mined he is to pretend to vanquish the sea monster for the town and return to the Shores of Onica.

Immediately after reading this Frinek will find the party in the office and attack, as well as destroy the letter.

Frinek	Human Smart3/mage4
Hit Dice:	3d6/4d6+3 (42 Hp)
Initiative:	+0
Speed:	30' Ft., 120' Ft Run
Defense:	13 (10 Base, 0 Natural, 3 Class)
Base Attack/grapple:	+2 Melee, +3 Ranged
Attack:	+2 Sword Cane 1d6-1
Full Attack:	+2 Sword Cane 1d6-1
Space/reach:	5' Ft.
Special Attacks:	None
Special Qualities:	Primarily Attacks With Magic
Saves:	4 Fort, 2 Ref, 9 Will
Abilities:	Str 9, Dex 10, Con 11, Int 18, Wis 12, Cha 12
Relevant Skills:	Concentration 10, Investigate 10, Knowledge Arcane 10, Research 10, Spellcraft 10, Profession Academic 10
Feats:	Iron Will, Studious, Toughness
Talents:	Savant (Clockwork), Exploit Weakness
Occupation:	Hedge Wizard
Challenge Rating:	Cr7
Treasure:	None

After the party has defeated Frinek the miners will begin to stir. The party has a very limited window of opportunity to escape before having to engage the groups of miners. If the ship was not repaired it is possible for the party to hide, as soon as the miners see Frinek's dead body, they will flee. If Frinek is incapacitated he may be used as a hostage to escape.

Part 5 – Conclusion

When the party arrives back on the docks they are greeted by Darius Nore and his robed electric summons. He immediately welcomes the party and thanks them for the good deed they have done by vanquishing the monster and bringing justice to Frinek. If Frinek is alive, Darius' summons will instantly kill him and take the body away. If he is dead, Darius will explain that he had arrived here just recently after finding out an attempt to tarnish his good reputation. A knowledge current events check (DC20) will allow the party to know that he does not have a good reputation. He goes on to say that apparently Frinek had conceived a very ingenious plan to steal the ore from the island near these people and then give it to a man in Onica Shores claiming it to be from Darius himself.

He will deny any accusations against him and leave if insulted, or if the party attempts to intimidate him (though he may intimidate them back). The town folk will also not believe your version of the story. However, a man from the town may approach the party after Darius leaves. He will inform them that Magistrate Brumpin in Onica Shores is someone they may wish to talk to if they really believe Darius Nore was behind the monster ruse. However, if the party goes along with the story Darius Nore tells, then he may extend the invitation for them to visit him if they ever travel to Onica Shores or are in need of work.

If the party used the boat from Paxul he will be furious with the damage done to it and will keep your deposit, but he will allow you to keep the vessel and offer to repair it for a price. If the party used Gabby's boat she will thank the party for their help and offer to let them keep the boat as a gift.

What Next?

With the town of Fiche now free of the sea monster, it can once again function as a booming fishing town. While much of the Vertabrax Steel from the mine has been cleared out, there still remains a substantial amount that the town can benefit from. It seems likely that Paxul will take charge and send someone to start retrieving the steel. In which case he will probably ask the party to return to Hork with a sample for either Tyrex or another interested merchant. While the logical choices of adventure lead the party back to Hork or Northeast towards Onica Shores, some other likely travel places are as follows.

Directly South along the coast a little ways the party will begin to run into the Borderlands, an area of uncharted small towns and communities always in need of people to help with handling the undead and wild wolves. It is also likely a town could require the aid of the Order of the Red & Black who can be found a short ways into the Southern seas on the island of Lupis.

Of course, who is to say what your group will desire to do? The city of New Hus calls upon all great adventurers and its been rumored that the catacombs to the North of the Sahenix are surrounded in mystery. With the world open, the only choice left is up to you.





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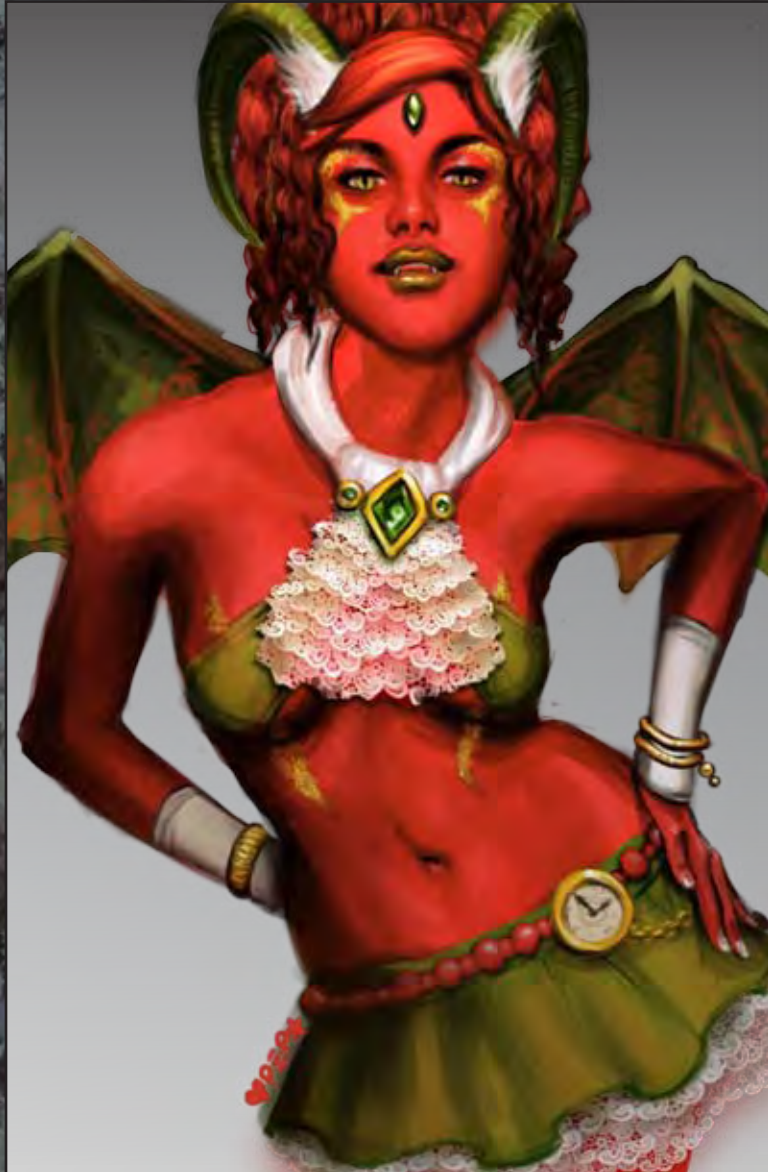
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This compilation includes rewrites of the original Ave Molech Campaign Setting, The Ave Molech Source Book, Journals Volumes 1 through 4 and additional all new world setting material, history, equipment and plot lines.

Additional resources for the world of Ave Molech, including the Classes & Occupations, Feats, Spells & Psionics PDF Books and select maps are available **FREE** from our website: www.morbidgames.com

Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.

This product utilizes updated material from the v.3.5 revision.

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