

THUNDERSCAPE™

THE WORLD OF ADEN



THUNDERSCAPE WORLD 03

Heroes of Aden

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE



THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

Thunderscape World 3:

HEROES OF ADEN

Written by Shawn Carman, Chris Camarata, Rob Dake, & Rich Wulf



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Product Identity: The following items are identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, nations, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Thunderscape World #3, Heroes of Aden is published by Kyoudai Games, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. © 2015 Kyoudai Games, LLC

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying

Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



THUNDERSCAPE

THE WORLD OF ADEN

Thunderscape World 3: Heroes of Aden

TABLE OF CONTENTS

Corbin Clark.....3	Marek Celdyr.....7	Reinn.....11
Daevid.....3	Michiko the Fox.....8	Taela Dragonstar.....12
Davan Campos.....4	Mykal.....9	Appendix.....12
Keara.....5	Nikkos Moran.....10	The Care & Treatment of NPCs.....12
Magnus Arcane.....6	Ophelia Mimina.....11	Campaign Frameworks.....12

Credits

Written by: Chris Camarata, Shawn Carman, Rob Dake, & Rich Wulf

Editing: Shawn Carman & Rich Wulf

Cover art: Tanyaporn Sangsnit

Interior Artwork:

Dan Moenster (p. 7, 13),
Tanyaporn Sangsnit (p. 9)

Original Design: Robert Denton

For Kyoudai Games

Shawn Carman, Creative Direction

Rich Wulf, Mechanical Design

Ryan Carman, Brand Development

Robert Dake, Logistics & Production

Matthew Schenck, Art Director

Mike Brodu, Graphic Design & Layout

Butch Carman, CFO

HEROES OF ADEN

The world of Aden is a dark place, and has been for more than a decade. It was not always this way, of course. Before the Darkfall, it was a wondrous place where innovations in both science and magic seemed to occur on a daily basis. Since the Darkfall, however, many of these pursuits have fallen by the wayside in favor of simple survival. There have been strides made, make no mistake; there is no greater source of inspiration than desperate need. But while there are so many who struggle day in and day out to simply survive to see another sunrise, there are a handful who fight back against the darkness, who aid their fellow man when it would be a far simpler matter to care only for themselves.

There are still heroes in the world of Aden.

Heroes are not without their flaws. While those described in this book are generally altruistic men and women, the circumstances of the modern age can and often do force them into positions where they can and will oppose other heroes. Simply because a man is a hero, does not mean he cannot be an enemy as well.

CORBIN CLARK

The man called Corbin Clark is an oddity to all who know him. He is obviously descended from the Kurzak tribes, but his name more closely resembles that of an Arasteen native; presumably, he has adopted an alias for some unknown reason. Corbin staunchly defends his belief in fate and in a higher purpose in life. He espouses the common belief that the virtuous are rewarded with an existence in paradise after death, and he does so with such absolute conviction that those who hear him feel as if they are hearing it for the first time. Likewise, his condemnation of the wicked is such that those who have strayed from the path find themselves shamed into changing their behavior, at least temporarily. Corbin has no interest in money but rarely finds himself wanting for food and shelter; those who witness his life are happy to assist him.

Corbin is an uncomplicated warrior. The spirits he channels guide him in battle; left to his own devices, he is a creature of instinct when it comes to combat. He does not allow emotion to cloud his judgment, choosing instead to think intelligently about the nature of the fight and allowing himself to react to it from a place of strategy rather than rage.

Corbin Clark

Male human fighter 2 / thaumaturge 3 - CR 4

LG Medium humanoid (human)

Init +2; Perception +8

(Note: Corbin typically draws upon the Warrior legend. His statistics when using this legend are indicated in parentheses.)

Defense

AC 14, touch 13, flat-footed 11 (+1 shield, +3 Dex)

(AC 19, touch 13, flat-footed 16 (+5 armor, +1 shield, +3 Dex))

hp 51 (2d10 + 4d6 +20)

Fort +7 (+9), Ref +5, Will +2

Special defenses bravery

Offense

Speed 30 ft.

Melee twin +1 shortswords +8/+8 (+9/+9) (1d6+5)

Ranged masterwork pistol +7 (+9) (1d8+1)

Legends

The Poet (Spirit Points: 4), *The Seeker* (Spirit Points: 4), *The Warrior* (Spirit Points: 8) [Special: Weapon Focus (shortsword)]

Aspects

Aspect of Cooperation, Aspect of Defense

Statistics

Str 19, Dex 17, Con 14, Int 10, Wis 10, Cha 13

Base Atk +3 (+5); **CMB** +7 (+9); **CMD** 20 (22)

Feats Double Slice, Power Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting,

Traits Folk Magic (*shield* 1/day, CL 1), Reactionary (+2 initiative)

Skills Bluff 1 (+2), Climb 1 (+9), Diplomacy 1 (+5), Knowledge (history) 1 (+4), Perception 5 (+8), Sense Motive 1 (+4)

Languages Eastern Common

SQ draw upon legend, dual talent (alternate human trait), *speak with dead* (2/day), manifest legend 1/day

Equipment +1 *shortsword*, *belt of giant strength* (+2), *cloak of resistance* +1, masterwork pistol, masterwork shortsword (effectively a +1 *shortsword* while bracers are worn), *myrmidon's bracers* (+1 *shortsword*), *wand of shield* (50 charges)

DAEVID

Daevid was born into secrecy, a necessity because he is an Echo. Unlike the majority of his race, who tend toward maudlin behavior, Daevid was born with music in his soul and took up the path of a bard as soon as he was old enough to move freely through the other races. He felt joy at traveling and discovering new songs and musical styles, although he was careful to maintain his secret at all time. Unfortunately, he failed on one occasion, when an elven paladin named Galeria Silver-shield discovered the truth. At first she pursued him, and he avoided her at all costs, fleeing from city to city to keep away from her, but eventually she realized that he was not a threat, and they began to travel together. Rivalry gave way to camaraderie, and eventually to love. They adventured together for several years, but as fate would have it, at the time of the Darkfall, they were combating a necromancer who had been preying upon the people of Yzeem. The necromancer's power surged out of control and he literally exploded, knocking Daevid unconscious. When he awoke, he discovered that Galeria had not survived. His anguish drove him to unconsciously assume her form, and he has been unable to bring himself to relinquish it in the ten years since that time.

Daevid, or Galeria as he is most often called, continues his travels in an attempt to find respite from his grief. He continues to seek new songs and music, and although he has not succeeded in alleviating his own pain, he brings great joy to others. On occasion, when the pain becomes too much to bear, he retires for a time to a small, fortified farm along the River of Life. The owner of the farm, an elven farmer named Corsu, was a friend of Galeria and the only living non-Echo who knows Daevid's secret.



Male echo bard 4 / thaumaturge 4 - CR7

CG Medium humanoid (echo)

Init +2; **Senses** Darkvision 60 ft., **Perception** +11

(Note: Daevid typically draws upon the Warrior legend. His statistics when using this legend are indicated in parentheses.)

Defense

AC 21, **touch** 13, **flat-footed** 19 (+2 Dex, +7 armor, +1 natural, +1 deflection)

hp 55 (4d8 + 4d6 +8) (10 spirit points)

Fort +4 (+7), **Ref** +8, **Will** +6

Offense

Speed 30 ft.

Melee Silverwind (intelligent +2 *bastard sword*) +13 (+15) (1d10+9)

Ranged masterwork composite shortbow +7 (+9) (1d6+5)

Bard Spells Known (CL 6th; concentration +9)

0 (at will) - *dancing lights, detect magic, ghost sound, light, mage hand, message, prestidigitation, read magic, sift*

1st (3/day) - *charm person* (DC 14), *grease* (DC 14), *hideous laughter* (DC 15), *identify, remove fear, vanish*

2nd (1/day) - *heroism, suggestion* (DC 15)

Legends

The Archer (Spirit Points: 10), *The Assassin* (Spirit Points: 5), *The Warrior* (Spirit Points: 10), **Special:** Bonus Feat (Power Attack)

Aspects

Aspect of Honor, Aspect of Tenacity

Statistics

Str 20, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +4 (+6); **CMB** +9 (+11); **CMD** 21 (23)

Feats Exotic Weapon Proficiency (bastard sword), Medium Armor Proficiency, True Form, Weapon Focus (bastard sword),

Traits Magical Knack (+2 bard caster level), Folk Magic (*charm person*, added to spell list)

Skills Acrobatics 5 (+9), Climb 1 (+9), Disguise 5 (+14), Escape Artist 4 (+8), Knowledge (history) 1 (+6), Knowledge (local) 1 (+5), Perception 8 (+11), Perform (string instruments) 8 (+19), Stealth 1 (+6), Use Magic Device 6 (+15)

(due to the versatile performance class feature, Daevid makes Diplomacy and Bluff skill checks using his Perform (string instruments) bonus)

Languages Eastern Common, Thrun, Western Common

SQ bardic knowledge, bardic performance, draw upon legend, manifest legend 1/day, *speak with dead* (4/day), versatile performance (Oratory), transient form

Equipment Heart's Song (masterwork violin), Silverwind (intelligent +2 *bastard sword* - CL 6th, Alignment LG, Ego 11, Senses 30 ft. vision and hearing, Int 12, Wis 16, Cha 14, telepathic communication, lesser power - *prayer* - 1/day), +1 *mithral breastplate, amulet of natural armor* +1, *belt of giant strength* +2, *circlet of persuasion*,

cloak of resistance +1, *headband of alluring charisma* +2, *masterwork composite shortbow* (+5 Str modifier), *ring of protection* +1, *wand of cure light wounds* (50 charges)

DAVAN CAMPOS

Davan Campos is a veteran of the seas, and attests to those who would question his credentials that he has spent more time upon the sea than on land. For any other man this might be an exaggeration, but for Campos, it is the truth. He is a descendant of the first Lord Protector of the Misland Republics, Kavi Davimposa, and strives to live every moment in a manner worthy of that legacy.

Campos was orphaned by the sea at an early age. It was not an altogether unusual occurrence for his family line, and while he mourned his parents, he was raised among cousins with little difficulty in the transition. The manner of his parents' demise, their ship having been destroyed while pursuing a pirate captain with powerful magical abilities, did make a great impression on young Campos, and he distrusted magic-users of all stripes from that day forward. Even as a youth, he seized upon technology with startling fervor and intensity, and rapidly became one of the most prominent students of pure technology in all of the Mislands.

Enrollment in the Lord Protector's fleet was a foregone conclusion for Campos. He joined as early as was allowed due to age, and before age twenty he was first mate on one of the vessels in the Lord Protector's personal flotilla. The Lord Protector was something of a father figure to young Campos, and both encouraged his modernization of the fleet with technology while simultaneously tempering the young man's adamant distrust of all magic-users. Under his tutelage, Campos's severe demeanor began to lessen, and he began to blossom into the manner of leader that would outstrip even his family's legacy. Sadly, it was not to last.

Campos, by then a captain, was among the leaders of the Lord Protector's fleet when it engaged a large force of corrupted pirates. The pirates were commanded by sorcerers, some of whom were exiles from the Free Cities. The battle went poorly, as the Lord Protector had grossly misjudged the strength of the pirates, and in the seaborne conflagration that followed, the Lord Protector was killed in a gambit that breached the pirates' defenses and liberated several treasure ships. Campos, given a choice between pressing the attack and risking destruction or breaking away and escorting the treasure ships back to port, the young captain chose the latter, knowing how desperately his people needed food in the aftermath of the Darkfall. One among the other captains, a Free Cities sorceress named Keara, chose to stay and fight, and she allegedly dispatched several of her corrupted counterparts.

The death of the Lord Protector was a terrible blow to Campos. It cemented his distrust of magic-users and driving him to excess. In short order, Campos declared himself the new Lord Protector. When Keara objected and laid a similar claim to the title, Campos became convinced the entire sea battle had been orchestrated by her in an attempt to seize power. He led a cultural uprising that established a new city-state of Strangemont, and exiled all magic-users except for mechemages from his new domain. In the years since, Campos and his people have become one of the powers to be reckoned with in the Mislands, and have forged a strong alliance with Urbana, with no regard for the ramifications with regard to the other nations of Aden.

Although some regard him as evil, Campos is not that. He is exceptionally driven and absolutely unwavering in his convictions. He is a strikingly handsome man with dark features and a tendency to favor discreet technology that is not immediately obvious to the naked eye. There are any number of women who actively pursue him, but he is frankly oblivious to their interest because he has too much else to concern himself with. His distrust of all magic-users is almost pathological, and only mechemagic is exempt, and then only by the slimmest of margins.



Davan Campos

Human steamwright 18 - CR 17
CG Medium humanoid (human)
Init +12; Perception +26

Defense

AC 34, touch 22, flat-footed 28 (+7 armor, +6 Dex, +5 deflection, +1 insight, +5 natural)
hp 117 (18d8+36)
Fort +13, Ref +17, Will +16

Offense

Speed 30 ft.
Melee +5 *auger* +24 (1d4+4, 19-20/X3 crit)
Ranged +5 thundershot pistol +25 (1d8+6)
Special attacks firepower +6d8

Prepared Inventions

Primary Inventions: Decoy Module (mods: ambulatory (upgrade), enhancer, resilient), Foil Helmet (mods: iron mind), Thundershot (mods: custom stock (pistol), enhancer (upgrade), deadly), Paralyzer (DC 30) (mods: chain paralysis (upgrade), focused X2), Power Tool – auger (mods: enhancer (upgrade), deadly)

Secondary Inventions: Beacon Tracker (mods: subtle), Grappleshot, Obfuscator (mods: ranged), Hazard Detector (mods: antimagic, hands free), Inertial Interference Field, Keensight Goggles (mods: darkvision, ultravision), Dematerializer (mods: efficient)

Statistics

Str 18, Dex 22, Con 14, Int 29*, Wis 10, Cha 19
(*in addition to the below listed magical items, Campos' Intelligence has been enhanced by a *tome of clear thought* +5)

Base Atk +13; CMB +17; CMD 23

Feats Cosmopolitan (Diplomacy, Sense Motive), Gutshot, Improved Critical (auger), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload (pistol), Rapid Shot, Weapon Finesse, Weapon Focus (auger)

Traits Cosmopolitan Education (+1 Stealth and counts as class skill), Reactionary (+2 initiative)

Skills Acrobatics 18 (+30), Appraise 18 (+30), Climb 18 (+25), Craft (machinery) 18 (+30), Diplomacy 18 (+25), Disable Device 18 (+40), Knowledge (dungeoneering) 18 (+30), Knowledge (engineering) 18 (+40), Knowledge (history) 18 (+30), Knowledge (local) 18 (+30), Knowledge (nobility) 18 (+30), Linguistics 18 (+30), Perception 18 (+26), Sense Motive 18 (+21), Sleight of Hand 18 (+27), Stealth 18 (+27) (due to the handy class feature, Campos makes Craft (alchemy), craft (firearms), craft (traps) and craft (weapons) skill checks using his Knowledge (engineering) bonus)

Languages Speaks all national Aden languages, in addition to many of the rarer and exotic ones

Equipment +5 leather armor of spell resistance (19), amulet of natural armor +5, belt of physical might (Str and Dex +6), boots of speed, cloak of resistance +5, eyes of the eagle, hat of disguise, headband of mental prowess (Int and Cha +6), dusty rose prism ioun stone, ring of freedom of movement, ring of protection +5, masterwork crafting and thieves tools, (also see inventions).

New Trait: Miniaturization

You have at least once before made a tremendous breakthrough in miniaturizing your steamwright inventions. Any one of your starting non-combat invention (one which inflicts no damage) can be reduced to one half its normal size without losing any functionality.

KEARA, SORCERESS OF THE FREE CITIES

Keara was the first and only child of a very talented pair of Half-Elven arcane practitioners who were among the most powerful individuals living in the Mislands at the time. Keara's parents had originally come to the Coolwave Coast to experience its strange and unique landscape. Keara had demonstrated from an early age a natural magical talent beyond that of the most people, although it wasn't until the Darkfall's horrors and the loss of her parents that she showed any interest in becoming anything more than a wealthy, spoilt young woman. Keara's world fell that day with the rest of the Aden it seemed. And if not for possessing her mother's practical common sense and her father's wild and defiant determination, together with her family's substantial financial holdings plus their store of magical assets, Keara may not have even survived.

Keara did survive, however, and though she would rarely speak of it, she was a different woman because of it. Now she was harder though stronger, colder but wiser, and determined to face whatever corruption or horror came before her without shying away or seeking some place to hide. In the time immediately after the Darkfall, simple survival was the main imperative for most people and Keara learned many of life's hardest lessons then. But it was due to her innate magical talents that she was in a position to grow and even thrive in the devastation left by the Darkfall's wake. She learned to steal. She learned to lie. She learned to kill. But mostly she learned survive. And with that survival came the strength to face the question of her parents' fate along with the mystery of all the other missing across Aden.

Since the Darkfall, Keara has grown in her power while battling the nocturnals that plague the Mislands. After rebuilding and reestablishing her hold on what was left of her parents' estates, Keara focused her attention on testing and pushing the limits of her magical heritage. Everything she learned she reapplied to the destruction of the Nocturnal menace and the rebuilding of Misland society.

With her renewed and growing wealth Keara soon even had assets enough to commission the construction of a number of new ships to add to The Lord Protectors Fleets and the defense of the Misland Republics. Further to this Keara even went so far as to demanded a permanent position within the fleet as a Private Captain in return for her continuing contributions and focused defense of the Coolwave Coast's lands and Misland trade routes.

After only the briefest time at sea facing down whatever horrid new nocturnal threat surfaced, Keara had proven herself one of the most capable and successful commanders and it wasn't long before a large portion of the Lord Protector's Fleet looked to her for leadership and inspiration. Contingents hailing from the Free Cities where her name was already well known were particularly eager to follow her lead. It was only a half year prior to the sundering of the Lord Protectors Fleet that Keara had been promoted to the rank of vice admiral and handed the responsibility for the defense of the entire Coolwave Coast line and the security of all trade routes associated with it.

The loss of the Lord Protector and his flagship at the hands of corrupted sorcerers and other elements from within Keara's own Fleet was almost her undoing. Or would have been had she not acted as she did, at the risk of herself, her ship and her crew, to harry and assault those responsible, fighting to destroy the enemy even at the cost of hundreds of loyal Misland sailors lives.

The people of the Coolwave Coast now look wholly to Keara to defend them from the nocturnal threat as well as the rise of the forces occupying the once free city of Sageos and the whole Strangemount region. She now fights multiple battles on multiple fronts and searches wherever she can to acquire allies to aid her. If Keara has learned one thing in her life it's that enough money, willpower and a little magic can get almost anything done.



Keara

Female half-elf rogue 3 / sorcerer 15 - CR 17

CG Medium humanoid (elf, human)

Init +7; **Senses** low-light vision; **Perception** +12

Defense

AC 16, **touch** 13, **flat-footed** 13

Hp 103

Fort +8, **Ref** +11, **Will** +12

Offense

Speed 30 ft.

Melee shortsword +12/+7 (1d6+4)

Ranged shortbow +12/+7 (1d6+4)

Sorcerer spells known / per day

9/*x0; 5/7x1; 6/7x2; 4/7x3; 4/7x4; 5/6x5; 3/6x6; 2/4x7

0 - *Spark* (DC 14), *Ray of Frost*, *Open/Close* (DC 17), *Mage Hand*, *Detect Magic*, *Read Magic*, *Message*, *Light*, *Jolt*

1st - *Magic Missile*, *Shocking Grasp*, *Shield*, *Identify*, *Enlarge Person* (DC 18), *Charm Person* (DC 15)

2nd - *Cat's Grace*, *Bull's Strength*, *Scorching Ray*, *Invisibility*, *Spider Climb*, *Alter Self*, *Eagle's Splendor*

3rd - *Magic Weapon*, *Greater*, *Dispel Magic*, *Haste*, *Nondetection*, *Ablative Barrier*

4th - *Stoneskin*, *Scrying* (DC 18), *Dimension Door*, *Curse of Magic Negation* (DC 18), *Ride The Waves* (DC 21)

5th - *Break Enchantment* (DC 19), *Overland Flight*, *Secret Chest*, *Permanency*, *Wall of Force*, *Telekinesis*

6th - *True Seeing*, *Dispel Magic*, *Greater*, *Disintegrate* (DC 23), *Transformation*

7th - *Polymorph*, *Greater*, *Teleport*, *Greater*, *Ethereal Jaunt*

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +9/+4; **CMB** +9; **CMD** 22

Feats arcane armor training, arcane strike, craft wondrous item, eschew materials, forge ring, improved initiative, quicken spell, silent spell, skill focus (spellcraft), spell focus (transmutation), still spell, two-weapon defense, two-weapon fighting, weapon finesse

Skills Acrobatics +7, Appraise +6, Bluff +10, Climb +7, Craft (alchemy) +8, Craft (gemcutting) +6, Craft (jewelry) +6, Craft (tattoo) +6, Diplomacy +10, Disable Device +7, Disguise +8, Escape Artist +8, Fly +5, Handle Animal +8, Heal +8, Intimidate +8, Knowledge (arcana) +8, Knowledge (dungeoneering) +6, Knowledge (geography) +4, Knowledge (history) +6, Knowledge (local) +8, Knowledge (nature) +4, Knowledge (nobility) +4, Perception +12, Perform (act) +8, Perform (comedy) +8, Perform (dance) +8, Perform (oratory) +8, Perform (sing) +8, Profession (herbalist) +6, Profession (merchant) +6, Ride +3, Sense Motive +12, Sleight of Hand +7, Spellcraft +10, Stealth +14, Survival +6, Swim +3, Use Magic Device +8

Languages Eastern Common, Giant, Kyall, Sylfannic, Vanoran, Western Common

SQ CL: 15 (vs. SR: +15, Concentration: +19); **Melee** Touch +12 **Ranged** Touch +12;

Equipment Scrivener's kit (*bag of holding I*), *shawl of the crone*, shortbow (*bag of holding I*), twin shortswords, *slippers of spider climbing* (*bag of holding I*), *major stone cloak* (*bag of holding I*), masterwork thieves' tools (*bag of holding I*) [Note: these are some of the most common items that Keara makes use of, although she retains a large number of magical items within her *bag of holding I*; the equipment list that follows are all items that she stores within the

bag, ready to be used as needed]; *acrobat slippers*, *amulet of hidden light*, *amulet of proof against detection and location*, *bag of holding II*, *bag of holding III*, *bag of holding IV*, *belt of giant strength* +2, *belt of giant strength* +4, *belt of giant strength* +6, *belt of incredible dexterity* +2, *belt of incredible dexterity* +4, *belt of incredible dexterity* +6, *beneficial bandolier*, *boots of speed*, *brooch of blending*, *brooch of shielding*, *cap of light*, *catching cape*, *circlet of persuasion*, *cloak of etherealness*, *cloak of the diplomat*, *explorer's outfit*, *gloves of arrow snaring*, *gloves of dueling*, *gloves of swimming and climbing*, *goggles of brilliant light*, *goggles of minute seeing*, *headband of alluring charisma* +2, *headband of alluring charisma* +4, *headband of alluring charisma* +6, *lenses of detection*, *magnetist's glove*, *muleback cords*, *necklace of adaptation*, *orb of the waybringer*, *quarterstaff*, *quick runner's shirt*, *quickfingers gloves*, *ring of counterspells*, *ring of foe focus*, *ring of force shield*, *ring of invisibility*, *ring of mind shielding*, *ring of return*, *ring of telekinesis*, *ring of transposition*, *ring of x-ray vision*, *robe of eyes*.

✧ Zola (Arcane Familiar), Female Cat - CL1 - CR ¼

Str 3 (-4), **Dex** 15 (+2), **Con** 8 (-1), **Int** 13 (+1), **Wis** 12 (+1), **Cha** 7 (-2)

Fortitude +5, **Reflex** +10, **Will** +11

hp 51/51; **Init:** +2; **Speed:** 30 feet

Attack Bonus +11/+6; **Armor Class:** 22 / 14 Tch / 20 Fl

Skills Acrobatics +9, Appraise +2, Bluff +1, Climb +16, Diplomacy +1, Disable Device +5, Disguise -1, Escape Artist +7, Fly +11, Handle Animal +2, Heal +7, Intimidate -1, Linguistics +2, Perception +7, Ride +5, Sense Motive +6, Sleight of Hand +6, Spellcraft +3, Stealth +24, Survival +5, Swim +8, Use Magic Device -1

Attack Bite (Cat) **Melee** +13, 1d3-4, x2

Claw x2 (Cat) **Melee** +13 x2, 1d2-4, x2

Special Improved Evasion (Ex), Low-Light Vision, Scent (Ex), Spell Resistance (20)

MAGNUS ARCANÉ, STUDENT OF MAGIC

Magnus Arcane, an obvious pseudonym, is one of five children to parents who immigrated to Synthica in the High Steppes from their native Aramyst. His parents opened a shop to offer their simple arcane wares to the people of the High Steppes and found great success in their endeavor, becoming prosperous merchants. While his two older brothers and two younger sisters have all contributed to the effort in varying ways, Magnus has always pursued a different path. He does not wish to sell magic; he wishes to master it, and he is willing to undertake a myriad of unconventional paths to reach that goal.

One of Magnus's most disturbing tendencies, at least in the eyes of his rather conservative parents, is his eager embrace of different arcane traditions. In his pursuit of the unconventional approach, he has made strange acquaintances, including the cat ferra street waif named Rumbleshanks. An experiment into alchemy resulted in an accidental explosion that gave Magnus a terrible scar and a very distinctive, raspy voice. It was this incident that prompted his father, now a wealthy merchant, to largely disown him. Magnus now spends most of his time with his uncle Jasper, the man who oversees the day to day operation of the family's original shop.

Although ill at odds with many of the upper class in the city of Synthica, Magnus is nevertheless quite popular with many of them due to his knowledge of the esoteric in all things arcane. He has strange manners of crafting that allows him to sell items at a noticeable discount, and his potions and scrolls are widely regarded as the most affordable in the city.

Magnus Arcane

Human wizard 11 (universalist) - CR 10

LG Medium humanoid (human)

Init +1; **Perception** +12

Defense

AC 25, **touch** 11, **flat-footed** 24

hp 44

Fort +5, **Ref** +4, **Will** +8

Offense

Speed 30 ft.

Melee +1 *dagger* +6 (1d4+1)

Ranged *pistol* +6 (1d8)

Spells Prepared

0 - *detect magic, light, mage hand, message*

1st - *grease, magic missile x2, obscuring mist, protection from evil, shield*

2nd - *blindness/deafness, mage armor (extended), scorching ray x2, see invisible*

3rd - *dispel magic, fly, haste, lightning bolt, magic circle against evil*

4th - *black tentacles, dimension door, greater invisibility x2*

5th - *empowered lightning bolt x2, wall of force*

6th - *disintegrate*

Statistics

Str 10, **Dex** 12, **Con** 15, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 19

Feats Brew Potion, Craft Magic Arms & Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Maximize Spell, Scribe Scroll

Skills Appraise +18, Craft: Armorsmithing +18, Craft: Weaponsmithing +18, Fly +18, Knowledge (arcana) +18, Knowledge (geography) +18, Knowledge (history) +18, Linguistics +18, Perception +12, Spellcraft +18, Stealth +12

Languages Arcadian, Eastern Common, Fundamental, Planar, Sylfanic, Western Common

SQ Arcane bond (ring)

Equipment +1 *dagger*, wheellock pistol, *bracers of armor* +8, *ring of protection* +1, *rod (maximize)*, *wand of maximized fireball* (50 charges), wizard's kit [Note: Because of his occupation, Magnus has access to an incredible variety of other items, both magical and non-magical. However, the items listed above are those that he carries with him at all times.]

New Feat: Arcane Efficiency (Metamagic)

You have a gift for cutting corners with material components and compensating with sheer magical acumen. It is a method many envy but few can ever hope to master. When creating any magical item, you may increase the time required to produce it by an amount between x2 to x10. Doing so allows you to reduce the cost of producing that item by an equivalent percentage, between 2% and 10%.

MAREK CELDYR

Marek Celdyr came from a noble line of heroes in the land of Carraway that could trace their lineage all the way back to the fall of the Silent One. His grandfather had a strong connection to the Church of All Saints and fostered this interest in young Marek, who grew up revering the ancestor for whom he was named. Unfortunately for Marek, his family lost its lands when his grandfather let a wanderer named Lucien, claiming to be a wandering priest in need, stay in the keep for the night. It was that night that the creatures attacked. The guards were quickly overrun and most of the people in the castle were slain. Marek's father and grandfather were slain by Lucien's magic as they tried to slay the necromancer. Marek then looked on in horror as Lucien began to raise those whom he had slain to fight for him. He watched as his father and grandfather rose from the dead and attacked him and his mother. Marek tried to protect his mother with the small sword he had and was nearly killed as his father slashed him across the chest. It was only through the timely intervention of his uncle, Gareth, that Marek and his mother were able escape with their lives.

For three years, Gareth called upon all his brother's contacts in an attempt to convince them of the threat, but none would listen. So, Gareth began to further train his nephew Marek on how to deal with the undead. He also insisted that Marek marry and father a son so that the Celdyr line would not fade should he and Marek fail. In truth, Gareth felt that that marriage might ease the slow descent into madness and depression from which his nephew seemed to be suffering. The images of that night continued to haunt his dreams constantly. Each night he relives the horrors of his father's death, and the voices of his ancestors calling for vengeance grow louder.



Before leaving in an attempt to find and slay the necromancer, Gareth made Marek swear an oath that he would end the curse upon the family by avenging his father and grandfather. That was the last time Marek saw his uncle, and he now believes that when attempts to reclaim his heritage, he will face his uncle as well as his father and grandfather. The only keepsake of his family that Marek owns is the family longsword which was recovered by his uncle prior to his disappearance.

Marek Celdyr

Male human thaumaturge 8 - CR 7

NG Medium humanoid (human)

Init +10; **Perception** +16

(Note: Marek typically draws upon the Protector legend. His statistics when using this legend are indicated in parentheses.)

Defense

AC 19, **touch** 11, **flat-footed** 19 (+3 armor, +4 shield, +1 deflection, +1 natural)

(**AC** 27, **touch** 11, **flat-footed** 27 (+11 armor, +4 shield, +1 deflection, +1 natural))

hp 58 (8d6 + 26) (27 spirit points)

Fort +6 (+8), **Ref** +4, **Will** +4 (+8)

Offense

Speed 30 ft.

Melee +1 *undead bane longsword* +13 (+15) (1d8+5)

Ranged masterwork pistol +5 (+7) (1d8+1)

Legends

The Protector (Spirit Points: 27), **Special:** Bonus Feat (Shield Focus), *The Immortal* (Spirit Points: 9), *The Seeker* (Spirit Points: 9), *The Berserker* (Spirit Points: 18)

Aspects

Aspect of Brawn, *Aspect of Courage*, *Aspect of Defense* (+2 full plate when drawing on Protector), *Aspect of Honor*, *Aspect of Quickness*

Statistics

Str 21, **Dex** 10, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +9; **CMD** 19

Feats Improved Initiative, Powerful Aspect, Toughness, Weapon Focus (longsword), Weapon Proficiency (longsword)

Traits Folk Magic (*cure light wounds* 1/day, CL 1), Ruffian (+2 hp)

Skills Diplomacy 8 (+13), Knowledge (history) 8 (+12), Perception 8 (+16), Sense Motive 8 (+11)

Languages Eastern Common, Western Common

SQ draw upon legend, importune, *speak with dead* (7/day), manifest legend (2/day)

Equipment +1 *undead bane longsword*, +2 *heavy steal shield*, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +2, *eyes of the eagle*, masterwork cold iron heavy mace, masterwork pistol, masterwork studded leather, *ring of protection* +1

Ninja Trick: Scent of the Fox

The Fox is a powerful patron, whether it is truly a spirit or simply the power of belief that inspires those who follow it. A ninja may spend 1 *ki* point to gain the scent special ability for ten minutes.

MICHIKO THE FOX

Michiko would never presume to call herself “the Fox,” although there are many who refer to her by that name to her great amusement. They don’t know who she is, of course, or it would be vastly less amusing. To everyone else, Michiko is a delightful young elven woman who makes her home in Vanora, courted by more than a few suitors and well-liked throughout her community. She lives modestly from monies left to her by her parents when they passed on as a child, and many speak of how frugal she is to have subsisted for so many years on her inheritance. Surely she must be so wise! Her devotion to the Way of Ten Beasts is merely one more reason that she is so well regarded by those who know her.

But they don’t really know her at all.

Michiko squandered her parents’ money years ago. She continues to enjoy her modest lifestyle with a treasure hoard that would shame some dragons because she is one of the most gifted thieves that has ever drawn breath, or at least she’s quite certain that’s the case. Her devotion to the Way of Ten Beasts is absolutely genuine, however, and she likes to believe that she is one of Fox’s favored agents. She steals from anyone who, in her opinion, has too much, can afford to lose, or simply does not deserve what they possess. A small portion of her wealth she ensures goes to those who need it, but most she merely secrets away to enjoy privately when the mood strikes her.

Michiko is not a violent woman, although her natural physical gifts are such that she is more than capable of doing so if the need arises. Her equipment is of very high quality, and she could afford even better, but she is forced to be very cautious when purchasing such things lest she give away her deception and fail the Fox in the process.

Michiko the Fox

Female elf ninja 9 - CR 8

CN Medium humanoid (elf)

Init +4; **Senses** low-light vision; **Perception** +8

Defense

AC 20, **touch** 16, **flat-footed** 16

hp 53 (9d8+9)

Fort +5, **Ref** +11, **Will** +3

Special defenses improved uncanny dodge

Offense

Speed 30 ft.

Melee +1 *katana of frost* +8/+3 (1d10+1d6+1)

Ranged +1 *shocking shuriken* +11/+6 (1d4+1d6+1)

Special attacks sneak attack +5d6

Statistics

Str 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +6/+1; **CMB** +6; **CMD** +20

Feats Point Blank Shot, Precise Shot, Rapid Shot, Two Weapon Fighting, Weapon Focus (katana)

Skills Acrobatics +13, Appraise +11, Bluff +11, Climb +9, Disable Device +13, Escape Artist +13, Knowledge (local) +11, Perception +8, Sleight of Hand +13, Stealth +13

Languages Eastern Common, Sylfanic, Vanoran, Western Common

SQ elven magic, *ki* pool (3 points), light steps, ninja tricks (acrobatic master, fast stealth, feather fall, shadow clone), poison use

Equipment +1 *katana of frost*, +1 *shocking shuriken* (10), +2 *glamered leather armor*, *bag of holding I*, *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +1

MYKAL, THE TOYMAKER

Mykal Sibastan was once an eccentric human mechemage of Columbey who built animated toys and mechanical pets for children. His unique creations were so sought after that orders came from all over Aden. He was a rich man, but his primary concern was to entertain all children, regardless of their wealth. He built a troupe of mechanical dolls and offered free public shows in Tarello, the capital of Columbey. That was before the Darkfall.

After witnessing the destruction of an orphanage he was visiting and returning home to find his own daughter and wife killed, something broke in Mykal. He resolved to use his talents to construct items of a more destructive nature in a quest for revenge. When Lord Urbane announced his goal to rid Aden of the nocturnals through technological might, Mykal embraced the notion and offered his services as an artificer. The new order had no interest in a toymaker, however, and rebuffed him.

Undeterred, Mykal sank a large part of his considerable fortune into building a large mechemagical vehicle that would act as his mobile house and workshop. He abandoned his surname, last remnant of his past in Columbey, and took the Toymaker moniker instead. The mechanical actors became his house servants and lab assistants, and aboard the Dollhouse (this is how he named his mobile home), he travels across Aden to wherever he thinks his toys could be needed. All his spare time is spent tinkering with an advanced automaton built to look like his dead daughter, Abigail. She's not functional yet, for he's aiming at perfection, and he keeps her in his private workshop for now. She has become an obsession of sorts.

Mykal has become something of a mercenary. He builds custom and tailor-made weapons for the discerning gunslinger, but he has also specialized in golems capable of delivering considerable destructive power in remote or hard to access places. A mechanical mole to burrow a bomb into the foundations of a castle's keep? A clockwork centipede that can crawl under a door to open it from within? An automaton capable of flying through an open window and fire a poisoned dart at an unsuspecting sleeping target? Mykal can deliver, for the right amount of money, although he's known to offer large discounts if his work is used against nocturnals and the corrupted. The whimsical and toy-like appearance of his creations make most people write them off as innocuous. Many targets have made that fatal mistake and paid the ultimate price.

New Trait: Friend of the Toymaker

At some point in your travels, you met and befriended the man known as the Toymaker, a mechemage of remarkable skill. One of your beginning golemoid implants is considered masterwork. For non-weapon implants, you and the GM may need to jointly determine what the effect of this masterwork status is.

The Dollhouse

Without question, the Dollhouse is Mykal's most stunning achievement. The machine looks like a manor house made of brightly painted steel, decorated with blinking colored lights, and riding atop a dozen robust spider-like steel legs. It's a vertical building, narrow and tall, flanked with two round platforms equipped with rotating small cannons for self-defense. The Dollhouse could fit in a thirty foot square. When the legs are folded and the Dollhouse is sitting on the ground, it is roughly forty-five feet tall. When it's raised and moving, the legs add fifteen feet to the total height. At rest, the house looks like the strange offspring of a circus tent, a steel factory, and a giant spider.



Mykal, the Toymaker

Male human mechamage 7 - CR 6

LG Medium humanoid (human)

Init +2; Perception +4

Defense

AC 13, touch 12, flat-footed 11

hp 41

Fort +4, Ref +4, Will +5

Offense

Speed 30 ft.

Melee +1 hammer (as light mace) +6 (1d6+3)

Ranged +2 shocking burst pistol +7 (1d8+1d6+1)

Statistics

Str 15, Dex 14, Con 14, Int 20, Wis 10, Cha 12

Base Atk +3; CMB +5; CMD 15

Feats Ace Pilot, Craft Magic Arms & Armor, Craft Wondrous Item, Familiar Spell, Inspiring Mechamagic, Scholar (Knowledge: Engineering, Knowledge: Arcana), Scuttle

Skills Acrobatics +6, Appraise +11, Craft: Construct +17, Disable Device +12, Heal +4, Knowledge: Arcana +16, Knowledge: Engineering +22, Knowledge: History +11, Perception +4, Pilot +12, Profession: Mechamage +8, Spellcraft +15, Swim +3, Use Magic Device +11

Languages Eastern Common, Fundamental, Kyall, Lowland, Planar, Vanoran, Western Common

SQ call minion, cantrips, tinkering, writs

Equipment +1 hammer (as light mace), +2 pistol shocking burst, holdout pistol, dagger, engineer's workgloves, headband of vast intellect +2

Spells Prepared (4/6/4/3/2/1)

0 - acid splash, daze, ray of frost, spark

1st - alarm, enrage constructs, mage armor, mend construct, obscuring mist

2nd - burning arc, golem runes, stone call, tiny construct servant

3rd - phantom driver, repair construct, small construct servant

4th - detonate, medium construct

5th - golemsight

❖ Mykal's Doll Golem

N Small Construct

Senses: darkvision, low-light vision, 60 ft.; Perception +0

Defense

AC 18; touch 18, flat-footed 16

hp 73

Fort +2, Ref +2, Will +2

Offense

Speed 50 ft.

Melee +6 2 slams (1d4 + trip)

Special Defenses construct traits

Current Writs (6)

Durable, magical, proxy, servile, steadfast, swift

Statistics

Str 10, Dex 14, Con -, Int -, Wis 11, Cha 1

Base Atk +6; CMB +6, CMD 13

Languages Eastern Common, Western Common

Equipment ring of protection +2

NIKKOS MORAN

Nikkos Morann, or Nikk to his friends, is not a very happy person. He was born for a life in the military, and prepared for it for as long as he could remember. Upon joining the Frost Guard as a young man, he rose quickly through the ranks and was eventually chosen to join the elite unit that rode the snow serpents. Nikk approached this task with the same dedication he tackled everything else, and soon had raised his own steed, loyal only to him. His service record was exemplary, and he was a close friend and brother-in-arms to the prince himself. Unfortunately, not long after the Darkfall, Nikkos was crippled in battle when a nocturnal spent its dying action to wrench a powerful neurotoxin all over his leg. The injury could not be healed, and Nikk's military career was at an end.

Since his injury, Nikkos has served as an emissary both of the royal court of Ionara and of the military itself. He has the ear of Prince Frizier and has, on occasion, been called to advise the queen herself when he sons were not available to discuss military matters. None of this is important to Nikk, however; to him, only battle matters, and he misses it with every breath he takes.

Nikkos Moran

Human fighter 5 - CR 4

LN Medium humanoid (human)

Init +1; Perception +0

Defense

AC 15, touch 11, flat-footed 14

Hp 42

Fort +6, Ref +2, Will +1

Special defenses bravery +1

Offense

Speed 30 ft.

Melee +1 shortsword +11 (1d6+7)

Ranged masterwork pistol +8 (1d8)

Special attacks weapon training (light blades +1)

Statistics

Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 14

Base Atk +5; CMB +8; CMD 19

Feats Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (pistol), Weapon Focus (shortsword), Weapon Specialization

Skills Diplomacy +4, Ride +9, Survival +10

Languages Western Common

SQ armor training 1

Equipment +1 short sword, masterwork wheellock pistol, +1 studded leather armor, potion of cure moderate wounds x2, ring of sustenance

OPHELIA MIMINA, MISTRESS OF THE SEVENTH HARMONY

There is one whose voice to whom all Le'Ciens listen without exception, one whose beauty can steal the breath from even the most foul-hearted of men, and whose compassion has forever earned her place in the paradise of the next world. She is Ophelia, the Voice of the People, the adjudicator of their alms and bringer of their justice. This strikingly beautiful woman wanders the cities and streets of Le'Ciel's cities, listening to the songs of its people and seeking any discord that might mar their beautiful harmonies. When she finds it, she soothes their pains and grants what assistance and aid she can while at the same time memorizing their songs before returning to the capital to share all the pains of the land that she has collected during her travels.



Female human bard 12 - CR 11
LG Medium humanoid (human)
Init +3; Perception +17

Defense

AC 30, touch 23, flat-footed 27
Hp 93
Fort +12, Ref +15, Will +13

Offense

Speed 30 ft.
Melee rapier +9/+4 (1d6)
Ranged crossbow +12/+7 (1d8)

Bard Spells Known (6/8/7/6/5)

0 - *detect magic, lullaby, mage hand, message, read magic, summon instrument*

1st - *adoration, beguiling gift, charm person, chord of shards, cure light wounds, hideous laughter, silent image, unseen servant*

2nd - *arcane disruption, blur, cat's grace, cure moderate wounds, daze monster, detect thoughts, hold person*

3rd - *charm monster, daylight, fear, haste, invisibility sphere, see invisibility*

4th - *dimension door, hold monster, legend lore, modify memory, wall of sound*

Statistics

Str 10, Dex 16, Con 18, Int 14, Wis 14, Cha 24

Base Atk +9/+4; CMB +9; CMD 13

Feats Discordant Voice, Greater Spell Focus (Enchantment), Lingering Performance, Shield Focus, Skill Focus (Use Magical Device), Spell Focus (Enchantment)

Skills Appraise +17, Climb +15, Escape Artist +18, Intimidate +25, Perception +17, Perform: Act +25, Perform: Dance +25, Perform: Sing +25, Use Magic Device +28

Languages Eastern Common, Western Common

SQ bardic knowledge, bardic performance, cantrips, countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, jack of all trades, lore master (2/day), soothing performance, suggestion, versatile performance, well versed

Equipment +3 chain shirt, +3 heavy steel shield; amulet of natural armor +3, band of alluring charisma +4, belt of might constitution +4, circlet of persuasion, cloak of resistance +4, ring of protection +2, wand of fireball (CL10th; 10d6),

REINN, SPIRIT OF THE DESERT

Very little is known about the wandering adventurer known as the Spirit of the Desert. If the tales are to be believed, he is either the hand-picked enforcer of the Dust King's will or the one man the Dust King hates more than any other and for whom the monarch would pay a king's ransom to see dead. Reinn allegedly survives in the desert completely on his own, without the benefit of any immediate allies or comrades, something that is virtually unheard of in post-Darkfall Aden. He appears periodically to aid those in need, then vanishes just as quickly as he first appeared.



Male human Fighter 3 / Ranger 5 - CR 7
NG Medium humanoid (human)
Init +2; Senses low-light vision; Perception +12

Defense

AC 18, touch 14, flat-footed 16
Hp 105
Fort +13, Ref +7, Will +7

Offense

Speed 30 ft.
Melee +1 greatsword of frost +16/+11 (2d6+11+1d6; 19-20/x2)
Ranged +1 composite longbow (+4) +11/+6 (1d8+5; 20/x3)

Statistics

Str 20, Dex 14, Con 20, Int 10, Wis 14, Cha 10

Base Atk +8/+3; CMB +13; CMD 25

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Iron Will, Power Attack, Shield Proficiency, Toughness, Weapon Focus, Weapon Specialization

Skills Climb +11, Heal +7, Knowledge (dungeoneering) +5, Knowledge (geography) +4, Knowledge (nature) +5, Perception +17, Stealth +8, Survival +17

Languages Eastern Common, Western Common

SQ Armor Training (-1 to penalties), Bravery +1, Favored Enemy (nocturnals +2), Favored Terrain (desert), Ranger Combat Style (Two-Handed Weapon), Weapon Training (Heavy Blades), Wild Empathy

Equipment +1 greatsword of frost, +1 composite longbow (+4), +2 creeping leather armor, efficient quiver, amulet of natural armor +2

TAE LA DRAGONSTAR

The Order of the Dragon Monks was a small and secretive order whose lone monastery was concealed in the mountains of Vanora. An incident from previous centuries granted them the right to use the name of Dragon in their order, a right normally reserved exclusively for the Emperor and his vassals. The order maintained close ties with the Seers, and when the Darkfall came, the monastery was destroyed utterly. Only Taela, a young half-elf who had recently taken her vows, was spared in the destruction of her order. Her survival was a matter of circumstance, given that she was accompanying a group of peasants to oversee the purchase of supplies for the monastery.

Taela has spent the years since the Darkfall attempting to master her fledgling gifts as a seer and as an initiate of the Dragon Order. That she has no sensei to teach her the order's secrets has been a great sorrow to her, and her only hope is to seek to emulate the feats she saw performed by her masters prior to their deaths. It is a slow process, but she is dedicated to it utterly.

Taela Dragonstar

Female half-elf sorcerer (draconic) 4 / monk (qinggong archetype) 4 / seer 2 - CR 9
NG Medium humanoid (elf, human)
Init +5; Senses low-light vision; **Perception +19**

Defense

AC 25, **touch** 24, **flat-footed** 21 (+3 Dex, +7 Wis, +2 deflection, +1 dodge, +1 insight, +1 natural)

hp 73 (6d8 + 4d6 +16)

Fort +11, **Ref** +15, **Will** +18

Special defenses *barkskin* (qinggong spell-like ability, 4th level caster, costs 1 *ki* point), evasion, elven immunities, still mind, Resist cold 5

Offense

Speed 40 ft.

Melee unarmed +14 (1d10+4)

Ranged +1 *Carraway crossbow* +12 (1d8+1)

Special attacks claws +9 melee (1d6+1) 6 rounds/day, flurry of blows, stunning fist (stun or fatigue, DC 21, 7/day)

Sorcerer Spells Known (CL 6th; concentration +9)

0 (at will) - *arcane mark, dancing lights, detect magic, light, mage hand, mending, message, prestidigitation, read magic*

1st (8/day) - *mage armor, shocking grasp, enlarge person, vanish, protection from evil*

2nd (4/day) - *blur*

Statistics

Str 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 22

Feats Arcane Contemplation, Arcane Enlightenment, Deflect Arrows, Dodge, Eldritch Heritage (arcane bloodline), Improved Familiar, Improved Unarmed Strike, Power Attack, Skill Focus - Knowledge (history), Stunning Fist, Weapon Finesse

Traits Magical Knack (+2 sorcerer caster level), Folk Magic (*identify* 1/day, CL 1)

Skills Acrobatics 9 (+14), Knowledge (history) 2 (+10), Perception 5 (+19), Sense Motive 5 (+12), Spellcraft 2 (+5), Stealth 9 (+14)

Languages Sylfanic, Vanoran, Western Common

SQ *ki* pool (7 *ki*), second sight (+1 bonus, 9/day), fatebender aura

Equipment +1 *carraway crossbow*, *amulet of mighty fists* +3, *belt of incredible dexterity* +4, *cloak of resistance* +2, *extend metamagic rod (lesser)*, *eyes of the eagle*, *headband of inspired wisdom* +4, *ioun stone (dusty rose prism)*, *monk's robe*, *ring of protection* +2, *wand of cure light wounds*

APPENDIX

The Care & Treatment of NPCs

Non-player characters are a matter of some debate in the gaming world. Some GMs prefer to make all their own NPCs, while others are happy to use pre-generated examples to fill the ranks of their worlds. When creating NPCs for that purpose, however, it's important to strike the balance between functional and exceptional. In this work we have attempted to provide a wide range of character levels, classes, and nationalities in hopes of providing maximum utility for anyone who would like to make use of it. Furthermore, we have included a number of different mechanical options as well, inspired by and suiting their themes and construction. Although it should go without saying, just for those few sticklers out there, let us be completely clear: we at Kyoudai Games welcome and in fact invite you to alter these characters in any way you see fit for your own personal use.

And lest we forget, the vast majority of these characters are the creations of our Kickstarter backers, some of the fine men and women who helped make Thunderscape and even Kyoudai Games itself a real possibility. Thank you so much, and we hope that seeing your beloved characters in the flesh (so to speak) is all that you hoped for.

Campaign Frameworks

It can occasionally be a challenge to construct a campaign that diverges from the archetypal dungeon-delve model and which can incorporate a large number of different NPCs such as those included here. But challenging work can often be the most rewarding, and in order to help you get the most reward for your invested effort, here are some suggestions on how you can utilize a campaign to accomplish that exact level of complexity.

The Cogswheel Irregulars

One of the most popular aspects of Thunderscape in our releases thus far has been the introduction of the Cogswheel Irregulars, a group of pseudo-official law enforcement mercenaries (for lack of a better word) operating within Mekanus, the largest city in the Known Lands of Aden. The potential for adventure within an urban landscape of such magnitude is enormous, with action around every corner and even the traditional dungeon-delve happily available in the many levels beneath the city itself. That doesn't even take into consideration the nocturnal-infested wasteland surrounding the city, providing an even wider variety of adventure material within a mere day's ride.

Beyond the potential for adventure, however, the possibility of a second layer of campaign intrigue is present in the structure of the Irregulars. The players and their duties for the Irregulars can bring them into conflict with others in the city, whether they are members of the more traditional law enforcement agencies, the criminals they work against, the citizens they are supposed to protect, or perhaps most interestingly, rivals within the Irregulars themselves. Competing against others for the finest assignments or promotions, fighting against corruption in the ranks, or looking to replace incompetent and jealous superiors can all be a way to incorporate NPCs into a campaign without necessary forcing them into role as enemy combatants or support for the players themselves.

Feel free to take the ideas presented by the Cogswheel Irregulars and transpose them elsewhere in the Known Lands. While most major metropolitan areas do not have the criminal problems that plague Mekanus, there are none that are free of such concerns. Tanto, Sea Reach, Balaquim, and Synthica are particularly appropriate locations for similar institutions to afford players the same kind of engagement and adventure.

Cohorts

The Leadership feat is an easy way to introduce important NPCs into a campaign. Many GMs prefer to use pre-existing NPCs for this purpose, but depending upon the circumstance, there's nothing to prevent an individual such as one of those included in this work to join with a PC to create a new and powerful team. Depending upon the level and Leadership score of a PC, some of the characters in this book may be suitable for cohorts by the time that a PC reaches the level at which they can take Leadership.

Alternatively, consider the notion that the PCs are in fact the cohorts of vastly more powerful PCs. This is a bit of a default assumption in the case of many campaigns, wherein the PCs are working for much more powerful individuals, but formalizing the relationship in this manner can create an interesting framework for a campaign as well as a new perspective on what character advancement means must be taking place behind the scenes.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Thunderscape: The World of Aden. © 2013 Kyoudai Games, LLC; Authors: Shawn Carman and Rich Wulf.

Thunderscape World #3, Heroes of Aden. © 2015 Kyoudai Games, LLC; Authors: Chris Camarata, Shawn Carman, Rob Dake, & Rich Wulf.

Heroes of Aden

THE WORLD OF ADEN
IS IN DESPERATE NEED OF HEROES.

The forces of the Darkfall continue to threaten everyday life in all the nations of the Known Lands, and the stress of survival has put long-standing allies at one another's throats. It is the most dangerous time in history, and the survival of the 'civilized races' is far from a certainty. The only thing a man can count on in such dire times are the comrades who watch his back.

Heroes of Aden is a compilation of heroes and important figures from throughout the Known Lands. Many are taken from fans of Thunderscape, Kickstarter backers who earned the right to make their characters part of the world of Aden. But this is not just a compilation of characters! Inside you will find inspiration for your own characters, suggestions for different campaigns, new traits, and a few surprises!



Product # KYG040003
©2015 Kyoudai Games. All rights reserved.