

Ferran Flyers



Of all the people of the Known Lands, none are as adaptable, versatile, or determined as the ferrans. Created by arcane means almost a thousand years ago, the ferrans have gone on to become one of the most ubiquitous peoples of Aden, and have managed to find a home in virtually every corner of the Known Lands. It is a rare enterprise indeed that does not involve at least one ferran at some point during its undertaking; they are valued not only for their adaptability under adverse conditions, and their ferocity in battle.

The sneaks, brutes, and predators described in *Thunderscape: the World of Aden* represent the vast majority of all mammalian ferrans, just as mammalian ferrans represent the overwhelming majority of their race, with perhaps one in one hundred born of a different branch. Of those other mammalian ferrans that exist, one of the most common (although this is very much a relative term) are the ferran flyers. Bat-ferrans are the most common of this sub-species, although before the Darkfall the zoology department of the Celestial College in Aramyst had documented lemur-ferrans, phalanger-ferrans, and squirrel-ferrans who fell into the same category. Smaller and less physically hardy than brutes and predators, ferran flyers have more in common with ferran sneaks and are often paired with them due to their similar skills.

Credits

Written by: Shawn Carman

Editing: Shawn Carman

Interior Artwork: Daniel Moenster
& Jeff Porter

For Kyoudai Games

Shawn Carman, Creative Department

Rich Wulf, Mechanical Design

Ryan Carman, Logistics & Development

Butch Carman, Chief Financial Officer

Mike Brodu, Graphic Design & Branding

Original Graphic Design: Robert Denton



TIMELINE OF MAJOR FERRAN EVENTS

Year 332 – After a lifetime of experimentation and failed attempts, a powerful wizard in Aramyst succeeds in her attempt to create a hybrid of men and animals. These creatures, which the wizard names ferrans, are intended to be like men in form, but slightly smaller and less intelligent, making them a perfect race of servants. The experiment is more successful than anticipated, however, and unbeknownst to their creator, the ferrans are longer-lived and more intelligent than first realized by their creator.

Year 336 – Octavia Belua, the creator of the ferran race, realizes the true depths of intelligence possessed by her creations and recants her desire to maintain them as servants and slaves. Her opportunistic son Contentus, however, is far from compassionate, and has his mother committed to an asylum for the elderly where she lives out the remainder of her life.

Contentus Belua soon increases the production of ferrans by a large degree, intending for them to serve not only as servants but as soldiers and laborers as well. He begins subjecting all ferrans to excruciating mental conditioning to break their will and strictly limits their interbreeding.

Year 416 – Nearly a century after their creation, much of which has been filled with oppression and subjugation by the people of Aramyst, the ferrans rise up and turn against their masters in a massive revolt that catches the nation's leadership completely unaware. The revolt spreads like wildfire, leaving the Celestial College afraid to turn their remaining ferran troops against the rebels for fear of losing them as well; this leaves them with virtually no options for defense other than hiring large numbers of mercenaries, a particularly expensive proposition.

Year 422 – With popular opinion turning against the Celestial College and its sponsorship of the Belua family as well as others responsible for overseeing the ferrans, family patriarch Luesti Belua takes drastic action. He enters into an infernal bargain and unleashes an arcane plague intended to devastate the ferran population. Unfortunately the plague is not as virulent as believed, and only truly affects the reptilian, amphibious, and avian branches of the race, leaving the mammalian branch largely unharmed.

Year 424 – With the attempt to purge the ferrans via disease having failed, the Celestial College offers peace to the ferran rebels in exchange for handing over their leader, the raven-ferran Sonerus, to be tried as a war criminal. Although Sonerus is willing, his people refuse and the war continues. Delegations from other nations, including Arasteen and Yzeem among others, make it clear that if the conflict continues, they will offer support to the oppressed ferrans. The Celestial College has little choice but to offer amnesty to Sonerus and his people, officially ending the War of Beasts and granting the ferrans full status as citizens of Aramyst.

A DIVIDED PEOPLE

The ferrans are Aden's most variegated people, a trait that was very much by design when they were first created centuries ago. Octavia Belua foresaw a race that was so diverse it could fulfill virtually every menial need in Aramyst society, freeing its citizens to focus on bettering themselves through education and arcane practices. Naïve but well-intended, Belua recognized that the ferrans would also finally give her homeland a strong military presence that could deter the constant threat of raiders from the Sundered Desert and the High Steppes to the west and north, respectively. Her original intent was to create a minimum

of three separate branches of the ferran people, with different specific purposes in mind and suited to their physical capabilities.

Mammalian ferrans were the first to be successfully developed and were always intended to be the most numerous of their people. Adaptable and hardy, the mammalian ferrans would serve as the rank and file of Aramyst's new military forces, their savage fighting style and fearsome appearance making up for their lesser numbers than most other nations' armies. They were also suitable to a host of domestic duties, including but not limited to physical labor, household servitude, and bodyguards.

Reptilian ferrans were far fewer in number than their mammalian cousins, owing largely to their more limited range of possible roles. While some of the more powerful sub-species, such as crocodile-ferrans and the like, did serve a battlefield role, particularly along coastal regions or wetland areas, most were relegated more toward domestic roles. Their longer lifespans and cooler temperament made them suitable to roles as household servants and valets of various types, and soon became a symbol of status among the wealthier class in Regora and other major cities.

Avian ferrans were less numerous even than reptilian ferrans and were largely intended to serve as scouts or couriers. For reasons not fully understood, avian ferrans were psychologically much more capable of resisting the newborn conditioning the entire race was subjected to, and as a result a much higher percentage of their population flocked to the rebellion. The leader of the ferran rebellion, Sonerus, was a raven-ferran, which perhaps is one of the reasons that the plague so effectively targeted them, a failed attempt to kill the rebellion's leader.

Amphibious ferrans were by far the least numerous of all the different ferran branches, existing in very small numbers and created for special purposes. Most served the Celestial College along the Aramystian coastline, gathering rare materials from the ocean floor for use as arcane reagents and the like. There were rumors at some point early on during the War of Beasts that there had been an attempt underway to take the creation rituals of the amphibious ferrans and create fully aquatic ferrans, but if this was ever successful it never became public knowledge and it is assumed any precursors of this branch of the race died out during the conflict.

Those individuals labeled ferran flyers are a small subset of the mammalian branch of the ferran race. There is a tremendous amount of variability among ferran flyers, more so even than the other types of ferrans that exist in large numbers throughout the Known Lands. Their name is something of a misnomer, as only a few are capable of true flight. Even among the most common manifestation of ferran flyers, bat-ferrans, some are born more humanoid with others, and thus with somewhat more limited capabilities in the air, while their more bestial kin have greater airborne ability.

CURRENT STATUS

Outside of humans, ferrans are the most populous race in the Known Lands, and have spread to virtually every corner since their liberation in Aramyst centuries ago. While there are some lands where they have never established themselves in any real number, such as the rather isolationist Le'Ciel, they have thrived wherever they have determined to make a home for themselves. Despite the lingering antipathy between ferrans and other citizens of Aramyst, their ancient homeland was one of the nations with the highest percentage of ferran citizens up until the Darkfall. The cataclysm that destroyed that nation also destroyed the last vestiges of animosity between its people, and no one who survived the Darkfall and remains within Aramyst has the luxury of prejudice against any other survivor, ferran or otherwise.

Vanora is home to a particularly high concentration of ferrans, likely owing to the Way of the Ten Beasts that is a combination of philosophy and religion held by the overwhelming majority of all native Vanorans. Perhaps because of this, a greater number of ferran flyers can be found



in the Empire of Vanora, and often serve prestigious military positions where their talents are put to great use on behalf of their Emperor.

Ultimately there are very few corners of the Known Lands where ferrans are still treated as second class citizens, meaning that ironically the world after the Darkfall treats them better than before. There are perhaps a handful of noble Aramystians who survived and, because of their relatively sheltered existence, continue to hold on to old prejudices. Likewise, the nation of Le'Ciel was spared the worst ravages of the Darkfall and, perhaps because it was founded by Aramystian expatriates, the wealthier castes there still remain disdainful toward the ferrans as a "false people" and treat them poorly in general. This is perhaps why the ferrans have such a limited presence within Le'Ciel.

⚙️ **Limited Flight:** Ferran flyers are capable of limited flight via their patagia, although some are more likely to glide than actually fly. This grants them the ability to fly at speed 30 with good control.

EXEMPLAR CHARACTERS

⚙️ Hikaru Ba-tsun, Son of the Dragon

Hikaru was born nine years before the Darkfall to parents who were already in service to the Emperor of Vanora. Both were gamekeepers who aided in keeping the Emperor's forests clear of poachers and unnatural predators, but their duties were not particularly dangerous compared to the lot of ferrans in many other nations. Hikaru was often ill as a child, as ferran flyers like his mother frequently were in their youth, and spent a great deal of his time alongside his mother during his childhood. Early on, he developed a deep love of both the wilderness and his personal freedom, traits that he inherited from both his parents. The young bat-ferran enjoyed an idyllic existence and looked forward to joining the ranks of the Emperor's gamekeepers himself when he came of age.

The Darkfall interrupted Hikaru's plans, as they did so much throughout the Known Lands. His mother died protecting him from nocturnals, and his father was likewise grievously wounded. Hikaru dragged his father to safety, but he was crippled as a result of his wounds and died shortly thereafter, never regaining consciousness in the wake of the attack that ultimately killed him. Hikaru's father was buried for as an honored veteran in service to the Emperor, and Hikaru immediately signed up to join the Sons of the Dragon and serve in a more military fashion than he had previously intended.

During training, it was discovered that Hikaru had an unexpected affinity for piloting, likely due to his natural flying ability. That, together with his slightly higher than typical gift for magic resulted in his assignment to join the Thunder Scouts. Over time, he became responsible for patrolling the same region that his parents once did, although much larger in scale. Presently, Hikaru spends most of his time ensuring the

NEW MECHANICS

⚙️ Ferran Flyer Racial Traits

Use the ferran flyer stat block when creating a ferran whose appearance and abilities emulate beasts capable of limited flight or gliding, such as bats, flying squirrels, phalangers, or other such creatures.

- ⚙️ **+2 Dexterity, +2 Wisdom, -2 Intelligence:** Ferran flyers are quick and cunning, much like their kin among the ferran sneaks. However, like all members of the ferran race, they are inherently more savage and primitive than other civilized races.
- ⚙️ **Size:** Ferran flyers are medium creatures and receive no bonuses or penalties due to their size.
- ⚙️ **Normal Speed:** Ferran flyers have a base speed of 30 feet.
- ⚙️ **Bestial Nature:** The ferran race is naturally diverse. Ferran predators select three abilities from the list of Bestial Nature Racial Traits (found in Chapter One of *Thunderscape: the World of Aden Campaign Setting*).
- ⚙️ **Natural Weapons:** Ferran flyers possess a single bite attack, dealing 1d4 damage. This is a primary natural attack.

safety and security of the Vanoran citizens of Shang, a town that has frequently been plagued by the undead even before the arrival of the nocturnals. The young ferran still greatly enjoys his duties, but is far more somber and serious than he once was, because he has seen firsthand the terrors that can be inflicted upon others if he is not thorough in the execution of his duties.

Hikaru Ba-tsun

Male ferran flyer thunder scout 3 - CR 2

NG medium humanoid (ferran)

Init +4; **Senses** -; **Perception** +9

Defense

AC 17, **touch** 14, **flat-footed** 13 (+3 armor, +4 Dex)

hp 21

Fort +3, **Ref** +7, **Will** +4

Offense

Speed 30 ft.

Melee handaxe +6 (1d6+2)

Ranged pistol +7 (1d8, 19-20/x2)

Special Attacks bite +5 (1d4+2)

Thunder Scout Spells Prepared

(**CL** 3; **concentration** +3; **arcane failure** 15%)

0-Level – *dancing lights*

Statistics

Str 14, **Dex** 18, **Con** 10, **Int** 10, **Wis** 16, **Cha** 12

Base Atk +3, **CMB** +5; **CMD** 19

Feats Ace Pilot, Weapon Focus (hand axe)

Skills Fly +10, Knowledge (geography) +6, Knowledge (nature) +6, Perception +9, Ride +10, Survival +9

Languages Eastern Common

SQ pilot's training, signature vehicle, scout technique, scout's mobility

Combat Gear handaxe x2, pistols x2, potion of *cure light wounds*, studded leather armor

Other Gear cartography kit, survival rations, toolkit

Grigorina Stanislav, Professional Infiltrator

A former member of the Carrite guardsmen who serve the Church of All Saints, Grigorina earned her retirement from that august body a few years after the Darkfall, once things in Caraway had settled into a tense but manageable routine. St. Chandrey, Grigorina's home and birthplace, was as stable as could be reasonably expected, and she her time expired during a period when reenlistment was not mandatory. She took her meager pension and entered the private sector.

As an ex-guardsman, Grigorina's militant mindset and strict code of conduct left her with fewer opportunities than those who might be less morally inclined. Her skills were perfect for illicit activities, but those who attempted to entice her into such things found themselves battered and bruised and left upon the steps of the local constabulary. She took a few jobs as a sentry or a bodyguard, but found them unfulfilling and largely unworthy of her talents. Grigorina soon became greatly dissatisfied with her life and was verging upon despair when a unique offer was presented to her.

In the wake of the Darkfall, the insidious nocturnals that accompanied it, and the desperation it fostered in others, crime was increasing in St. Chandrey and throughout Caraway, with burglary in particular becoming a significant issue. A former thief turned patriot had an innovative idea to aid in preventing this phenomenon. He offered the wealthy and various government buildings a service: they could pay him to locate weaknesses in their security so that they could be fixed, giving them a much better understanding of how thieves might target them. Unfortunately, he had come largely to the end of his ability to threaten new targets, and needed a new approach. After confirming that the Church of All Saints had authorized his business and that it was not illegal, Grigorina gleefully agreed and became his partner.

Grigorina Stanislav

Female ferran flyer rogue 6 - CR 5

LN medium humanoid (ferran)

Init +8; **Senses** -; **Perception** +12

Defense

AC 18, **touch** 15, **flat-footed** 14 (+3 armor, +1 deflection, +4 Dex)

hp 43

Fort +2, **Ref** +9, **Will** +5

Offense

Speed 30 ft.

Melee +1 rapier +9 (1d6+2)

Ranged light crossbow +8 (1d8)

Special Attacks bite +3 (1d4+1), sneak attack +3d6

Statistics

Str 12, **Dex** 18, **Con** 10, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +4, **CMB** +5; **CMD** 19

Feats Improved Initiative, Point Blank Shot, Skill Focus (Fly), Weapon Focus (rapier)

Skills Acrobatics +13, Diplomacy +9, Disable Device +13, Escape Artist +13, Fly +7, Knowledge (local) +10, Perception +12, Sense Motive +12, Stealth +13, Use Magic Device +9

Languages Eastern Common, Western Common

SQ evasion, rogue talents (fast stealth, quick disable, weapon training), trapfinding +3, uncanny dodge

Combat Gear +1 leather armor, +1 rapier, +1 ring of protection, 3 potions of *cure light wounds*

Other Gear masterwork thieves' tools

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 The Aden Gazette #1, Ferran Flyers. © 2018 Kyoudai Games, LLC; Author: Shawn Carman.