

THUNDERSCAPE™

THE WORLD OF ADEN



THUNDERSCAPE VISTAS 02

Besieged Village

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE



THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

Thunderscape Vistas 2:

BESIEGED VILLAGE

Written by Shawn Carman



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Thunderscape Vistas 2: Besieged Village

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Daegan fired his pistol at the advancing creatures, grimacing in satisfaction as he saw the bullet strike one of them, tearing at its flesh and dropping it to the ground. The feeling was hollow, however; there were simply too many of the creatures still moving toward the village, he was almost out of ammunition, and he had no time to reload even if he had an entire crate of supplies available. With a hand that was shaking more than he wanted to admit, the young warrior drew his sword. "They're going to be on us any moment!" he shouted to the others nearby. "Let's show them why Syltan still stands, boys!"

His voice was full of bravado that he did not really feel. At least it sounded like he believed it. That would have to be good enough for now.

"Daegan!" one of the others yelled. "Sir, look!"

Daegan took in the other man's wild-eyed expression and felt something inside him sink. In his experience, there were no good surprises when defending against the nocturnals. He gripped his blade and his now-empty pistol, the latter largely out of habit, and stood. He would face whatever nightmare was coming at them with his weapons in hand, like a true man of Syltan should.

The creatures that were attacking were of a sort the villagers had seen on many occasions, though they had no name. They appeared to be some sort of feline, large, like a tiger or a lion, but completely without hair, possessed of six legs, four eyes, and a maw large enough to swallow a man's arm up to the shoulder. They were formidable individually... but they rarely attacked individually, and often traveled in large packs, much like feral dogs or wolves. They were particularly dangerous because their feline agility would allow them to leap over even the tallest portions of Syltan's barricade, inflicting a deadly close-quarters combat on whoever stood in defense of the village.

However, the creatures had turned from their assault, attending instead to a counterattack being pressed on their pack's flank. Unthinkably, it appeared to be a single person attacking them.

"It's Hannah!" one of the men shouted, and the others all cheered.



Daegan wondered if the relief he felt was obvious on his face. He hoped not. The men placed far too much faith in a single warrior who was, truth be told, little more than a girl despite her prodigious skill with a blade. As he watched, the panda-ferran eviscerated one of the attacking nocturnals, pirouetted away from another's attack, and killed a third without even pausing.

Daegan held his blade up. "Well, boys," he shouted, "we aren't going to let her have all the fun, are we?"

BACKGROUND

The devastation of the Darkfall resulted in the destruction of innumerable villages and settlements throughout Aden. Although there is no perfect accounting of what was lost on that dark day and the years that have followed, the general consensus is that more settlements perished than currently remain, a terrible testament to the massive loss of life that took place in the immediate post-Darkfall era.

The villages that remain intact are not recognizable compared to their pre-Darkfall incarnations. By necessity, they are now fortified against attack from external threats, and there are few settlements indeed that do not suffer the near-constant predations of the nocturnals that lurk in the wilderness. Those villages that cannot defend themselves are lost quickly. Only those who can resist the sinister nocturnals have any hope of surviving.

Exemplar: The Village of Syltan

The Burning Coast in Aramyst is quite possibly the place in all the Known Lands most antithetical to life as it is experienced by the civilized races of Aden. Very few have dared to venture into this region of immolation in the decade since the Darkfall, and of that small number only a fraction have emerged alive. Moreover, even among those who have escaped with their lives, none have been truly intact. Burns are the least of their worries, for burns heal; the mental trauma of having

entered the nightmarish hell that was once the great cities of Aramyst is something that does not seem to fade over time.

The western boundary of the Burning Coast is largely bereft of settlements. Most of those that existed prior to the Darkfall fell to nocturnals shortly thereafter or were abandoned during the flight from the region by those who survived the immolation. The only village of significance that remains in the region is Syltan, and it clings to survival by the very thinnest of threads.

Before the Darkfall, Syltan was a small, idyllic village, founded by a handful of reclusive magical scholars who fancied a remote location, far from the cities of the coast, to conduct their research and discuss their theories. Prior to their arrival the place as home only to a small number of farming families who happened to have collected in the same general region. The combination of the wizards' generosity and their desire for some of the amenities of their former urban homes caused the small, scattered community to grow into a true village, but it never got much larger than that; the founders wished it to remain quaint and comfortable.

When the Darkfall happened, the conflagration on the coast was visible from the village. The event terrified everyone, and a many chose to flee from the region, heading west in the hopes of reaching safety. Sadly, few of them did – the rest were cut down by the nocturnals as they tried to reach a safe haven that did not exist. The few survivors who did escape the region spread their tales of terror everywhere, ensuring that those who dwelled to the west had no inclination to venture back toward the coast. Thus, those who remained behind would get no aid from their kinsmen beyond the boundaries.

Syltan stands alone.



MAP GUIDE

Many villages in Aden are loosely divided into specific neighborhoods, a practice that arose centuries ago – in fact, the oldest settlements changed over time to follow this practice. The village of Syldan is no different, as it was engineered from its very conception to be an orderly and structured state.

Creator's Circle (1)

Before the birth of Syldan, the region it now occupies was merely a wilderness broken occasionally by scattered farmlands. The wizards who wished to create their 'vacation home' constructed an array of private estates, complete with luxurious accommodations and the workshops necessary to continue their arcane studies as they saw fit. Creator's Circle is the name given by the villagers to the cluster of these estates. A total of six estates were eventually constructed (although only four were present at the time of the village's birth), and they remained the village's most notable feature for centuries.

During the Darkfall, Creator's Circle was the scene of the most violent fighting when the people of Syldan tried to defend their home. Only one of the wizards, a man named Claudius, was in the village at the time; he wielded his magic with great vigor and skill to save the people he regarded as his friends, but ultimately he was struck down at the last moments of the battle. Creator's Circle was virtually destroyed, with none of the estates remaining intact – several were destroyed completely, the others severely damaged.

In the years since the Darkfall, Creator's Circle remains the most significantly damaged part of Syldan, for none of the villagers have the time, resources, or inclination to enact major repairs. The neighborhood has become home to refugees from the coast, who carve out minor accommodations for themselves within the ruined homes. These individuals, known as "newcomers" to the village's permanent residents, refuse to move into the village proper, and over time this has driven a wedge between the original villagers and the refugees.

Generalization: In other villages there is almost inevitably a portion of the settlement that has been destroyed as a result of violence since the Darkfall. In many cases these regions have been cannibalized for resources, but in some instances there is reason not to do so. In the case of Syldan, the original villagers are fearful that dangerous magic items or effects may remain in the ruins (and in fact they are correct, though they do not realize it). Other reasons that ruined neighborhoods might be left alone could include lingering curses, environmental hazards, or even nocturnal infestations, such as in the case of the Lost Ghetto in Mekanus.

Merchant's Quarter (2)

One of the things that always marked Syldan as different from settlements of similar size is the notably higher availability of skilled labor. The village's patrons wanted to enjoy the semblance of rustic living, but did not want to abandon their creature comforts, and so they ensured there were many crafters available to meet their needs, from blacksmiths and potters to weavers and everything in between. Thus, the neighborhood eventually known as the Merchant's Quarter was constructed immediately adjacent to Creator's Circle in order to ensure convenience and availability for those who had brought the village into existence.

Generalization: Commerce is one of the few things that have not completely fallen by the wayside in the wake of the Darkfall. Any settlement of enough size to be considered a village is likely to have at least one or two operating businesses, usually a tavern, inn, smithy, or the like. Depending on the size and influence of the settlement, there may be significantly more such businesses in operation, some of which may even offer highly specialized services such as alchemists or mechamages.

The Inner Fields (3)

Some of the oldest and most fertile farmland in Syldan's history, the inner fields are those which lay within the village boundaries when the Darkfall came and the wall was erected. Before the cataclysm, the fields were carefully maintained, crops rotated to ensure the soil was healthy, and whenever there was difficulty the wizards were more than happy to use their nature magic to ensure everything was put right once more. Unfortunately, in the past ten years the fields have been pushed well beyond the breaking point, constantly enchanted to produce greater yields in an attempt to feed the village's population; as a result, the soil is nearing the point of ruin.

Generalization: It is all but impossible for any settlement to maintain a population of any size without some form of farming or gardening inside the village boundaries. Hunting game for an entire town's population is impossible, and the Thunder Trains only travel to a handful of cities across the continent. Most settlements have individual families maintaining their own gardens, but a few have also managed to secure portions of arable land for public use and consumption. Few towns share Syldan's benefit of having powerful arcanists to aid in production, but such things are not completely unheard of.

The Public Quarter (4)

Syldan has never been a popular place for tourism, but the presence of even a half dozen arcanists as powerful as the Creators has ensured there are always scholars, salesmen, experts, and a variety of other individuals in the area seeking an audience for one reason or another. The Public Quarter is the portion of the village given over for such pursuits. Although it is not large, it boasts a number of prestigious inns and taverns as well as a public library. Or rather, it did house those things... few have survived the chaos that has endured since the Darkfall.

Generalization: Syldan differs from the average surviving settlement because the Merchant and Public Quarters remain distinct; in most settlements there is no longer any distinction between the two, and all businesses or surviving resources such as libraries are lumped together in one area.

The Neighborhoods (5)

This region of the village is home to the residences of those who maintain the farms, the businesses of the Public Quarter, and everything else the village requires to subsist. The homes here are simple, uncomplicated affairs, similar to what might be found in any other village across the land, although it is obvious that prior to the Darkfall many of the homes were larger or more affluent than might be expected for a village of such size.

Generalization: This is the most common feature of any existing village. It usually takes up a large portion of the space inside the defenses, but that does not mean that any space is wasted; living room is at a premium and comfort is not an issue when survival must be the focus for every day of the villagers' lives.



NOTABLE PERSONAGES

There are not a tremendous number of villages that survived the Darkfall; most settlements of this size were simply overrun and destroyed by nocturnals in the chaos that followed. Those that remain do so for one of two possible reasons: either a small number of exceptionally skilled champions who defend their home, or the absolute cooperation of every living soul in the settlement, all working together to eke out a meager survival.

Hannah Arroven, Champion of the People

Hannah has very little memory of her life before the Darkfall. She was discovered by the Arroven family during the mass exodus from the Burning Coast and, true to their nature, they took her in until they could find her parents. They never did. Since Hannah is a panda-ferran, it is difficult to know exactly how old she was when she was discovered, but due to physical size the Arrovens decided she was seven years of age and she currently considers herself to be seventeen.

Hannah remembers very little of her life before the Arrovens took her in, and while she has some interest in what happened in those years, the reality of post-Darkfall Syldan occupies the majority of her time; she has very little time or energy to spend wondering about other things. Even in her early childhood, Hannah was a prodigiously talented hunter and warrior, and she has almost single-handedly defended the village against numerous threats in the difficult days since the immolation of the Burning Coast. Her constant efforts have endeared her tremendously to the people of the village, but she has grown distant from many of them in the process. Her adopted family, who she adores above all else, and the children of the village, who treat her as a great hero, are the only ones who have managed to maintain an emotional connection with her and break through the distance she places between herself and others.

Hannah makes regular incursions into the Ashen Forest, hoping to find game or some hint of Typhon's presence. Recently, during one of these visits Hannah came across something she did not anticipate: a panda-ferran cub. Little more than an infant, the tiny creature nuzzled up to her and fell fast asleep as soon as she picked it up. It was obvious he had not been wanting for food, and Hannah was deeply suspicious, but she could not bring herself to leave him behind. She brought him to her parents, who of course took him in. Storrum, as they have named the little one, bears a striking resemblance to Hannah, who has become convinced in spite of all reason and logic that he is in fact her brother. She fights for Syldan with renewed vigor now, for her family has grown even more precious to her.

Hannah Arroven

Female Ferran Predator (Panda) ranger 7

CG Medium humanoid (ferran)

Init +2; Senses Low-light vision, Scent; Perception +11

Defense

AC 21, touch 13, flat-footed 20 (+7 armor, +2 Dex, +2 Natural Armor)

Hp 67 (7d10+21)

Fort +7, Ref +8, Will +5

Offense

Speed 30 ft.; 30ft Climb

Melee claw x 2 +14 (1d6+6)

Ranged Thunderbow +10/+5 (1d8+9)

Statistics

Str 20, Dex 14, Con 14, Int 10, Wis 14, Cha 8

Base Atk +7/+2; CMB +12; CMD +25

Feats Cleave, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus: Claw

Traits Indomitable Faith (+1 Will); Deft Dodger (+1 Reflex)

Skills Climb +11, Heal +11, Knowledge (Dungeoneering) +5, Knowledge (Geography) +5, Knowledge (Nature) +9, Perception +11, Sense Motive +2, Stealth +5, Survival +11, Swim +3

Languages Eastern Common

SQ Favored Enemy (Aberration+4, Undead+2), Favored Terrain (Forest +2), Hunter's Bond (companions), Woodland Stride

Equipment Ring of Protection +1, Amulet of Natural Armor +1, Breastplate +2, Shredders +1, Thunderbow (+8) +1, 50ft silk rope, tent, 3 day rations.



Typhon, the Doom of Syldan

Without question, the greatest threat to the continued existence of Syldan is the nightmarish monstrosity known as Typhon. The great tragedy is that only a short time ago Typhon was one of the village's greatest advocates and defenders. The Darkfall put an end to that time.

More than a decade ago, the wizard Titus was recognized as one of the greatest minds of Aramyst, and was privy to the inner workings of the Celestial College via his close friendships with many of its members. Although he did not claim permanent resident within Syldan village, he contributed a great deal of wealth toward its creation and maintained a home there, often spending time there in the spring working on his theories and experiments. Indeed, many believe the only reason Titus was never a member of the Celestial College himself was due to his area of expertise: Titus was an expert on forbidden magics, which made him intrinsically suspect to most people. Possessed of an indomitable will, Titus never found a secret that could tempt him into succumbing to the darkness no matter how often he immersed himself in it.

...at least until the Darkfall.

One of Titus's greatest secrets was a tome of terrible, awesome power, one he recognized was too dangerous even for him to examine. Unwilling to risk the potential catastrophe that could result from attempting its destruction, Titus sealed the book away in a carefully constructed vault deep beneath his residence in Syldan. No one save his lover, Leona, was aware of its presence or even its existence. Titus disappeared during the Darkfall, and Leona took up the task of protecting the tome and concealing knowledge of its existence. Unfortunately, Titus was not dead; somehow he was consumed by the Darkfall and reborn as Typhon, a horror like few mortals had ever experienced. And the only thing that could make Typhon more terrible is the one thing he still desires: the book sealed beneath the village of Syldan.

Typhon

Male Wizard (Transmutation) 9

CE Medium Humanoid (Human)

Init +3; **Senses** darkvision 60ft; **Perception** +10

Defense

AC 21*, **touch** 15, **flat-footed** 18 (+4 armor, +3 dex, +2 natural armor, +2 dodge) (*Includes Mage Armor)

Hp 83 (10d4+50)

Fort +10, **Ref** +9, **Will** +10

Offense

Speed 30 ft.

Melee unarmed +14 (1d3+9 subdual); in tiger form: claw x2 +13 (1d8+9 and grab); bite +13 (2d6+9 and grab)

Wizard Spells Prepared

0 Level – Detect Magic*, Read Magic*

1st Level – Charm Person (DC 23), Color Spray (DC 21), Feather Fall, Mage Armor, Magic Missile, Shield*, Vanish

2nd Level – Blindness/Deafness x2, Blur, Command Undead, Flaming Sphere (DC 22), Knock, Mirror Image, Touch of Idiocy (DC 24)

3rd Level – Blink, Displacement, Fireball (DC 23), Fly, Hold Person (DC 25), Slow (DC 23)

4th Level – Beast Shape II, Black Tentacles (DC 24), Fear (DC 24), Greater Invisibility, Summon Monster IV, Wall of Fire (DC 24)

5th Level – Baleful Polymorph (DC 25), Cone of Cold (DC 25), Dominate Person (DC 27), Summon Monster V, Teleport (*spells from opposing school taking up 2 slots)

Statistics

Str 24, **Dex** 17, **Con** 18, **Int** 30, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +12; **CMD** +26

Feats Bouncing Spell* (raises spell level by 1: when the original target of a spell makes a successful save, you can target a different within range as a swift action), Cosmopolitan (Disable Device & Use Magic Device)*, Greater Spell Focus: Enchantment, Heighten Spell, Preferred Spell (Charm Monster)* [can spontaneously cast Charm Monster in place of any prepared spell of 4th level or higher], Quicken Spell, Scribe Scroll, Silent Spell (*from Advanced Player's Guide)

Traits Magical Lineage (Charm Monster), Cosmopolitan Education (Stealth)

Skills Appraise +10, Disable Device +14, Fly +16, Knowledge (Arcana) +25, Knowledge (Dungeoneering) +15, Knowledge (Engineering) +15, Knowledge (Geography) +15, Knowledge (History) +23, Knowledge (Local) +15, Knowledge (Nature) +23, Knowledge (Nobles) +14, Knowledge (Planes) +23, Knowledge (Religion) +23, Linguistics +23, Perception +10, Spellcraft +23, Stealth +21, Use Magic Device +14

Languages Pick 23

SQ +4 saves vs. mind affecting effects, disease and poison; DR 5/magic; Change Shape (Su) (Dire Tiger - Large, 40ft, 2 claws 1d8+9+grab, bite 2d6+9+grab, pounce [all primary attacks], low-light vision 120ft, scent); Change Shape (Sp) 10 rounds/day; Dark Jaunt(Su): teleport up to 100ft as a move action, once every 1d4 rounds; Hide in Plain Sight, Physical Enhancement (+3 Enhancement Dexterity), Telekinetic Fist (13/day – 1d4+5); Arcane Bond: Headband of Vast Intelligence, Arcane Specialist (Transmutation, opposing schools: divination and abjuration)

Equipment Amulet of Mighty fists +2, belt of giant strength +6, boots of speed, cloak of resistance +3, headband of vast intelligence +6, ring of protection +2, Spellbook, spell pouch

Notes: Typhon has a variety of options in how to approach and attack an adventuring party. As a nocturnal, he has the option of assuming the shape of a sabertooth tiger at will (dire tiger). In this form his physical stats do not increase, but any spells he cast on himself remain. In addition, he gains three tremendous attacks in this form, and can pounce at the end of a charge.

For roleplaying purposes, one of Typhon's favorite methods of tormenting his victims is to use Baleful Polymorph to turn them into a game animal, then hunt them through the forest in his tiger form. Typhon can also assume the shape of any animal or elemental that his transmuter ability will allow. In dire situations, Typhon turns to more advanced spells such as Beast Form III to turn into the same type of dire tiger, but with improved strength and the ability to rake his opponents after grabbing them. It should be noted that in these forms Typhon's AC is low, so he will likely use spells such as Mirror Image, Haste, and Blur before transforming.

The second way Typhon deals with his opponents is by combining stealth, mobility, and precision to use his magic to its fullest effect. Typhon has Preferred Spell Charm Monster, which means that he can transform any spell of 4th level or higher to Charm Monster (DC 26). This is used to target physically impressive opponents and turn them against their comrades. It should be noted that Charm Monster, like Charm Person, provides a +4 bonus to opponents' saves if they are already in combat. Thus he sometimes relies on stealth and starts the battle with Charm Monster, afterward relying on Hold Person, Fireball, and other spells to take the party apart piece by piece, and using Improved Invisibility and Dark Jaunt to move around the battlefield.

Typhon's Initiative bonus is intentionally left low. He is a terrifying villain to torment the PCs, but should not be impossible to defeat for a prepared party with a specific plan (and a little luck).

Harril & Jaena Arroven

Though he looks human, there is a trace of elven blood in Harril Arroven's veins. His father was a half-elven adventurer who abandoned his mother shortly after she became pregnant; she never saw him again. Harril grew up resenting his absent father, a feeling reinforced by his mother. When she perished during Harril's teen years, he struck out on his own to search for his father, but found nothing. After some time he was forced to confront the notion that his mother might have been lying to him. His resentment toward his parents and his anger at his own limited successes as an adventurer left him seething and frustrated. It was in this state that he met Claudius, a patron of Syldan.

Claudius took pity on the angry teenager and attempted to teach him his own love of crafting as a means of tempering Harril's anger. Over time, Harril Arroven became a gentle and generous man and an extremely skilled blacksmith. When he married a local girl, Jaena, Claudius welcomed her as a daughter, just as he had always treated Harril as a son.

Claudius was grievously wounded defending Syldan during the Darkfall. The Arrovens took him into their home and cared for him, not long before they also adopted a panda-ferran cub they named Hannah.

The past decade has been very difficult for the Arrovens, but they have never faltered. They have cared for Claudius in his declining health, they have trained Hannah to be one of the village's greatest defenders, and they have recently taken in another orphan, the panda-ferran infant Storrum. Harril is regarded throughout the community as one of its great leaders, the only blacksmith who did not abandon the village after the Darkfall. If he ever thinks of his bitter childhood, he never speaks about it.

Harril Arroven

Male half-elf arbiter 4

CG Medium humanoid (elf)

Init +4; **Senses** low-light vision; **Perception** +15

Defense

AC 23, **touch** 10, **flat-footed** 23 (+9 armor, +4 shield)

Hp 45 (4d12+8)

Fort +6, **Ref** +1, **Will** +4

Offense

Speed 30 ft.

Melee Longsword +9 (1d8+7)

Special attacks Keen Mind

Special defenses Elven Immunities, Shieldwarden's Stance

Statistics

Str 18, **Dex** 10, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** +18

Feats Combat Reflexes, Improved Initiative, Skill Focus: Perception, Shield Focus, Weapon Focus: Longsword

Traits Fencer (+1 to AoO with swords); Folk Magic (Magic Weapon 1/day)

Skills Appraise +3, Craft (armor) +8, Craft (weapons) +8, Intimidate +9, Knowledge (Dungeoneering) +8, Knowledge (Engineering) +8, Perception +15, Sense Motive +10

Languages Common, Elven, pick 3

SQ Cunning Riposte, Keen Eyes, Relentless

Equipment Full Plate, Kite Shield, Longsword, blacksmith anvil



Claudius

Of the great arcanists who served as patrons and Creators of quaint, comfortable Syldan, only one remains: Claudius. An extremely skilled conjuror and transmuter, Claudius possessed wealth comparable to the other Creators, but lacked their ambition and political clout. It was likely this facet of his personality that saved his life, as the other village patrons returned to Reggora shortly before the Darkfall for a hastily-scheduled meeting of the Celestial College. Unfortunately, that dark day did not leave the old wizard unscathed, for while defending the people of Syldan from the horrors that emerged during the eclipse he was struck down and suffered grievous injuries that have left him crippled to this day.

Prior to the Darkfall, Claudius was well loved by the people of Syldan for his affable and generous nature. In addition to maintaining his personal estate, the wizard showered his wealth upon the village as a whole, often privately funding new structures or amenities that would benefit the people as a whole. One villager who caught his eye in particular was an angry young half-elf named Harril Arroven, who Claudius took under his wing. His kindness and generosity tempered the young man's bitterness, and in time Harril became a blacksmith and began a family of his own, always looking to Claudius as the father he had never known. In the years since the Darkfall, as the crippled Claudius continues to decline in health and vitality, it is Harril and his family who watch over him, protect him, and ensure he is as comfortable as possible.

Claudius

Male human wizard (enchanter) 9

NG medium humanoid

Init +2; **Senses** N/A; **Perception** +0

Defense

AC 15, **touch** 11, **flat-footed** 13 (+2 dex, +2 shield, +1 Natural armor)

Hp 47 (9d6+9)

Fort +4, **Ref** +5, **Will** +6

Offense

Speed 30 ft.

Ranged Rifle +7 (1d10+1)

Wizard Spells Prepared

(Opposition Schools: Evocation & Necromancy)

0-Level – Detect Magic, Open/Close, Prestidigitation, Read Magic,

1st-Level – Charm Person (DC 17), Color Spray (DC 16), Feather Fall, Grease (DC 16), Mage Armor, Shield, Sleep (DC 17)

2nd-Level – Detect Thoughts (DC 17), Glitter Dust (DC 17), Hideous Laughter (DC 18), Invisibility, Knock, Resist Energy, See Invisibility, **3rd-Level** – Haste, Fly, Hold Person (DC 19), Major Image (DC 18), Slow (DC 18)

4th-Level – Beast Shape II, Charm Monster (DC 20), Dimension Door, Shadow Conjunction (DC 19)

5th-Level (2/day+1) – Dominate Person (DC 21), Hold Monster (DC 21), Summon Monster V

Statistics

Str 8, **Dex** 14, **Con** 12, **Int** 22, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** +15

Feats Bouncing Spell, Cosmopolitan (Diplomacy and Sense Motive), Craft Magic Arms & Armor, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Spell Focus: Enchantment, Spell Penetration

Traits Magical Lineage (Hold Person); Mechanized (implant leg)

Skills Appraise +16, Bluff +5, Craft (armor) +12, Diplomacy +17, Disguise +2, Intimidate +5, Knowledge (Arcana) +16, Knowledge (Geography) +16, Knowledge (History) +18, Knowledge (Local) +16, Knowledge (Nobles) +16, Knowledge (Religion) +16, Linguistics +16, Sense Motive +12, Spellcraft +18

Languages Pick 8

SQ Arcane Bond (ring), Aura of Despair 9 rounds/day, Dazing Touch 9/day,

Equipment Mithral Buckler +1, Amulet of Natural Protection +1, Headband of vast intelligence +2, Masterwork Rifle, 50 rounds of standard ammo.

Leona

As a young woman, Leona was the beauty of Syldan and married a man quite a few years her senior. That man eventually became mayor of the village, and Leona was a dutiful (and extremely capable) wife, ensuring her husband's leadership was even more successful than it might have been without her aid from behind the scenes. Leona genuinely cared for her husband, but she did not truly love him. This never bothered her, however; at least not until she met the wizard Titus.

Titus showed a passion for life that Leona had never encountered before, and the two were drawn to one another instantly. They began a passionate affair (kept extremely discreet) which eventually blossomed into genuine love. Their relationship lasted for more than a decade, well past the heyday of Leona's youth.

The Darkfall was the worst day of her life, a day when she saw her husband die and lost Titus to the corruption of whatever evil had brought the cataclysm. The existence of Typhon is a constant excruciating pain, the worst thing Leona has experienced in her sixty years of life.

Those who remain in Syldan after the Darkfall look to Leona for leadership, and she cannot turn away from those who need her. With the aid of the Arroven family, she has balanced the needs of her people with the declining health of Claudius, their provider and the last surviving Creator of Syldan. Far more difficult, she has tried to deal with the needs of the newcomers and their leader, Sergei, and protected the welfare of the village from their demands even as she has protected Sergei from the impetuous wrath of young Hannah.

Most of all, she has protected the secret only she knows: the existence of the forbidden tome deep beneath the village, the object of Typhon's power-mad lust.

Leona

Female human bard 5

LG medium humanoid (human)

Init +4; **Perception** +8

Defense

AC 17, **touch** 12, **flat-footed** 14 (+2 Dex, +5 Armor)

Hp 33 (5d8+10)

Fort +2, **Ref** +6, **Will** +5

Offense

Speed 30 ft.

Ranged Pistol +6 (1d8)

Bard Spells Known

0-Level – Dancing Lights, Detect Magic, Ghost Sound, Mending, Message, Open/Close, Prestidigitation, Read Magic, Summon Instrument

1st Level (5/day) – Charm Person (DC 15), Feather Fall, Grease (DC 15), Obscure Object, Silent Image, Vanish

2nd Level (3/day) – Blindness/Deafness (DC 16), Glitterdust (DC 16), Whispering Wind

Statistics

Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 18

Base Atk +3; CMB +3; CMD +15

Feats Deadly Aim, Lingering Performance, Point-Blank Shot, Precise Shot.

Traits Indomitable Faith (+1 Will Save); Reactionary (+2 Initiative)

Skills Acrobatics +9, Appraise +1, Bluff +12, Diplomacy +8, Disguise +12, Escape Artist +9, Intimidate +4, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobles) +7, Perception +8, Performance (Acting) +12, Sleight of Hand +8, Spellcraft +5, Stealth +9, Use Magic Device +12

SQ Bardic Knowledge, Bardic Performance 16 rounds/day (Countersong, Distraction, Fascination, Inspire Competence +2, Inspire Courage +2), Lingering Performance, Lore Master 1/day, Versatile Performance (Acting), Well Versed.

Languages pick 2

Equipment Masterwork Pistol, Chainshirt+1, Disguise Kit

Sergei

A native of Carraway, Sergei had the spectacularly poor fortune to be visiting the coastal region of Aramyst when the Darkfall occurred, and he very nearly did not escape with his life. The terror of that day changed Sergei forever. His hair is streaked with white despite his relative youth, and it is rare indeed for him to experience a night's sleep that is not torn apart by horrible nightmares of the things he saw during his flight from the Burning Coast.

Sergei has found himself in a position of leadership, and while this is not something he sought, he finds he enjoys it and will not relinquish it willingly. He and the other survivors from outside the village, a group the Syldan natives refer to as the "newcomers," have made their home in the ruins of the once-splendid Creator's Circle.

In truth, Sergei wants nothing more than to leave Syldan and flee to the west. He has heard from rare visitors that things are not much better there, but he cannot bring himself to accept that the entire world he once knew has been completely ruined. Many of his fellow newcomers are also eager to leave Syldan, but they cannot – they lack the provisions for such a journey, and while the villagers are willing to share some food with the newcomers, they will not (and indeed cannot) hand over

enough of their meager supplies to supply a long journey. Of course, it does not help that the villagers are quite certain the newcomers will all get killed long before they make it to Refuge.

Sergei

Male Human Rogue 6

NE Medium Humanoid (human)

Init +10; Perception +9

Defense

AC 18, touch 14, flat-footed 14 (+4 dex, +4 armor)

Hp 45 (6d8+12)

Fort +4, Ref +9, Will +2

Offense

Speed 30 ft.

Ranged Pistol +8 (1d8+1) or **Holdout pistol** +8 (1d8+1)

Special attacks Snap Shot, Sneak Attack +3d6, Surprise Attack,

Special defenses Evasion, Trap Sense +2, Uncanny Dodge

Statistics

Str 10, Dex 18, Con 14, Int 14, Wis 11, Cha 12

Base Atk +4; CMB +4; CMD +18

Feats Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot,

Skills Acrobatics +10, Appraise +2, Disable Device +13, Disguise +10, Escape Artist +10, Intimidate +10, Know (engineering), +12, Perception +9, Sense Motive +9, Sleight of Hand +10, Stealth +10, Use Magic Device +10

Languages Common, pick 2

Traits Reactionary (+2 initiative), Cosmopolitan Education (Knowledge: Engineering +1 and in class)

SQ Fast Stealth, Holdout (quickdraw concealed holdout as a swift, and holdout pistols do 1d8), Trapfinding +3,

Equipment Masterwork Chain Shirt, Masterwork Pistol x2, Masterwork Holdout Pistol, Rifle, Masterwork thieves' tools.

NEW MECHANICS

New Trait – Home Guard

You have spent a good deal of time fighting to protect something, your home or your family perhaps, from the Darkfall or another enemy. When fighting defensively, you add an additional +3 to your AC, above the normal amount added under those circumstances.

New Feat – One of the Pack

Although you may not be of the same blood, you and your ferran colleagues have fought together so much that you work as a seamless fighting force.

Benefit: When flanking with a ferran ally, or with any ally who possesses the One of the Pack feat, you gain a +1 morale bonus to attack and damage rolls made when flanking. This allows you and ferrans allies with the Pack Mentality ferran racial trait to work together regardless of your different race.

ASHEN FOREST

SYLDAN VILLAGE



CREATOR'S CIRCLE

MERCHANT'S QUARTER

SYLDAN'S POND

THE INNER FIELDS

THE PUBLIC QUARTER

THE NEIGHBORHOODS

TOWARDS THE BURNING COAST ➔

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Besieged Village

In the hours and days following the Darkfall, countless settlements across the face of Aden were lost, scourged of all life by the hideous nocturnals. Ten years later, those that remain are veritable fortresses, defended every day by the hardy men and women who take up every weapon imaginable to defend their homes. One such village is Syldan, near the Burning Coast of Aramyst, where the survivors are threatened by a horrifyingly familiar threat from before the Darkfall claimed Aden.

Thunderscape Vistas are locations that can serve as an adventure site for GMs or give players all the tools they need for creating a rich character background. With location descriptions, NPC descriptions, new traits, and new feats, each Vista is a gateway to a more robust experience in the World of Aden!



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