

THUNDERSCAPE™

THE WORLD OF ADEN



THUNDERSCAPE VISTAS

01

Academy of Mechamagic

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE



THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

Thunderscape Vistas 1:

ACADEMY OF MECHAMAGIC

Written by Shawn Carman and Rob Dake



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Thunderscape Vistas 1: Academy of Mechamagic

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Credits

Written by: Shawn Carman, Rob Dake
NPC Design by: C.J. Lesinski
Editing: Connor Louisell, Cheryl Toomey,
Mike Brodu

Cover art: Mike Brodu

Cartography: Mike Brodu

Graphic Design: Mike Brodu

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
Butch Carman, CFO



"Good morning class," said the aged man as he swept into the workshop. The murmuring among the students stopped at once. Doctor Emmanuel Stone was the stereotypical senior professor. His bushy white hair, rounding paunch and set of tiny ocular enhancement specs that sat precariously on the tip of his nose made him look faintly ridiculous, but no student ever dared so much as snicker. "Today we'll be working on basic steam power systems. The Grade One through Three's will be working on their boiler engines and the Four through Sixes will work on actuators."

There was an audible groan in the room.

One particularly bold student objected. "But sir, we've all already built engines."

"You have, yes," Stone agreed. "And you'll do it again, and again, and again until I think you're ready for Grade Seven. That's where you'll test your design against others. Now the first group, your engines must lift this stone block." As he said this he took a large stone block out of an enchanted bag he kept on his hip. His arm obviously strained as the full bulk of the stone emerged. "This is a solid stone block ten links cubed. It weighs one Load..."

"Sir, what is one Load?" one of the younger students asked.

"Uh, you young ones." Stone shook his head. "A Load is about how much a large dog weighs. It's a standard unit of measure in Yzeem."

"What would that be in Columbies?" the freshman pressed.

Stone's expression grew irritable, causing the more experienced students to hurry with their things in an attempt to escape the area of his wrath. "If you had done your reading and remembered your math from Grade Two, you'd know that one Load is two and a quarter Columbies. This block is thirty links and weighs nine Loads, which is how many Columbies?" He paused scarcely long enough to take a breath. "Come now, I just told you the conversion. What does it weight in Columbies?"

The freshman seemed flummoxed by the professor's attention. "I... uh, that is..."

"Twenty and a quarter!" Stone roared. "How can you hope to survive out there in this Darkfall-cursed world if you cannot answer a simple question in a classroom?" He glanced around. "The rest of you, get to work!"

The students filed out quickly to pick up their tools at the tool crib, which one of the adjunct faculty was unlocking for them. Stone pattered around the front of the room, equally annoyed at the student for his folly and at himself for his short temper. There were some fine students in the class, he had to admit, but there were several that he suspected would never be fit to work as a mechamage, a steamwright, or anything in between. Unless, of course, he could find a way to reach them.

"Children," Stone muttered to himself, and followed the students out.

BACKGROUND

The appearance of mechamagic as a discipline combining the principles of magic and technology is a relatively recent occurrence in the history of Aden. It appeared only a short few centuries prior to the cataclysmic occurrence of the Darkfall, but even in that short time, it has had a significant impact on society at more or less every level. It comes as no surprise, then, that the number of young people from all races, eager to master its mysteries has given rise to multiple academies of learning across the face of the continent.

The largest and most prestigious mechamagical academies were located in Reggora in Aramyst, and did not survive the immolation of that city. Since that time, others have been established in Urbana and even a few in Vanora, but precious few exist outside the boundaries of those two nations. Those that have appeared elsewhere tend to be smaller, more intimate institutions where small numbers of students receive instruction from a handful of dedicated instructors who themselves may have received an education in a larger academy prior to the Darkfall. The reasons for their establishment are varied: some wish to pass on their knowledge to a new generation, some believe that the practice of mechamagic is one of the only things that stands between Aden and absolute ruin, and other simply want to make a comfortable living passing on their own meager knowledge to those who have coin to spend in the pursuit of real power.

Because of the limited resources that exist in the modern era, most mechamagical academies serve double duty as a place of instruction for the Steamwrights Guild. Although in some places there is significant rivalry or even outright hostility between steamwrights and mechamages, in places such as this they have set aside such things for the greater good of both groups. This is not to say that there cannot be a significant undercurrent of competition between the two; indeed, many mechamagical academies discreetly encourage such competition as a means of driving their students to greater heights of learning and achievement in their studies.

Other than the sweatshop-like environments of the Urbanan mechamagic schools and the small, elegant, acceptance by invitation only schools of Vanora, the majority of those few schools that do exist at large in Aden can be expected to fall roughly into the parameters of the facility included in this work. As such, it can be used in almost any setting within Aden with minimal modification.




Exemplar: The Kixue Academy

The Kixue Academy is a small school devoted to the arts of mechamagic and technology that stands in Refuge, the default capital in the ruins of Aramyst. Although quite small compared to some of the vast academies found in Urbana or Vanora, the Kixue Academy is considered one of the most well appointed and successful learning institutions in modern day Aramyst, and is certainly the city's most prestigious mechamagical academy. That's a simple matter, however, because it's the city's only mechamagical academy.

The story of the Kixue Academy begins with a mechamage native to Aramyst who barely survived the immolation of the Burning Coast when the Darkfall took place. Headmaster Dacius Quintus, or simply "Dace" to almost everyone, did not escape the devastation of his homeland unscathed; the good professor bears a mechamagical leg that replaced the one he lost to infection after it suffered extensive and extremely painful burns during the exodus from the coast. Despite his losses, Dace has not allowed the Darkfall to darken his mood. Even in the first few pain-filled hours after his arrival in Refuge, Dace determined that he could not allow the Aramyst he knew, a bastion of learning and magical knowledge, to perish. He knew that he would build an academy to try and continue in the tradition of those lost in the immolation, and that is what he has done with virtually every waking moment since then.

Before the Darkfall, Dace was a very wealthy man. While most of his personal estate was lost with Reggora, he did manage to bring with him more wealth than most who now dwell in the city had seen before or have seen since. However, despite his desire to rebuild, Dace knew that





he needed the goodwill of the people if he could ever hope to succeed, and rather than use his personal wealth to begin building his dream, he used it for the good of the many refugees streaming into the city. A great many lives were saved by his actions, and he is among the city's most well liked figures even now, ten years after the Darkfall. Building the academy has been made much more difficult by his lack of resources, but that has been compensated for by the sheer number of people willing to lend him their aid whenever he needs them.

Very recently, Dace has acquiesced to repeated requests (some might call it "incessant nagging") by a fellow scholar to offer additional elective classes that have nothing to do with mechamagic. While Dace refuses to make these classes requirements for the students, he appreciates the zeal on the part of his colleagues to bring education back to Aramyst. Currently, Professor Atticus Caesar is offering a course on the history and distinction of extraordinary wildlife, a class which perhaps a half-dozen of the academy's students have chosen to take out of curiosity or perhaps some desire to earn the professor's favor.

MAP GUIDE



Offices and Labs (1)

These rooms consist of two small, cramped offices jam packed with research materials, reagents, tomes, and the like. Beside the offices are two small labs used to conduct basic research and experiments for the lecturers. The labs radiate a residual magical aura because, during experiments, they often have protection or resistance spells cast on them. The hallway in front of the labs is where past school master's portraits are hung. Outside the offices is a small ante chamber. This area serves as the clerk's office and waiting area for people or students going to see the professors.

If this map is being used to represent the entirety of an academy, then it is likely that these small offices are devoted to the school's administrators or other senior staff. However, if this map represents only a small portion of a larger school, then it can be assumed it is a self-contained sub-school in an institution that offers a larger range of curriculums. In most such cases, the administrators of these smaller schools-within-schools maintain on-site offices to oversee the daily goings-on. In other cases, the offices serve as a communal hub for the various instructors of the sub-school and can be home to a great deal of petty bickering and politicking as different instructors jockey for position within the confines of academia.

The Kixue Academy

The offices here are those of two very different people; Headmaster Dacius Quintus and senior professor Dr. Emmanuel Stone. The Headmaster's office is clean and organized, if a little cluttered, while Dr. Stone's office looks as if a mechanical construct exploded in it and no one ever cleaned it up. The secretary's post sits empty. Dr. Stone's bumbling ways and his bizarre sense of humor has sent many people through that position. In response to criticism, the Headmaster has often said that if someone could demonstrate that they were a better teacher than Stone, he would allow them to take his position, though it is unknown if anyone has ever actually taken him up on the offer. Hidden in a concealed drawer within Headmaster's Office (Search DC 35) is a very rare copy of Dr. Eurius von Klagenhorn's *On the Creation and Care of Flesh Golems*, a brilliant Carrite scholar from the eighth century. This tome is worth approximately 5,000 gold crests to the right buyer, and was a gift to the school from an anonymous donor.

Classroom (2)

This large, open room has a noticeably high ceiling, for the purpose of acoustics, and a slate roof. There is a lectern and demonstration table situated at the front of the room. The students sit at tables, which double as laboratory space for some of smaller work that does not warrant a proper laboratory. (Most professors prefer to use a proper laboratory, but competition for lab time can be fierce.) Prior to any class during

which laboratory work is being conducted in the classroom, a faculty member proficient in magic casts protection from fire and any other protective spells that may prove necessary, depending upon the nature of the work being performed in the room. This limits the damage by any students unable to control either wayward mechamagical apparatus or simple arcane energies. Fortunately, most students are unlearned enough in the ways of magic that this simple spell is sufficient to guard against any significant problems.

The Kixue Academy

The main classroom of the Kixue Academy differs very little from the standard classroom described above. There are a number of small compartments hidden in the tables of the room where students have attempted to hide notes or helpful materials for exams over the past few years. These compartments may be discovered by anyone interested in looking for concealed items (Search DC 15). The Headmaster takes particular interest in this sort of thing, however, and before major exams he often surveys the room magically to locate any concealed items. If he finds notes or crib sheets of any form, he replaces them with notes written in a number of rare languages. His favorite is Giant, the written form of which is unknown to almost everyone in the entirety of Refuge save for a few of his faculty members. Quintus reasons that if the students are capable of reading Giant they probably deserve to pass the exam regardless.

Kitchen and Boiler (3)

This kitchen is a small stone block building with large window shutters that fold down and act as serving platforms or food prep area. The cook prefers to work outside as the proximity to the boiler keeps the room hot. The folding shutters allow for air to pass through and keep the room slightly cooler during warm months, and to be buttoned up in the winter to keep the heat in. There is a small basement under the kitchen that serves as a root cellar and bulk food storage.

The boiler that serves the entire facility is an extremely simple device, one of the oldest and most time-tested types of mechamagic. It is more than capable of providing power to everything that the academy requires and beyond that. In fact, it was designed to provide excess power for the purposes of allowing certain laboratory experiments to draw upon it without straining its resources overmuch.

The Kixue Academy

The boiler currently employed by the academy was selected very deliberately by the Headmaster because its size, simplicity, and dependability allow it to be worked on by selected students as part of their coursework without too much risk to its ongoing function. Senior students are often called upon to repair, alter, or upgrade the boiler in various ways throughout the school year, many of which are simply undone or redone by students the following year. As a result, few typical steamwrights or mechamages would recognize the boiler for what it was originally. Senior Professor Stone has repeatedly petitioned the Headmaster for an opportunity to construct a new design of his for a much more advanced and much more powerful boiler, but as of yet Quintus has declined because he finds the current boiler such a beneficial teaching tool.

Eating Area (4)

This small area is little more than a canvas canopy covering a selection of chairs and tables that are available for anyone partaking of the kitchen's fare on any given day. Like the kitchen itself, this entire area exists for the sole purpose of making class more efficient by allowing students a quick and simple way to get their meals in between classes. Likewise members of the faculty often take their meals here during a busy day's schedule in order to avoid having to go farther into the town in order to sate their mid-day hunger. During times of the day when meals are not being served, the area also serves as overflow seating for the auditorium.

The Kixue Academy

The eating area at the Kixue Academy is largely unremarkable and identical to that described above. The Headmaster works very carefully to schedule the school's largest and busiest classes during off-peak

hours so that the kitchen will not need the area and the seating is available. This is rarely an issue, as the area is rarely extensively used. It seems that the fare served at the Kixue Academy's kitchen is somewhat below average the majority of the time. The only real exception is on the third day of every week, when the head cook serves her famous boiled aniol stew, which has occasionally presented problems because non-students come to purchase it. The influx of diners is inconvenient for both students and staff, but the Headmaster continues to permit it because he considers it an essential component of the school's relationship with the city of Refuge.

Workshop (5)

In many ways, the workshop is the center of any mechemagical academy. This is where the various skills, theories, and concepts that are presented in the classroom and the auditorium are put into practical use in the development of mechemagical apparatus. In many ways it is the heart and soul of the academy, and the one around which its most spectacular successes and noteworthy failures tend to revolve.

Most faculty members make use of the workshop at one time or another, some frequently and some infrequently. Because they have a variety of different needs and requirements for the workshop, there is one staff person permanently assigned to maintain its equipment regardless of what it's being used for. This person is the shop warden. The warden has no office, per se, but there is a storage room beneath the workshop, accessible by trapdoor, where the various supplies are stored. The warden has a small desk and even a cot downstairs in the storage room so that he can remain there if he so chooses. Given the late hours that most wardens put in, this is often the case.

The workshop proper contains a sizeable storage area where senior students are permitted to store their personal materials; junior students must bring theirs to and from class as necessary. Faculty members have storage spaces as well, although many of them have been enchanted in the same manner as bags of holding in order to allow the professors more luxurious storage capabilities. Some of the storage compartments beneath the workshop have been similarly enchanted so that the warden can have the luxury of any manner of cataloging he chooses for the equipment.

The Kixue Academy

The shop at the Kixue Academy seems at first glance to be quite chaotic, but it is in fact meticulously organized according to the skewed perspective of its strange but brilliant shop warden, the ferran Baltus Alizen. The workshop has extensive storage space, so much so that the majority of students are able to keep their materials inside, where they can be locked up at the end of every day. There is additional storage in the room below, which is also where the shop warden sleeps. A particular peculiarity unique to the Kixue Academy is a half-completed golem of significant size. Every student who finishes their studies at the academy places a piece on the golem, and it is hoped that one day enough students will pass through that the mechanism, affectionately referred to as Mish-Mash, will be finished. For now, Mish-Mash serves as a sort of school mascot, and is often decorated during student parties.

Scrapyard (6)

Given the sheer number of experiments and classroom projects that take place at a mechemagical academy, a tremendous amount of scrap tends to be generated. It behooves the academy to have a large amount of scrap metal available, so rather than having it hauled away,

the academy fosters a scrap pile. Students and faculty are encouraged to discard their experiments there, and it is the first place that students go when they are attempting to secure parts for class projects. Some of the less common parts have cycled into and out of the scrapyard dozens of times over a period of years. Academy staff will often secure scrap metal and components from outside sources to add to the scrapyard because they believe that scavenging material and creating functional devices out of it is one of the most essential and fundamental experiences that successful students at the academy can have.

The Kixue Academy

Refuge is perhaps the poorest settlement of its size in all of Aden, with the possible exception of a few half-deserted places in the most remote regions of the Rhanate or High Steppes. There is very little in the way of wealth, and what is present is used to buy food for the thousands who cannot be sustained with the meager means available in the city's current status. The Headmaster, then, knows that people are hungry and have little to spare. He provides his magic for trade, and quite cheaply, in order to gain new gear to be thrown to the scrapyard for his students. This does not include the creation of foodstuff, for the Headmaster provides all that he can spare in that regard completely free of charge to anyone who needs it, a fact that has endeared him and by extension the academy to a great many people.

Almost a year ago, a student graduated from the academy who was known by all his peers and the faculty as an irredeemable prankster. Having long since exhausted the patience of everyone who knew him, the student knew he was being closely watched to ensure he would have no parting gifts. Instead, he decided to leave a gift for future classes. He used a large number of animate object spells as well as a special delayed effect enchantment of his own design on the scrap (he was quite a gifted student, hence the tolerance for his unfortunate personal habits). Students using the scrap have begun finding objects that would bark, chase the, howl, scream, or release smoke at irregular intervals. None of these objects have hurt anyone but they are a general nuisance and as yet, no one understands the reason for their unusual behavior.



Amphitheater and Crane (7)

This area is for the largest classes, typically those offered to beginning level students, and for presentations being my by senior students hoping to be allowed to graduate (a process which includes imparting to them certain trappings that allow them to begin their lives as true mechemages). Ceremonies like graduation or other such events are often held here as well. A large crane was constructed by the faculty to facilitate moving major apparatus into and out of the amphitheater. Two of the three entrances to the amphitheater have steps and the third is a ramp, meaning that in particular large constructs may have difficulty gaining access to the center of the theater, hence the crane.

The Kixue Academy

Headmaster Quintus uses the amphitheater to address the students roughly once every two weeks, and attempts to secure guest speakers whenever possible. This rarely proves to be possible, however, due in large part to the lack of reason for any mechemage of significant wealth or influence to travel to Refuge in the first place. There are exceptions, however. Only two months previously, the infamous mercenary mechemage known as Mykal the Toymaker spoke briefly to the senior students about the responsibilities associated with the position of mechemage.



NOTABLE PERSONAGES

The Student Body

The most numerous individuals found in any academy are doubtless going to be its students. Depending upon the size of the institution in question, they will outnumber the faculty in a ration of somewhere between five-to-one and twenty-to-one. Aden used to be home to academies with a significantly greater number of students compared to instructors, but very few of these survived the Darkfall.

Like every other aspect of life in Aden, the Darkfall has had a significant impact upon educational endeavors throughout the Known Lands. Once, the pursuit of mechamagic was the province of the wealthy, the naturally gifted, or the exceptionally ambitious. After the Darkfall, political clout and wealth mean markedly less than they once did, and most academies will happily accept anyone who shows sufficient aptitude that they might master the arts taught there. Every trained mechamagic is another weapon against the Darkfall, a fact that is not lost upon those who still consider education a priority.

In an academy of mechamagic, there tend to be three broad categories into which most students fall. The first are those who excel in the area of technology. Some of these individuals may master some small degree of arcane skill, as such things are common in Aden, but most will emphasize the technical aspect of their training. Many of these will go on to join the Steamwrights Guild, and others will refer to themselves as steamwrights without actually joining what remains of that once-powerful organization. The second group will be the opposite, individuals with arcane talents who hope to augment their abilities by learning more about technology and its applications. Of these, some will be successful and manage a fusion of their abilities to become proper mechamages. In the majority of these cases, however, history indicates that the students will ultimately abandon pursuit of mechamagic and fall back on their arcane talents, becoming wizards, sorcerers, or some other variant of arcanist; the intricacies of mechamagic often require too much effort on the part of a dedicated arcanist to employ fully into their arts.

The third group, however, is the true fruit of the mechamagical academy. Students who are familiar with and fluent in technological pursuits, but who have not completely taken it up above all others, and who possess some degree of arcane skill but are not set in their ways, can become true mechamages. In any class of students who desire such an outcome, no more than half at most will ever truly achieve their goal. This may seem like a low percentage, but the instructors generally consider it worthwhile. Those who are ill suited to the arts should not undertake them, less they become a greater threat to themselves than any nocturnal. And while many may not complete the program satisfactorily, a proliferation of steamwrights and even arcanists familiar with technology can, in the long run, only benefit Aden's ongoing struggle against the Darkfall.

Average Mechamagic Student

LN Medium human mechamagic 1
Init +6; Senses none; Perception +4

Defense

AC 12, touch 12, flat-footed 10
Hp 7 (1d6+1)
Fort +1, Ref +2, Will +2

Offense

Speed 30 ft.
Melee dagger +0 (1d4)
Ranged pistol +2 (1d8+1)

Mechamagic Spells Known

0-Level (3/day) - All cantrips except enchantment, evocation, and illusion

1st Level (3/day) - enlarge person, grease, identify, mage armor, mend construct, obscuring mist, protection from evil, unseen servant

Mechamagic Writs Known

capacious, durable, steadfast, steed, tactical, talented

Statistics

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

Base Atk +0; CMB +0; CMD 12

Feats Improved Initiative

Skills Craft (alchemy) +8, Craft (machinery) +8, Disable Device +6, Knowledge (arcana) +8, Knowledge (engineering) +8, Perception +4

Languages Arcadian, Earthtongue, Eastern Common, Sylfanic, Western Common

Equipment pistol, 20 standard ammunition, dagger, spellbook, crafting tools, backpack, spell component pouch

Note: Despite possessing most of their class abilities, these individuals are still students and have not yet constructed their golems.

Average Steamwright Student

LN Medium human steamwright 1

Init +2; Senses none; Perception +6

Defense

AC 12, touch 12, flat-footed 10
Hp 9 (1d8+1)
Fort +1, Ref +2, Will +4

Offense

Speed 30 ft.
Melee gearspanner +0 (1d10)
Ranged pistol +2 (1d8)

Statistics

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

Base Atk +0; CMB +0; CMD +10

Skills Appraise +7, Craft (machinery) +7, Disable Device +7, Knowledge (engineering) +7, Perception +6, Profession (steamwright) +6, Sleight of Hand +6

Languages Arcadian, Eastern Common, Sylfanic, Western Common

Inventions Aegis (secondary; mods: mounting), Belcher (primary; mods: concentrated, mixed fuel)

Equipment gearspanner, crafting tools, pistol

Average Wizard Student

LN Medium human wizard (universalist) 1

Init +4; Senses none; Perception +3

Defense

AC 10, touch 10, flat-footed 10
Hp 8 (1d6+2)
Fort +1, Ref +0, Will +4

Offense

Speed 30 ft.
Melee unarmed +0 (d4)
Ranged pistol +0 (1d8)
Special attacks hand of the apprentice (7/day, +4 ranged)

Statistics

Str 11, Dex 10, Con 12, Int 18, Wis 15, Cha 10

Base Atk +0; CMB +0; CMD 10

Feats Combat Casting, Improved Initiative, Spell Focus (evocation)

Skills Appraise +8, Craft (machinery) +8, Knowledge (arcana) +8, Knowledge (history) +8, Profession (mechamagic) +6, Spellcraft +8

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

SQ arcane bond or familiar, cantrips, spellbook

Equipment backpack, crafting tools, scroll case, spell component pouch

Dacius Quintus, Headmaster of the Kixue Academy

The story of the Kixue Academy is the story of Dacius Quintus. The headmaster does not speak of his past very much, preferring to live in the present. It is known that he was a prominent scholar in Reggora until the Darkfall, and that he very narrowly escaped the region with his life but at the cost of his leg. He believes very strongly that mechamagic is one of the means by which the Darkfall may be able to be defeated, and he considers it absolutely essential that anyone with true talent in that discipline have it fostered and allowed to grow with proper training.

The headmaster, "Dace" to his friends, is an ever-present sight around the Kixue Academy, and his personal golem Rocksteady tends to do a lot of the heavy labor personally at his direction. First time visitors to the academy are often surprised to find that the gregarious elf who is so involved in every aspect of the day-to-day operation of the place is, in fact, its founder and headmaster.

Dacius Quintus

Neutral medium humanoid (elf) mechamagic 9

Init +7; Senses low-light vision; **Perception** +3

Defense

AC 13, **touch** 13, **flat-footed** 10

Hp 38 (9d6+9)

Fort +4, **Ref** +6, **Will** +7

Offense

Speed 30 ft.

Melee attack +4

Ranged attack +7

Special attacks Cantrips; Writs; Improved Tinkering;

Special defenses Golem Minion, Call Minion – Distress, Intercede;

Mechamagic Writs Known

Steadfast, Capacious, Destructive, Servile, Steed, Swift, Talented, Enchanted, Mighty, Reinforced, Magical, Gazing, Elemental

Statistics

Str 10, Dex 16, Con 12, Int 22, Wis 12, Cha 12

Base Atk +4; CMB +4; CMD 17

Feats Craft Construct, Craft Magic Arms & Armor, Craft Wand, Heighten Spell, Improved Initiative, Preferred Spell (Mend Construct), Scribe Scroll

Traits Implanted: Mechanical Leg (Body Compartment), Hedge Magician

Skills Craft (Machinery) +9, Disable Device +9, Knowledge (arcana) +9, Knowledge (engineering) +9, Knowledge (history) +9, Spellcraft +9, Use Magic Device +9

Languages Arcadian, Earthtongue, Eastern Common, Giant, Planar, Sylfanic, Vanoran, Western Common

Favored Class +1/4 Loyalty for Golem

Equipment Manite Wand, Handy Haversack, Headband of Intelligence +2, 1,100 gold crests worth of spell scrolls and materials, Spellbook (0: arcane mark, detect magic, everheat rune, mending, read magic; 1st: ant haul, enrage constructs, golemspeak, mend construct, shield; 2nd: blindness/deafness, glitterdust, see invisibility, tiny construct servant; 3rd: fly, golemsight, haste, repair construct; 4th: dimension door, fear, stoneskin, stone shape; 5th: summon monster V, teleport)

Rocksteady

Neutral large construct (rock golem of a level 9 mechamagic)

Init +0; **Senses** low-light vision (60ft) Darkvision (60ft); **Perception** +7

Defense

AC 19 (+2 Armor, +8 Natural, -1 size), **touch** 17, **flat-footed** 19

Hp 65 (7d10+30)

Fort +2, **Ref** +2, **Will** +2

Offense

Speed 20 ft.

Melee attack +14

Ranged attack +6

Special attacks 2 Slams +17, (2d6+10, +1d6 (Acid)); Eye Beams (2d6)

Special defenses Construct Traits, Link, Share Spells, Evasion, Cold Resistance 20

Statistics

Str 26, Dex 10, Con -, Int -, Wis 11, Cha 1

Loyalty: 11

Base Atk +7; **CMB** +16; **CMD** 26

Writs (In Place): steadfast, reinforced (+2 AC (armor)), mighty (+4 STR), enchanted, elemental, gazing, magical, gigantic, potent, swift, talented (Power Attack)

Other Members of the Faculty

Baltus Alizen, Shop Warden

The shop warden of the workshop at the Kixue Academy is a wizened raccoon-ferran named Baltus Alizen. Baltus was a student at an academy of mechamagic in Reggora many years ago, but for whatever reason seems not to have chosen the life of a mechamagic. Baltus makes his home in the workshop's storage room, and never seems as content as when he is cleaning and maintaining the equipment. He can be very short with students who don't respect the gear, but those who demonstrate proper respect can find him a very worthwhile ally to have. Members of the faculty treat him with a surprising amount of deference, either because they recognize the level of expertise he has in virtually all areas of technology, or because they know that he is a close friend and confidant of the Headmaster.

Baltus Alizen

NG Small Ferran Sneak (raccoon) steamwright 7

Init +3; **Perception** +10

Defense

AC 20, **touch** 13, **flat-footed** 17

Hp 39 (7d8+7)

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

Offense

Speed 30 ft.

Melee attack +6

Ranged attack +8

Special attacks Firepower +3d8

Special defenses None

Statistics

Str 12, Dex 16, Con 12, Int 16, Wis 10, Cha 11

Base Atk +5; CMB +6; CMD 19

Feats Engineering, Handy - Craft - Boiler, Jury-Rig, Booby Trap, Masterworking, Upgrade - permanent Mod Thundershot - Quick Reload, Technical Tap, Handy Profession - Educator, Firepower 3d8, Improved Inventions, Point Blank Shot, Precise Shot, Weapon Focus - firearm, Weapon Specialization

Skills Appraise +6, Climb +4, Craft (Engineering Doodas) +13, Disable Device +13, Fly, Knowledge (Engineering) +13, Knowledge (History) +8, Knowledge (Politics) +8, Linguistics, Perception +10, Profession (Shop Warden) +10, Slight of Hand +9, *Craft (Boiler) +13 (Handy Lvl 2)

*Profession - Educator +13 (Handy Lvl 6)

Languages Arcadian, Earthtongue, Eastern Common, Western Common

Equipment Heavy Mace +1 1d8+1/x2/M/B, Thundershot - rifle 1d10/x3/60/M/B-P +1 dam withing 30ft, Thundershot - pistol 1d8/19-20 x2/30/ B-P +1 dam withing 30ft, +1 breastplate, +1 mace, all tool vest, belt of incredible dexterity +2, engineer's gloves

Average Faculty Member

In any given academy of mechamagic, the faculty will be comprised of relatively low-level individuals who lack the drive to seek adventuring careers of their own. Although educators in general are well-regarded throughout Aden, and particularly in Aramyst, mechamages are rare enough that those who choose to pursue education rather than innovation are generally regarded as skilled but not particularly powerful, and this is usually born out in reality.

Average Faculty Member

LN Medium human mechamage 3

Init +3; Perception +0

Defense

AC 13, touch 13, flat-footed 12

Hp 14 (3d6+0)

Fort +1, Ref +2, Will +3

Offense

Speed 30 ft.

Melee dagger +3 (1d4+1)

Ranged pistol +2 (1d8)

Statistics

Str 11, Dex 12, Con 11, Int 16, Wis 10, Cha 12

Base Atk +1; CMB +2; CMD 13

Feats Cantrips, Golem Minion, Tinkering, Writs, Call Minion: Distress, Craft Magic Arms & Armor

Skills Craft (mechamagic) +9, Knowledge (Arcana) +9, Knowledge (Engineering) +9, Knowledge (History) +9, Spellcraft +9

Languages Common, Dwarven, Ferran, Jurakti, Rapacian

Equipment: +1 Ceremonial Robes, +1 dagger, +2 amulet of Natural Armor

Spells Level 0 – detect magic, everheat rune, light; 1st Level – golemspeak, mend construct; 2nd Level – construct servant

Minion Metal Golem - HD 3, BAB +3, Saves +1, Natural AC +1, Loyalty 4

Writ Durable, Servile, Metallic, Reinforced

NEW MECHANICS

New Traits

The following regional traits are presented as options for any character with a background associated with the Kixue Academy. At the Game Master's option, you may allow them for any character with a background that somehow involves mechamagic (in case your campaign does not involve the Kixue Academy but you still wish to make use of these traits).

• Arcane Sentinel

You have focused particular attention on the study of magical countermeasures. You gain a +2 bonus on any Spellcraft checks to identify spells. Additionally, you may select one school of magic. You gain a +1 trait bonus on all saving throws against spells from this school. Once this school is chosen, it may not be changed.

• Lore Seeker

You are an aficionado of monster lore. Any time you use a Knowledge skill to identify a creature or determine a creature's abilities and weaknesses, you gain a +2 trait bonus to that roll.

New Feats

The following feats are common among the students of Kixue, but are permissible for any dedicated student of item creation.

• Mystic Scribe (Item Creation)

You are adept at crafting magical items that relate to the written word.

Prerequisite: Scribe Scroll, caster level 3rd

Benefit: Whenever you craft a magic scroll or wondrous item version of a book, tome, or other written work, reduce the gp cost required to make the item by 10%. When creating magic scrolls, you are not limited to creating only one scroll per day. However, the total number of value of scrolls you create per day may not exceed 1000 gp.

Normal: When crafting magic items, you are allowed to craft a maximum of one item per day.

• Mystic Scholar (Item Creation)

You are a master of utilizing magic scrolls.

Prerequisite: Mystic Scribe, Scribe Scroll, caster level 5th

Benefit: When using a scroll that you created, the resulting spell effect (including save DC, duration, and other effects dependent on caster level or ability scores) are determined as if you cast the spell yourself.



AMPHITHEATER

RAMP



EATING AREA



OFFICES

LABS



CRANE

BOILER



KITCHEN



STORAGE

TRAPDOOR
TO BASEMENT

WORKSHOP



CLASSROOM



SCRAPYARD

LIXUE ACADEMY



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Academy of Mechamagic

One of the most powerful forces in the world of Aden is mechamagic, the fusion of science and sorcery that has changed the face of the Known Lands, both before the Darkfall and in its wake. In these days of terror and a never-ending struggle to survive, those with the power to command mechamagic are more important than ever. Many small schools that teach its secrets can be found across the continent, such as the intrepid Kixue Academy in the city of Refuge, last bastion of civilization in ruined Aramyst.

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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