

A
Scorchey
UNIVERSITY OF THE ARCANES
ADVENTURE

GEAR HEART



Rising Phoenix Games



THE
FIGMENT FACTORY

by
Rodney Sloan
and Bob Storrar





GEARHEART

Written by: **Rodney Sloan**

Art and Layout by: **Bob Storrar**

Proofreading by: **Julia Sloan**

Published by: **Rising Phoenix Games**
risingphoenixgames.com

In conjunction with

The Figment Factory
bobgreyvenstein.com

Subscribe to our [newsletter](#) for monthly updates and visit us on our [blog](#), our [Facebook page](#) and on [Twitter](#).

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

Copyright © 2016–2017, Rising Phoenix Games and The Figment Factory.

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

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, and background — is Product Identity. All other content is considered Open Game Content.

Product Identity: The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Rising Phoenix Games, The Figment Factory, Field Guides, Scarthey, University of the Arcane, proper names, places, Archchancellor Gwydion Ambrosius.



GEAR HEART

*Rodney Sloan
&
Bob Storrar*

Adventure Background



hundred years ago, Morian Vain, a master clockwork engineer from Scarthey's School of Artificers, completed the designs for his lifework – a clockwork goliath. Consumed with rage over his lack of promotion within the School of Artificers and chafing under the orders of the deans of the school, he altered his plans with a single goal in mind – the obliteration of the University of Scarthey.

Hiding such a massive construction project would not be easy, so he formed an alliance with a powerful mage and created a laboratory that could travel between planes – the perfect cocoon for his colossal creation.

Vain completed his creation after 3 years, with the aid of an army of clockwork servants. At this time, the mage and the engineer had a falling out, which turned violent and led to the mage's death.

And so, when the goliath was completed, and Vain's plans were set, the tower teleported back to the material plane, outside the town of Scartheyton.

However, when the goliath awoke, instead of following the commands of its creator, it went berserk. Unbeknownst to Vain, the mage had cast a powerful curse on the inner workings of the goliath, causing it to break through the tower, destroying much of it and killing its creator in the process. It then wandered off to an unknown fate, perhaps drowned in the inky depths of the Bay of Scarthey.

The damaged tower, following its programming, returned back to the Null Void, a plane of anti-magic, from where it had come. However, it was set to automatically return to Scarthey every three years on the darkest day of the year, the winter solstice. Although Vain was slain during the goliath's escape, his essence lives on in the tower as a series of recordings, processes and accumulated data stored within the tower's clockwork brain.



THE NULL VOID



he Null Void is an infinite, timeless wasteland, an endless plane of anti-magic. Unchanging and destitute, it is a lifeless void and an eternal prison.

For Vain, the Null Void offered the perfect refuge away from the eyes of Scarthey's protectors, while at the same time, its lack of gravity made his construction work infinitely easier. Vain discovered that by creating modulated pulses of magical energy at the correct frequency he could temporarily bypass the anti-magic nature of the plane for a few minutes at a time, just enough of a window to transport his tower back to the material plane.

Summary



he PCs arrive at the location of the tower's last appearance with enough time to scout about the area before the tower returns from the Null Void.

Extensive damage to the tower from the clockwork goliath once housed within is clearly evident. A control room within the smaller tower section contains Vain's artificial memories, stored within a clockwork brain and guarded by clockwork servants and a statically charged trap.

Getting Started

Read or paraphrase the following to the players to get the adventure underway.



rchchancellor Gwydion Ambrosius gives you a curt nod as you enter his study. Spread across his desk is a heavily annotated map of an expansive forest just to the west of Scartheyton — the accursed Ringwood Forest. Motioning you to gather around the chart, he jabs his finger at a densely wooded hillock a mile west of the town walls. "Every three years, a mysterious twin-tower appears in this wood, remaining only for a night and disappearing before we can send in agents to explore. We believe the tower will reappear today, and I want you there to chronicle its secrets." He reaches for a weather stained journal and opens it to a sketch of two copper capped towers standing side by side. An arrangement of gears in the larger of the two towers suggests that the walls could be opened outwards.

"We do know that the tower was heavily damaged, but we don't know why or when. It was never around long enough for Rector agents to get inside. Investigate. If you find anything the University might be interested in, bring it back here. Time is short, we believe you have until midnight. Any questions?"



Allow the party to ask questions of Archchancellor Ambrosius, roll Knowledge checks as noted below, and make any quick purchases before they head out through Scartheyton to the site of the tower's last appearance.

Some possible questions and related answers are given below.

When did the tower first appear? “Our first record of the tower is thirty years old. No one bothered to check if it would reappear the following year, so the tower was forgotten until six years ago, when someone stumbled upon an obscure journal entry in the Library of Scarthey. As to when it first appeared, your guess is as good as mine.”

What sort of things does the University have an interest in? “Any artifacts that hint at the towers’ purpose would be of great use to us. Something is clearly causing the tower to disappear and reappear again. Find out what that something is.”

KNOWLEDGE (GEOGRAPHY) OR KNOWLEDGE (LOCAL).

5+ The date of the tower's reappearance marks the winter solstice, the coldest and darkest day of the year.

10+ Ringwood forest is full of a myriad of secrets yet to be explored. Some say the forest itself shifts as if it were alive, and that the fae make their home there.



Waiting in the Woods

Your journey through the Ringwood is a grim reminder of the creatures that await beyond the protection of Scarthey and its Arcane defences. Luminescent eyes watch you from half fallen, vine entangled forts, and enumerable burial mounds and ominous totems bare testimony to the forest's dark reputation. You arrive in good time at the dense thicket the Archchancellor indicated, but there is no sign of the tower.

The copse is inhabited by a number of birds and a shy fox, the latter slipping away when the party arrives. A talk with animals spell targeted at any of the older birds will confirm that the tower last appeared three winters ago, before disappearing during the night. None of the birds are old enough to remember anything beyond that.

Several trees – forming a rough oval within the wood – seem misaligned, as if they were split down the middle and then stuck back together. This fact is revealed with a DC 20 Perception check. The party has some time to investigate the copse and make any preparations they need – when they least expect it, read the following text aloud or paraphrase it.

Suddenly, a bright flash of light fills the thicket. When your vision clears, you see a tall structure towering some fifty feet above you. A large, gaping hole mars one side of its unusual architecture. Massive, rusted gears protrude from the stonework on either side of what appears to have been an enormous hatch.

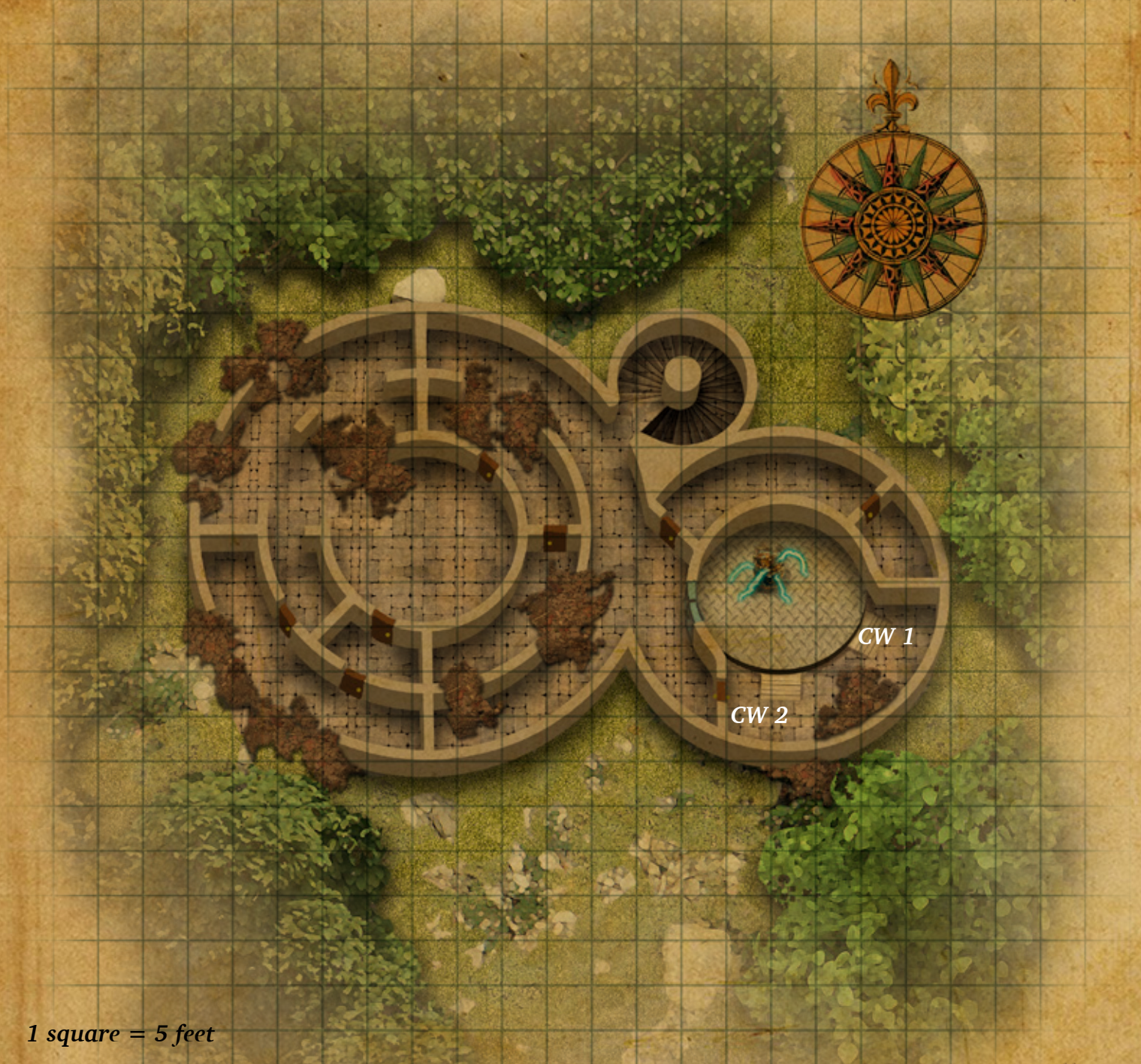
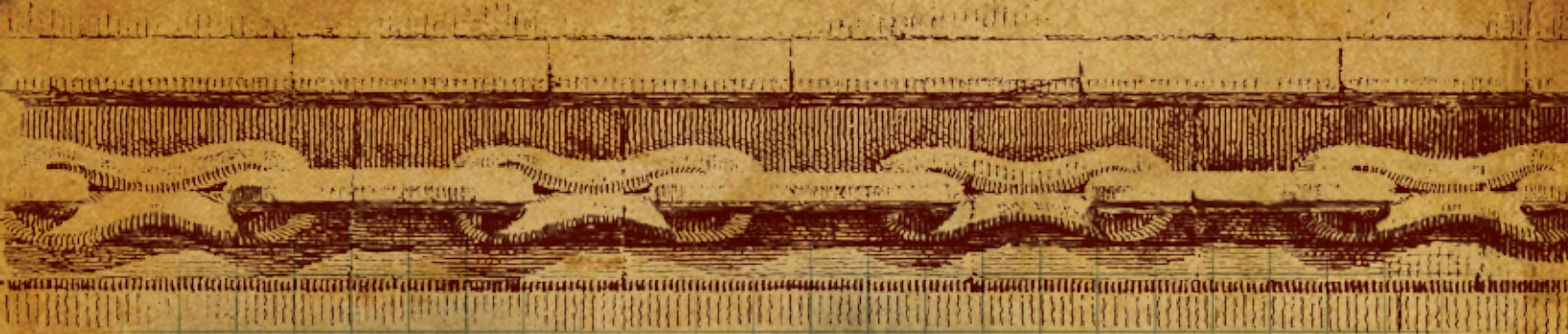
The party has several hours to explore the ruined towers and the storage rooms below. At midnight, the tower begins to hum as it powers up for a final trip back to the Null Void.

A Knowledge (engineering) check reveals the following details about the towers.

10+ Although the structure is damaged, it seems sturdy enough. Any damage done has had years to settle.

15+ The structure must be around one hundred years old. The gear work is remarkably complex and synonymous with the work of the scholars of Scarthey's School of Artificers.

20+ The structure is solidly built, though not at all like a defensive tower. Rather, the towers seem to have been made to resist the rigors of dimensional travel.



1 square = 5 feet



HANGER TOWER

The interior of the main tower is empty, but shows significant signs of damage from within. On a successful DC 15 Perception check the party identifies iron gouge marks in the stone work, created by the clockwork goliath as it escaped.

Light streams in through an iron grating that separates the rooms on the ground level from a large cavernous space above, where the goliath once stood.

Walls on the ground floor are Reinforced Masonry Walls, while the upper levels have Superior Masonry Walls.

STORE ROOMS

A stairwell leads below to a number of store rooms. Although empty, brass screws, iron shavings and an abandoned forge suggest this area was used for both the storing and working of metal.

THE COMMAND TOWER

The smaller command tower contains a number of empty rooms and a command room.

The semi-circular command room has not been disturbed since the goliath's escape. It is accessed by two doors in the wings: both unlocked, while the northernmost door is jammed (hardness 5, 20 hp; Stuck DC 23). A heavy blast door (hardness 10, 60 hp; Locked DC 28; DC 25 Strength check to lift) connects the command room to the hanger tower. It has no hinges and slides down from the ceiling.

The central platform has rails built into the wall, which allowed it to move up to higher levels. The rails are beyond repair, allowing the platform only a fraction of movement. In tier 1–2 this is no more than a foot, in tier 4–5, the platform can rise 10 feet up, requiring a DC 10 Climb check to reach.

A clockwork brain (Intelligence 14; hardness 5 and 15 hp) sits on a pedestal in the center of the platform. Along with containing Vain's recorded memories, the brain controls the platform, the tower's startup

sequence, and planar travel. It is connected to the pedestal with four rusted iron bolts (hardness 5, 1 hp each, break DC 18). It is armed with an Electrostatic Charge Trap. If the party destroys or disconnects the mechanical brain, the plane shifting sequence powers down.

ELECTROSTATIC CHARGE TRAP CR 1

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** automatic

Effect electrostatic charge (Atk +6 ranged touch, 4d4 electricity damage)

THE CLOCK TICKS ON

As the party enters the command center the brain activates the tower's defensive sequence as follows:

- Turn 1:** A loud humming indicates that the tower has begun to power up.
- Turn 2:** Clockwork 1 activates. In tier 1–2 this is a Clockwork Spy. In tier 4–5 clockwork 1 is a Clockwork Servant.
- Turn 4:** In tier 4–5, clockwork 2, the second Clockwork Servant, activates. In tier 1–2, nothing happens.
- Turn 6:** The tower begins to fade. Although walls and objects within the tower feel solid, they appear semitransparent.
- Turn 8:** There is a bright flash of light as the tower disappears, leaving the party alone in an empty clearing. Characters that were on higher levels before the tower vanished take appropriate falling damage.

1 CLOCKWORK SPY CR 1/2

Clockwork Spy (Pathfinder RPG Bestiary 3)

hp 5

2 CLOCKWORK SERVANT CR2

Clockwork Servant (Pathfinder RPG Bestiary 3)

hp 31

TACTICS:

Before Combat The clockwork spy flies above the ruined ceiling and out of sight before dropping down to pick off weaker opponents as a surprise attack. It records sound bites from the intruders and plays them back at random, interspersed with sounds of metal rending stone.

During combat The clockwork servants move to block anyone from approaching the clockwork brain, using their nets to slow attackers and their repair clockwork ability to keep themselves in the fight for as long as possible.

Morale Lifeless automatons, the clockwork creatures fight to the death or until they power down a few rounds after the final planar jump.

Treasure: Morian Vain's crushed corpse is buried under the rubble. His tool belt is worth 500 gp. His corpse wears a ring of cleverly interlocking copper and bronze gears (50 gp). In tier 4–5, a battered metal case containing a spyglass (worth 1000 gp), sits undamaged on one of the tables.

Conclusion

If the party manages to return the clockwork brain intact (more than 4 hp remaining) to the University, the deans of the School of Artificers, Dean Findias Lecan (male elven wizard 12), and Dean Vestri Brimir (male dwarven wizard 14), manage to retrieve Vain's records relating to the goliath and its construction, as well as the tower's destruction.

If the party is unable to shut down the sequence, the towers jump planes, leaving the party standing amongst the trees in the cold depths of night. Unable to gain any more facts about the tower, the Archchancellor grills them upon their return, making sure the party file intricate reports before they leave his office.



Open Game License

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

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

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.

Welcome to Scarthey, University of the Arcane. Copyright 2016 - 2017, Rising Phoenix Games and The Figment Factory; Author: Rodney Sloan



From J. K. Rowling's Harry Potter series to Terry Pratchett's Unseen University, magic schools and universities abound in fantasy fiction. We've read the adventures and held our breaths at the movies – well, now it's time to take your characters to university.

Get that Degree in the Arcane Arts!

WELCOME TO **Scottley** UNIVERSITY OF THE ARCANES

Here is everything you need
for fantastic adventures in the
always exciting and unpredictable
world of magical studies...



Rising Phoenix Games



THE
FIGMENT FACTORY

More exciting titles:

by Rodney Sloan and Bob Storrar

Never leave the tavern without a good guide!



GRIFFINS – A FIELD GUIDE looks at six very different griffin species, from the small wizard's familiar known as the sorcerer's griffin, to the regal noble griffin and the vile terror griffin. Two griffin flyer archetypes give your character a chance to tame and ride one of these mighty creatures.

BALEFUL STRIX – A FIELD GUIDE looks at these calculating night-time hunters with a cruel hatred for humans, the baleful strix is a hellish abomination of an otherwise reclusive race.

PHOENIXES – A FIELD GUIDE covers seven varieties of the majestic phoenix, the flaming bird of legend. The book includes the protective shield phoenix, the Asian inspired imperial phoenix and two phoenix familiars, to name but a few.



CHILLING CREATURES – A FIELD GUIDE brings you 7 novel, low CR creatures to challenge your players. Brought to life with beautiful illustrations, each unique creature is detailed in full, along with complete stats for the game. Also inside is the creature chronicler ranger archetype and 2 new magical items, just the thing to give players an edge over these new horrors.

