



ADVENTURE TOOLBOX

As the oldest magical school in the Inner Sea region, the Magaambya boasts a wide collection of powerful items and unusual spells. Unlike many of its academic counterparts on the continent of Avistan, the Magaambya also offers a stipend to its students instead of requiring tuition fees. Even the newest Magaambyan initiate can usually afford to commission a magical item or purchase a spell that catches their interest.

This support helps contribute to the Magaambya's diversity of thought and allows it to remain at the forefront of magical research.

The following new rules options are available to the heroes in their role as students of the Magaambya, including uncommon rules they might uncover by deepening their relationships with other students at the school.

Magical Masks

One of the benefits granted to full-fledged Attendants is the right to wear a Magaambyan mask, or to have their personal mask acknowledged by the Magaambya. Tradition dictates that these creations be carved into the shape of an animal. As a mage continues to wear the mask, the object gradually gains an "imprint" of its owner's true spiritual face. In addition to forming their masks into familiars (*Lost Omens Character Guide* 101), Magaambyans often place useful enchantments on their masks to aid them in their more dangerous ventures.

GOZ MASK

ITEM 2+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn mask; **Bulk** –

Originally designed by a fanatical sect of Gozren priests, *goz masks* were designed to help navigate the area around the Eye of Abendego. The masks couldn't contend

with the might of the storm, but they remain in use by people all around the Mwangi Expanse. These masks are typically made of wood and crafted to sport round, exaggerated features.

Activate ♦ Interact; **Frequency** once per day; **Effect** You ignore concealment caused by fog, smoke, and other obscuring vapors for 1 minute.

Type *goz mask*; **Level** 2; **Price** 30 gp

Type *greater goz mask*; **Level** 6; **Price** 240 gp

The effect lasts for 10 minutes.

Type *major goz mask*; **Level** 12; **Price**

1,900 gp

The *major goz mask* gives you darkvision and allows you to ignore all concealment from any environmental effects for 1 hour.

HERD MASK

ITEM 6

UNCOMMON CONJURATION INVESTED MAGICAL TELEPORTATION

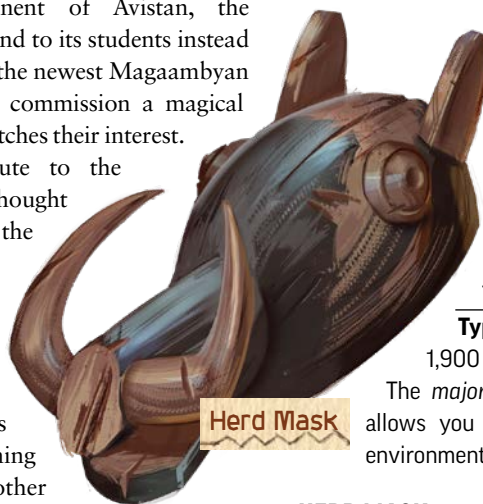
Price 210 gp

Usage worn mask; **Bulk** –

All *herd masks* are linked to at least one other *herd mask* and are usually sold in sets of multiple masks. Linked *herd masks* look similar to one another, with only the slightest of differences to tell them apart.

Activate ♦♦ envision; **Frequency** once per day; **Effect** You swap locations with another creature wearing a linked *herd mask* within 100 feet. If you and the creature you swapped with are disguised as each other, other creatures gain an immediate Perception check against the lower of your or the other wearer's Deception DCs to Impersonate each other. On a failure, they don't realize the swap occurred.

Craft Requirements Supply a casting of *dimension door*. You can link a *herd mask* you create to another *herd mask* in your possession when you finish crafting it, which causes it to be linked to the chosen mask as well as all other *herd masks* that are also linked to the chosen mask.



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MASK OF THE CURSED EYE

ITEM 8

UNCOMMON INVESTED MAGICAL NECROMANCY

Price 475 gp

Usage worn mask; Bulk –

These masks are always decorated with at least one wide, staring eye.

The first time each day a creature on your plane that you can't perceive targets you with a divination spell, the creature must attempt a DC 24 Will save. This effect is automatic and does not require you to Activate the item.

Critical Success The creature is unaffected.

Success The creature is unaffected.

You know you've been targeted with a divination spell, but the mask gives you no additional information.

Failure The creature is sickened 1 and dazzled for 1 minute. You know you've been targeted with a divination spell, but the mask gives you no additional information.

Critical Failure The creature is sickened 2 and dazzled for 10 minutes, and the spell is disrupted. You gain a brief mental glimpse of the triggering creature and learn its approximate distance and direction.



Mask of the Cursed Eye

MASK OF MERCY

ITEM 4

UNCOMMON FORTUNE INVESTED MAGICAL NECROMANCY

Price 100 gp

Usage worn mask; Bulk –

This porcelain or alabaster mask portrays an angelic visage of kindness and mercy.

Activate ◇ envision (fortune); **Frequency** once per day; **Trigger** You are about to roll a variable number of Hit Points you restore from an action with the healing trait; **Effect** Roll twice to determine the number of Hit Points you restore and take the higher result.



Shapespeak Mask

PSYCHOPOMP MASK

ITEM 1

UNCOMMON INVESTED MAGICAL NECROMANCY

Price 5 gp

Usage worn mask; Bulk –

These minor magic items are painted to resemble your face, or some metaphorical depiction thereof, to encourage the ushers of death to take the mask in your place. If you begin your turn with a dying value of 3 or greater, instead of making your recovery check, you lose the dying condition

but remain unconscious at 0 Hit Points. The mask then cracks in half and is destroyed. The psychopomps won't be so easily fooled again—you are temporarily immune to the effects of any *psychopomp mask* for 1 year.

RHINOCEROS MASK

ITEM 4+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn mask; Bulk –

Covered with thick armor and bearing a thicker horn, this face mask grants you increased momentum. If you Stride at least 10 feet, your next melee Strike before the end of your turn ignores the Hardness of objects with a Hardness of 5 or less. If the object has more than Hardness 5, the mask grants no benefit.

Type rhinoceros mask; **Level** 4; **Price** 90 gp

Type greater rhinoceros mask; **Level** 8; **Price** 425 gp

Your melee Strikes ignore the Hardness of objects with a Hardness of 10 or less.

SHAPESPEAK MASK

ITEM 4

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 80 gp

Usage worn mask; Bulk –

This simple wooden mask is carved into the shape of an animal, usually tailored to a species of beast that the user favors. While wearing this mask, you can speak even when polymorphed into an animal. The *shapespeak mask* does not otherwise remove any limitations, such as the inability to cast spells when transformed.

SKITTERING MASK

ITEM 2+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn mask; Bulk 1

This carved wooden full-head mask sports several holes along each side of the face. The first time each day that you begin your turn unconscious and within 25 feet of an enemy, metallic insect legs emerge from the holes in the mask and Step 5 feet away from the nearest enemy, dragging your body along with the mask. If more than one enemy is equidistant, the mask Steps away from one of them at random. The mask possesses no special senses and does not react to hidden or undetected enemies, nor can it distinguish that a creature not acting openly hostile is an enemy.

Type skittering mask; **Level** 2; **Price** 30 gp

Type greater skittering mask; **Level** 8; **Price** 500 gp

The mask Steps 15 feet instead of 5 feet, and for 1 minute,



each time you begin your turn unconscious and within 25 feet of an enemy, the mask Steps 15 feet away from the nearest enemy again. An ally can signal the mask with a single action, which has the auditory and concentrate traits. If the mask hears the signal, it attempts to move you towards that ally when it Steps away from the nearest enemy.

TLIL MASK

ITEM 5+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn mask; **Bulk** L

Colorful, beaded *tlil masks* are most commonly found on the distant continent of Arcadia, but trade between the two regions means that they can be found in the Mwangi Expanse as curiosities. These masks usually bear floral patterns and attune your senses to plants of all varieties.

Activate ♦ envision; **Frequency** once per day; **Effect**

Your vision up to 60 feet sees through small amounts of living plant matter as though it were transparent. While this effect is active, creatures can't be concealed from you due to living plants, such as small trees, vines, and grass. This also prevents them from Hiding or Sneaking past you using only living plants for concealment or cover. Other than the inability to use the cover to Hide or Sneak, this ability doesn't prevent plants from providing cover to creatures or blocking line of effect. It also doesn't allow you to see through dead plant matter, such as the wooden walls of a building, or thick plant matter, such as the walls of a dungeon built entirely inside an enormous living tree. The effect lasts for 1 minute.

Type *tlil mask*; **Level** 5; **Price** 30 gp

Type *greater tlil mask*; **Level** 9; **Price** 240 gp

The effect lasts for 10 minutes.

Specialty Magic

Every student at the Magaambya has their own unique talents, and one purpose of the school is to allow students to discover these skills and hone them on their own terms. The following magical and alchemical options were all developed by the Magaambyan student NPCs. Heroes who befriend the relevant student (as explained on page 67) receive access to the uncommon option that the student knows.

ALCHEMICAL ITEM

Ignaci Canterells maintains a devotion to alchemy in his spare time. A hero who befriends Ignaci might be able to convince him to share the formula for his special ink, inspired by a famous Chelaxian play in which a scheming murderer hides poison on the pages of a book.

FORGETFUL INK

ITEM 6

UNCOMMON ALCHEMICAL CONSUMABLE CONTACT POISON

Price 32 gp

Usage held in 2 hands; **Bulk** L

Activate ♦ Interact

Used to write secret messages, a single dose of forgetful ink is enough to pen a page of text, often with flourishes extending to the page's edges. Anyone handling the page is exposed to the poison. This includes casual reading, unless the reader specifically takes precautions not to physically touch it. Unlike other poisons, forgetful ink retains its potency for one year, regardless of the number of victims exposed.

Saving Throw DC 20 Fortitude (secret); **Onset** 1 minute;

Stage 1 The reader forgets the contents of the writing, recalling it as blank or as inconsequential text.

LESSON

Most people don't trust Mariama Keita's erratic magic, but no one can deny that it's as unique as she is. A witch who befriends Mariama can select the lesson of calamity when a feat or other effect grants a basic lesson.

Lesson of Calamity (Uncommon): You gain the *stumbling curse* hex, and your familiar learns *ill omen* (*Advanced Player's Guide* 221).

STUMBLING CURSE

FOCUS 1

UNCOMMON CURSE HEX TRANSMUTATION WITCH

Cast ♦ somatic

Range 60 feet; **Targets** 1 creature

Saving Throw Reflex; **Duration** sustained up to 1 minute

With a twist of a finger, you send a creature careening on a haphazard trajectory. The target must attempt a Reflex save.

Critical Success The target is unaffected.

Success The target takes a -2 status penalty to Athletics and Acrobatics checks.

Failure As success, and each time the target Strides, it uses the first 5 feet of movement of the Stride to move 5 feet in a random direction (this is forced movement). This has no effect on a creature with only 5 feet of movement.

Critical Failure As failure, except you control the direction of the target's first 5 feet of movement of the Stride.

MAGIC ITEM

By persuading the spirit of a bone to listen and repeat, Anchor Root has enchanted this skeletal charm to record and play back sounds. Anchor Root typically uses her odd bone charms to record music, but more conniving minds might have other uses for them. A hero who befriends Anchor Root could receive (or learn how to make) the following magic item.

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RHYTHM BONE

ITEM 1

UNCOMMON AUDITORY MAGICAL

Usage held in 1 hand; **Bulk** L

This small, enchanted bone (most often a jaw) is usually capped with metal at its ends. It's activated by striking it against a hard surface.

Activate ♦ **Interact**; **Effect** The bone begins recording the next 1 minute of ambient sounds (including speech) that require a DC 15 or lower Perception check to hear. The bone's recording doesn't copy magical auditory effects, such as those of spellcasting, a harpy's song, or a banshee's wail. Once the *rhythm bone* has been activated in this way, it retains the recorded sound for the rest of its existence and can't be activated this way again.

Activate ♦ **Interact**;
Effect The bone replays its recorded sounds.

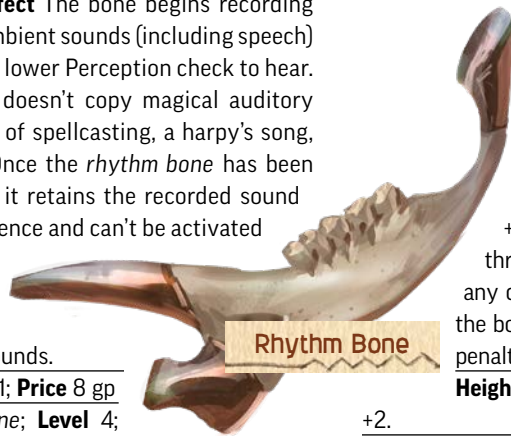
Type *rhythm bone*; **Level** 1; **Price** 8 gp

Type *greater rhythm bone*; **Level** 4;

Price 64 gp

The magical bone records the next 10 minutes of ambient sounds that require a DC 20 or lower Perception check to hear.

Craft Requirements Supply a casting of *ghost sound*.



Rhythm Bone

Esi Djana

Esi has learned to channel the momentum of her actions into further success, though disrupting the flow becomes unusually jarring as a consequence.

IMPECCABLE FLOW

SPELL 2

UNCOMMON DIVINATION LAWFUL

Traditions arcane, divine

Cast ♦♦ somatic, verbal

Duration 1 minute

You attune yourself to an underlying cosmic order to the world. While you remain in tune with this power, you gain a +1 status bonus to Perception checks, saving throws, and skill checks. If you critically fail any check while under the effects of this spell, the bonus ends and you instead have a -1 status penalty to all checks for the remaining duration.

Heightened (5th) The status bonus increases to

+2.

Heightened (8th) The status bonus increases to +3.

Haibram Thodja

Never one for fine control, Haibram's air magic bursts forth from his body at wild, unpredictable angles.

AIRBURST

SPELL 1

UNCOMMON AIR EVOCATION

Traditions arcane, primal

Cast ♦ verbal

Area 5-foot emanation; **Targets** all creatures and unattended objects in the area

Saving Throw Fortitude

A blast of wind wildly pushes everything nearby. Unattended objects of 1 Bulk or less are pushed 5 feet away from you. Large or smaller creatures must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes a -2 status penalty to checks made during its reactions until the end of your turn.

Failure As success, and the creature is pushed 5 feet away from you.

Critical Failure The creature is pushed 5 feet away from you and can't use reactions until the end of your turn.

Heightened (4th) Increase the area to a 10-foot emanation and increase the distance objects and creatures are pushed to 10 feet.

Noxolo

In contrast to her lively personality, Noxolo derives most of her insights from the dead. This spell imparts the macabre perspective that Noxolo experiences from time to time.

NEW SPELLS

Many students at the Magaambya have researched or independently developed unusual spells.

Chizire

Chizire rarely uses this spell for anything other than his own convenience.

VERMINOUS LURE

SPELL 1

UNCOMMON OLFACTORY TRANSMUTATION

Traditions primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature or object

Duration 10 minutes

Upon casting, the target emits a musk that's captivating to certain animals. Tiny animals and animal swarms of any size within range must attempt a Will save. On a failure, non-hostile animals or animal swarms try to touch the target. If hostile, such creatures choose to attack the target instead of other foes, if able to do so without spending additional actions or exposing themselves to additional danger.

Verminous lure doesn't change animals' attitudes towards the target and is easily overridden by more direct control, such as the *Command an Animal* action. Animals with imprecise sense can use their scent as a precise sense against the target.

GRAVE IMPRESSIONS

SPELL 2

UNCOMMON NECROMANCY

Traditions divine, occult

Cast 1 minute (somatic, verbal)

Range touch; **Targets** 1 corpse

Duration 10 minutes

You project a fragment of your senses into the corpse. While within 500 feet of the corpse (even if it's outside your line of sight or line of effect), you can see from where the target corpse had eyes using your normal visual senses, and you can hear from where the corpse had ears using your normal auditory senses. You can switch between your own vision and hearing, and the corpse's senses, with a single action that has the concentrate trait. If the corpse naturally lacked eyes or hearing organs in life, you cannot use that sense when using this spell. If the corpse is moved from its location, the spell ends.

Heightened (4th) The duration increases to 1 hour.

Heightened (6th) The duration lasts until the next time you make your daily preparations.

Okoro Obiyo

Always the game and strategy enthusiast, Okoro can use a simple game piece to trap an adversary in a magical challenge of wits.

MIND GAMES

SPELL 2

UNCOMMON ENCHANTMENT MENTAL

Traditions arcane, occult

Cast ◆◆ somatic, verbal; **Cost** 3 gp game piece focus

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You lock minds with the target, trying to mentally subdue them. The target must attempt a Will save. Each time you Sustain this Spell, the target attempts another Will save.

Critical Success You are stunned 1 and the spell ends.

Success The target is unaffected.

Failure The target is stunned 1.

Critical Failure The target is stunned 2.

Tzeniwe

Strands-of-Glowing-Dawn
Tzeniwe can suggest many valuable uses for this spell. She most often employs it to corral her rambunctious children when they've gotten into danger or are pestering someone they shouldn't.

FRIENDFETCH

SPELL 1

UNCOMMON EVOCATION FORCE

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 or 2 willing creatures

You shoot out ephemeral, telekinetic strands that drag each target directly toward you, stopping in the closest unoccupied space to you in this path. This is forced movement.

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Friendfetch



ANADI ALLIES

Peaceful anadis easily integrate into human communities so long as they wear their humanoid shape. Anadi families coexist happily with humans, usually making their living as tailors, weavers, or trappers. All too often, however, anadis face social stigma upon revealing their true forms. Most choose to hide this form, sharing their secret only with trusted friends. Reclusive anadis remain in the wilderness and avoid other ancestries entirely, but they domesticate giant spiders as trained guardians or hunting animals.

Anadi

Anadis have three distinct forms—human, spider, and a beautiful but unnerving hybrid shape that is their true form. Despite their unsettling arachnid features, anadis are peaceful and form tight-knit communities.

ANADI SEEKER

Anadi seekers are knowledge seekers who often brave the outside world.

ANADI SEEKER

CREATURE 1

UNCOMMON CG MEDIUM ANADI HUMANOID

Perception +7

Languages Anadi, Common

Skills Acrobatics +6, Arcana +7, Athletics +4 (+6 to Climb in hybrid or spider form), Crafting +7 (+11 weaving), Nature +5, Occultism +7

Str +1, **Dex** +3, **Con** -1, **Int** +4, **Wis** +2, **Cha** +0

Items sling (20 sling bullets)

AC 15; **Fort** +4, **Ref** +10, **Will** +7

HP 20

Speed 25 feet, climb 25 feet

Melee ♦ fangs +8 (finesse), **Damage** 1d6+1 piercing plus anadi venom

Ranged ♦ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6 bludgeoning

Anadi Venom (poison); **Saving Throw** DC 15 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d6 poison damage, flat-footed, and clumsy 1 (1 round)

Arcane Innate Spells DC 17; **1st** *color spray*, *magic missile*, *unseen servant*; **Cantrips** (1st) *dancing lights*, *detect magic*, *mage hand*, *read aura*, *shield*

Change Shape ♦ (arcane, concentrate, polymorph, transmutation)

The anadi changes into their hybrid, spider, or human form. The above statistics assume the anadi is in hybrid form. While in human form, the anadi seeker loses their climb Speed and can't use their fangs attack. When in spider form, they can't use weapons.

Spin Silk (concentrate, exploration, manipulate) By spending several minutes, an anadi can produce silk to craft items made of cloth. An anadi can produce enough silk in a day to craft a single garment.

ANADI LURKER

These anadis lurkers combine their innate magical talents and wilderness lore to snare prey.

ANADI LURKER

CREATURE 3

UNCOMMON CN MEDIUM ANADI HUMANOID

Perception +11

Languages Anadi, Common

Skills Acrobatics +9, Athletics +10 (+12 to Climb in hybrid or spider form), Crafting +5 (+9 weaving), Nature +7, Stealth +11, Survival +9

Str +3, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** +1

Items kukri, leather armor

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 45



Anadi Lurker

Speed 25 feet, climb 25 feet

Melee ♦ fangs +12 (finesse), **Damage** 1d8+3 piercing plus anadi venom

Melee ♦ kukri +12 (agile, finesse, trip), **Damage** 1d6+3 slashing

Arcane Innate Spells DC 20; **2nd** *blur, web*; **1st** *color spray, illusory disguise, illusory object*; **Cantrips (2nd)** *daze, detect magic, mage hand, message*

Anadi Venom (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d6 poison damage, flat-footed, and clumsy 1 (1 round)

Change Shape ♦ (arcane, concentrate, polymorph, transmutation) As anadi seeker.

Sneak Attack The anadi lurker deals an additional 1d6 precision damage to flat-footed creatures.

Spin Silk (concentrate, exploration, manipulate) As anadi seeker.

ANADI FATEWEAVER

The anadis manipulate the threads of fate as easily as they spin silk.

ANADI FATEWEAVER

CREATURE 5

UNCOMMON NG MEDIUM ANADI HUMANOID

Perception +14

Languages Anadi, Common

Skills Acrobatics +13, Athletics +11 (+15 to Climb in true or spider form), Crafting +9 (+13 weaving), Medicine +12, Nature +14, Survival +12

Str +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +5, **Cha** +1

Items composite shortbow (20 arrows), hide armor, shortsword

AC 21; **Fort** +9, **Ref** +12, **Will** +15

HP 75

Fate's Threads ☞ (fortune) **Frequency** three times per day; **Trigger** An ally within 30 feet of the anadi fateweaver that they can see makes a skill check or a saving throw; **Effect** The creature rerolls the triggering check and takes the new result.

Speed 25 feet, climb 25 feet

Melee fangs +13 (finesse), **Damage** 2d6+6 plus anadi venom

Melee shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+6 piercing

Ranged composite shortbow +13 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+1 piercing

Arcane Spontaneous Spells DC 23, attack +15; **3rd** (2 slots) *hypnotic pattern, mind reading*; **2nd** (3 slots) *augury, invisibility, status*; **1st** (3 slots) *illusory object, magic missile, ray of enfeeblement*; **Cantrips (3rd)** *daze, ghost sound, produce flame, shield*

Arcane Innate Spells DC 23; **2nd** *blur, web*; **1st** *color spray, mending, unseen servant*; **Cantrips (3rd)** *dancing lights, detect magic, mage hand, message*

Rituals DC 23; *arcane weaving* (see sidebar)

Anadi Venom (poison); **Saving Throw** DC 20 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d6 poison damage, flat-footed, and clumsy 1 (1 round)

Change Shape ♦ (arcane, concentrate, polymorph, transmutation) As anadi seeker.

Spin Silk (concentrate, exploration, manipulate) As anadi seeker.



ARCANE WEAVING RITUAL 3

UNCOMMON DIVINATION

Cast 1 day; **Cost** rare silks worth a total value of 20 gp × the spell level; **Secondary Casters** 1

Primary Check Arcana or Occultism (expert); **Secondary Checks** Arcana, Crafting, or Occultism

You and the secondary casters weave together spells (and, if anadis, silk) in a complex ritual that combines magical learning with art, allowing all the participants to share spells they know with one another.

Success You or any secondary caster can swap any spell in your spell repertoire for a spell in the spell repertoire of any other participant. This spell can't be a higher level than the ritual's level.

Failure None of the participants can swap spells.

Critical Failure As failure, and all participants are stupefied 1 for 24 hours and can't reduce their stupefied condition below 1 for 24 hours.

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Anadi Fateweaver



HIVE MINDS

Bees communicate with each other using complex combinations of movement and pheromones. They can share detailed information, particularly related to food, water, and dangers. A queen bee doesn't have the ability to directly control members of her hive, but she guides the entire hive's activities and, when necessary, its relocation. Some druids have attempted to tap into this hive mind to control giant bee swarms, with limited success.

Bee, Giant

Like their smaller counterparts, giant bees are highly territorial. Many types of giant bees construct hives in caves or abandoned buildings and are quick to attack creatures that they deem a threat to the single fertile queen, who almost never leaves the hive. Although most common in warm biomes with lots of vegetation, some giant bees live in arid or cold environments and are solitary rather than hive-dwelling.

GIANT WORKER BEE

Worker bees, exclusively female, exist to feed and defend a hive. They have no qualms about sacrificing their lives when confronting intruders in their territory. Worker bees can fight singly, in small groups, or in swarms of dozens. Giant worker bees inject a venom with their stings, but this venom is rarely dangerous except to people sensitive to it. Other worker bees have no stinger and only bite their enemies.

GIANT WORKER BEE

CREATURE 0

N **MEDIUM** **ANIMAL**

Perception +5; darkvision

Skills Acrobatics +6, Athletics +5

Str +2, **Dex** +3, **Con** +2, **Int** -5, **Wis** +1, **Cha** -1

AC 16; **Fort** +6, **Ref** +9, **Will** +3

HP 16; **Weaknesses** smoke susceptibility

Smoke Susceptibility A giant bee is slowed 1 for 1 round if it starts its turn in heavy smoke.

Speed 20 feet, fly 40 feet

Melee ♦ stinger +8 (deadly d6, finesse), **Damage** 1d4+2 piercing

Melee ♦ mandibles +8 (agile, finesse), **Damage** 1d4+2 piercing

GIANT MINING BEE

Giant mining bees have smaller bodies than giant worker bees but sometimes look larger due to their bristles, which resemble fur. They dig tunnels in sand, old wood, or stone to create nests and aggressively defend their lairs. Although not truly subterranean, giant mining bees are the most likely type of giant bees to be found underground, and some dwarf apiarists breed and train them.

GIANT MINING BEE

CREATURE 2

N **SMALL** **ANIMAL**

Perception +9; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +7, Athletics +8

Str +4, **Dex** +3, **Con** +1, **Int** -5, **Wis** +1, **Cha** +0

AC 18; **Fort** +9, **Ref** +11, **Will** +5

HP 30; **Weaknesses** smoke susceptibility

Smoke Susceptibility As giant worker bee.

Speed 20 feet, burrow 10 feet, fly 40 feet

Melee ♦ stinger +11 (deadly d8), **Damage** 1d6+4 piercing

Melee ♦ mandibles +11 (agile), **Damage** 1d6+4 piercing

Giant Worker Bee



Fly, Giant Tsetse

This blood-sucking fly, the size of a horse, is widely despised as a harbinger of disease. Giant tsetse flies rarely congregate in large numbers, as they require gallons of blood each day to survive and thus crowd out or drive away rivals. Any group of creatures large enough to sustain multiple tsetse flies, such as a herd of dinosaurs, are quite likely to dominate the surrounding ecosystem on their own right.

A single giant tsetse fly can kill an entire herd of large animals within a few weeks, and those they don't kill often succumb to disease. When not hunting, giant tsetse flies prefer to hide in warm, dark places in forests and swamps, though they sometimes inhabit wet cave systems where prey is plentiful. The thrumming drone of their wings echoes around such cave systems, warning travelers familiar with the noise that the creatures are lairring nearby.

If food becomes scarce, a giant tsetse fly relocates elsewhere. They tend to follow rivers, animal tracks, or even roads to find food. This can take them to the fringes of civilization, where farms and ranches often have livestock that draws their attention. Settlers who find evidence of a giant tsetse fly should quickly seek out help to eliminate the pests, as all their animals (and, indeed, their families) are in jeopardy as long as the hungry insect is near.

Giant tsetse flies are only moderately smarter than ordinary flies, but some creatures have learned that they can train the creatures with frequent offerings of fresh blood. Giant tsetse flies might therefore be put to use as guardians or even mounts, but any potential trainer must take care not to become the voracious insect's next meal.

GIANT TSETSE FLY

CREATURE 2

N LARGE ANIMAL

Perception +9; blood scent, scent (imprecise)
60 feet

Skills Athletics +8, Stealth +5 (+9 to Hide)

Str +5, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

Blood Scent The giant tsetse fly can detect blood within 30 feet. This is a precise sense against creatures within 30 feet that are bleeding.

AC 18; **Fort** +7, **Ref** +11, **Will** +5

HP 30; **Immunities** disease, sleep

Speed 10 feet, fly 40 feet

Melee ♦ proboscis +11, **Damage** 1d6+5 piercing plus sleeping sickness

Blood Draw ♦ If the fly's last action was a successful proboscis Strike, it sucks its target's blood. The target takes 1d4 bleed damage (or 1d6 bleed damage if the target is an animal).

Sleeping Sickness (disease) **Saving Throw** DC 18 Fortitude; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 1 and drained 1 (1 day); **Stage 3** unconscious (1 day); **Stage 4** as Stage 3 (1 day); **Stage 5** dead



TERRIBLE UNDERESTIMATION

A group of evil druids near Bloodcove captured and bred large tsetse flies to distill and empower the disease they spread. The underestimated the flies' ingenuity; the insects escaped and fed on several animals the druids had ritually prepared for sacrifice. The flies grew to their enormous size, killed the druids, and scattered into the surrounding fens.

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Giant Tsetse Fly



GREMLIN SOCIETY

Most gremlin communities are egalitarian and cooperative, with little importance placed on familial ties compared to the bond of the community as a whole. Gremlin leaders are often the youngest and most annoying members of a group, achieving their positions by harassing an old leader into resigning or bullying the other gremlins into obedience. Gremlin adults encourage the children to explore by themselves, in hopes that they busy themselves harassing local mortals instead of creating trouble for the other gremlins.

Gremlin

Gremlins are malicious fey that infest and prey upon mortal communities. They live in tunnels, beneath eaves, and in abandoned buildings, stealing what they need from their neighbors instead of creating for themselves.

While there are gremlins of any and every gender, their appearances don't differ by gender. Young gremlins grow to maturity with alarming speed. Their entire nest raises them communally, though they are often encouraged to wander unsupervised and create mischief away from home instead of inside it.

SCRIT

Scrits are short, spindly gremlins with gray or beige leathery skin and a coat of smeared ink on their fingers. They make themselves the nightmare of many scribes and librarians, as they delight in nothing more than destroying books, scrolls, artwork, and other records or writing. The oils on a scrit's skin smears ink and renders text—even magical writing—completely illegible. Once they have smeared every page of a book, scrits devour them whole, absorbing the contents the book used to hold. After eating books they find stupid or funny, scrits hold skits for other gremlins which mock the mortal authors for the amusement of the other fey.

SCRIT

CREATURE 0

UNCOMMON CE TINY FEY GREMLIN

Perception +6; darkvision

Languages Undercommon

Skills Athletics +5, Acrobatics +5, Deception +4, Stealth +7

Str +1, **Dex** +3, **Con** +2, **Int** +2, **Wis** +0, **Cha** +0

AC 16; **Fort** +6, **Ref** +9, **Will** +4

HP 18; **Weaknesses** cold iron 2

Speed 25 feet

Melee ♦ sticky fingers +7 (agile, finesse), **Damage** 1d4+1 piercing plus nasty ink

Primal Innate Spells DC 16, attack +8; **2nd** *Speak with animals* (at will); **1st** *grease*; **Cantrips (1st)** *prestidigitation*

Eat Book ♦♦♦ A scrit can consume a book after smearing its pages to absorb its contents (it gains no benefit from consuming a book with pages smeared by another scrit). For 1 day after consuming the book, the scrit can make Recall Knowledge skill checks on the book's subject with a +4 item bonus, and it can speak and understand the languages the book was written in. If it Eats another Book, it replaces the benefits of the previous Eat Book.

Nasty Ink (poison) A scrit's fingers are perpetually covered in smeared ink from the writing it's destroyed. This ink mixes with its skin oils to create a disgusting, sticky poison. **Saving**

Throw DC 14 Fortitude; **Maximum**

Duration 4 rounds; **Stage 1** 1d4 poison damage and sickened 1 (1 round)

Smear Text ♦ The scrit rubs its fingers against one page of writing, smearing the

Scrit

text and rendering it unreadable. The scrit can smear and destroy magical writing such as a *glyph of warding* or a *sigil* by succeeding at a counteract check (using the scrit's spell attack modifier) against the caster's DC.

GNAGRIF

Squat, surly, and perpetually covered in wet mud, gnagrifs are gremlins that infest and destroy homes. They possess sharklike faces and two sets of jaws, allowing them to open their mouths 180 degrees and clamp onto flat rocks and walls. They delight in keeping their presence hidden, chewing holes into walls and foundations that weaken structures but don't bring them down until their inhabitants slam their doors too hard or step in the wrong place. Soon as the unwitting victims spring the trap, the building collapses around them.

Like all fey, gnagrifs detest iron. Gnagrifs become obsessively vengeful if they accidentally swallow an iron nail or hinge, terrorizing families or whole villages for generations over the slight.

GNAGRIF

CREATURE 2

UNCOMMON NE TINY FEY GREMLIN

Perception +7; darkvision

Languages Undercommon


Skills Acrobatics +8, Athletics +6, Intimidation +6, Stealth +8, Survival +5

Str +2, **Dex** +4, **Con** +3, **Int** -1, **Wis** -1, **Cha** +2


Items light hammer


AC 18; **Fort** +9, **Ref** +10, **Will** +5

HP 35; **Weaknesses** cold iron 3

Soften Stone  **Trigger** A creature Strides or Steps into difficult terrain adjacent to the gnagrif; **Effect** The gnagrif gives the ground a hearty pound and it shifts beneath the triggering creature's feet. The triggering creature must succeed on a DC 18 Reflex save or fall prone.


Speed 20 feet, burrow 10 feet, climb 10 feet


Melee  light hammer +10 (agile), **Damage** 1d6+4 bludgeoning

Ranged  light hammer +10 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning


Primal Innate Spells DC 16; **2nd** *shatter*, *spek with animals* (at will); **1st**

ant haul, *feather fall*; **Cantrips (1st)** *prestidigitation*

Eat Rocks  The gnagrif gnashes and tears at an object or structure, dealing 2d4+2 piercing damage and ignoring Hardness 2 or lower.

Lurk  **Requirements** A structure made from stone or earth is within the gnagrif's reach; **Effect** The gnagrif partially melds with the stone. It Takes Cover in the stone and makes a Stealth check to Hide.

Rubble Stride A gnagrif ignores difficult terrain caused by rocks or rubble, including squares affected by their Stomp Around.

Stomp Around  (move) The gnagrif huffs and stamps its feet, churning the ground around it. The square it is in and all unoccupied adjacent squares become difficult terrain.

Wrecker Whenever two or more gnagrifs use Eat Rocks on the same object or structure, the value of Hardness they can ignore increases by 1 for every gnagrif, to a maximum of Hardness 10.



GREMLIN PETS

Gremlins making their nests near mortals' homes inevitably encounter domesticated animals. Most gremlins can use their innate magical abilities to speak with animals, allowing them to bargain with pets and work animals to aid in terrorizing, stealing, or training them to harass their owners. Gremlins especially love to befriend cats, whom they rarely bother, instead bringing them into their pranks and schemes as coconspirators.

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Gnagrif



SILVERFISH MOLTS

In an interesting twist to the pest's life cycle, some spellcasters incorporate giant silverfish moltings into their spellbooks and scrolls. These shed skins have the consistency of onionskin and are valuable due to the superstition that they contain residual magic from texts the silverfish consumed. Regardless of whether a silverfish molt has any intrinsic magical power, many tenured mages feel that proof of a book-devouring vermin's demise is worthy of a reward. Thus, such a trophy is guaranteed to fetch a tidy sum from the right buyer.

Silverfish

A common pest with a silvery carapace and an undulating, fishlike scuttle, the nocturnal silverfish infests homes and libraries throughout Golarion. These insects aren't typically dangerous, but their tendency to devour books and clothing often puts them at odds with larger creatures.

SILVERFISH SWARM

It's uncommon for silverfish to congregate in sufficient numbers to constitute a swarm, but forgotten libraries or similar out-of-the-way places might harbor a multitude of the voracious pests.

SILVERFISH SWARM

CREATURE -1

UNCOMMON N LARGE ANIMAL SWARM

Perception +5; darkvision

Skills Acrobatics +6, Stealth +4

Str -2, **Dex** +3, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 13; **Fort** +5, **Ref** +8, **Will** +4

HP 9; **Immunities** precision, swarm mind; **Weaknesses** area damage 2, splash damage 2; **Resistances** physical 2

Speed 40 feet, climb 20 feet

Swarming Bites ♦ Each enemy in the silverfish swarm's space takes 1d4 piercing damage (DC 14 basic Fortitude save). A creature that fails its save is sickened 1.

Voracious Consumption (1 minute) A silverfish swarm consumes up to 1 Bulk of paper, cloth, or similar material. It can consume up to 4 Bulk each day.

GIANT SILVERFISH

Some silverfish can grow as large as a pig, particularly in magic colleges and ancient vault-libraries, where they terrify hapless students and destroy precious tomes. Popular academic lore attributes their unusual size to a steady diet of spellbooks.

GIANT SILVERFISH

CREATURE 0

UNCOMMON N SMALL ANIMAL

Perception +8; darkvision

Skills Acrobatics +6, Athletics +4, Stealth +6

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +1, **Cha** -2

AC 15; **Fort** +7, **Ref** +8, **Will** +5

HP 17

Wriggle ⤵ **Trigger** A creature the giant silverfish can see targets it with an attack; **Effect** The giant silverfish gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the silverfish Steps.

Speed 40 feet, climb 20 feet

Melee ♦ mandibles +8, **Damage** 1d6+2 piercing

Voracious Consumption (1 minute) A giant silverfish consumes up to 1 Bulk of paper, cloth, or similar material. It can consume up to 8 Bulk each day.

Giant Silverfish





Spellskein

Magic can be used for many purposes—creating objects, summoning creatures, and manipulating the elements. Usually when a ritual is cast, the outcome is reliable and predictable, but sometimes magic takes unexpected turns and a spell's energy lands in unintended places.

Spellskeins are scraps of fabric and paper infused with magic and brought to life. Once animated, they fold themselves into different shapes, changing both their appearance and their abilities based on their configuration. Spellskeins are only rarely aggressive and sometimes downright timid, but most have a playful streak.

Though they are often made accidentally out of magical leakage from rituals, some ritualists intentionally create spellskeins to serve as magical toys or animated decor. These planned spellskeins tend to be more obedient and less mischievous than their accidental counterparts, following commands or routines set by their creators even after said creators are long gone.

Scrap pieces torn from the body of a spellskein sometimes animate as ever smaller, more mischievous constructs, which usually dart away to hide until it's safe to come out and cause trouble.

SPELLSKEIN

CREATURE 0

UNCOMMON N TINY CONSTRUCT

Perception +2; darkvision

Languages Common (can't speak any language)

Skills Acrobatics +5, Stealth +7

Str -1, **Dex** +3, **Con** +1, **Int** -4, **Wis** +0, **Cha** -5

AC 16; **Fort** +5, **Ref** +9, **Will** +4

HP 15; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ♦ sharp edge +7 (agile, finesse), **Damage** 1d6+1 slashing

Collapse The spellskein can collapse flat to the ground to Hide; it can attempt to Hide even if it doesn't have any cover or concealment.

Crane Glide ♦ **Requirements** The spellskein is folded into its crane shape; **Effect** The spellskein gains a 25-foot fly Speed until the beginning of its next turn.

Frog Hop ♦♦ **Requirements** The spellskein is folded into its frog shape; **Effect** The spellskein Leaps 15 feet horizontally or vertically and gains a 10-foot climb Speed until the beginning of its next turn.

Lizard Frill ♦ (arcane, enchantment, fear, mental)

Requirements The spellskein is folded into its lizard shape; **Effect** The spellskein puffs out its cloth frills and shakes them from side to side to look fierce. The first creature hit by its sharp edge Strike before the start of its next turn must succeed on a DC 14 Will save or become frightened 1 (frightened 2 on a critical failure).

Refold ♦ The spellskein folds itself into a crane, frog, or lizard shape, as it chooses.



MORE SHAPES

Some spellskeins have additional forms and abilities unique to the rituals that created them.

Consecrate: Spellskeins created during *consecrate* rituals have a religious symbol form and can use the one-action activity *anoint* while in that form. One creature within 10 feet gains a +1 status bonus to saving throws for one round.

Control Weather: Spellskeins created during *control weather* rituals have a storm cloud form and can gain the following attack in that form: **Ranged** ♦ zap +6 (range 30 feet), **Damage** 1d4+1 electricity.

Heroes' Feast: Spellskeins created during *heroes' feast* rituals have a teapot form and can use the two-action activity *serve tea* while in that form. A living creature that drinks the tea with an *Interact* action regains 1d4 Hit Points and is temporarily immune for 10 minutes. Unconsumed tea disappears at the beginning of the spellskein's next turn.

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KURSHKIN

Gremlin Trickster

Though her tiny stature and canine features would never suggest it, Kurshkin is an immortal trickster older than most members of the Magaambya. As a gremlin—a category of mischievous, malevolent fey—Kurshkin has spent most of her life with no real motives beyond childish cruelty. Like most pugwampi gremlins, Kurshkin delights in the misfortune of others, and especially enjoying making bad situations worse by introducing wasps, bleach, or other humiliating and painful substances to a situation where people are already suffering.

After decades of tormenting workers and artists on the outskirts of Nantambu, several members of the squabbling collective of gremlins that Kurshkin was a part of developed a grudge against one of the youths that often helped out around the city—an obnoxiously mellow and good-humored young man named Takulu Ot. The young man was a student at the Magaambya with a terrible habit of helping people keep a positive attitude in bad circumstances. In a display of uncharacteristic boldness, the gremlins ventured into the academy to enact their revenge on the youth and the entire school. They knew that historically, gremlins tended to eschew the academy, but they didn't know why. Kurshkin, in particular, considered herself far too clever to have anything to fear at the Magaambya. After all, the academy only held people, and people are fun to torment.

Unsurprisingly, the gremlins found they had bitten off more than they could chew in deciding to take on a university filled with mages. Kurshkin was one of the first “casualties” of the offensive—caught by a deft student, the pugwampi was stuffed in a sack, loaded onto an elephant, and was two weeks of travel away from Nantambu before she managed to chew her way out of her confinement.

By the time Kurshkin made it back to the Magaambya, all of her fellow gremlins were dead.

Though the pugwampi's first impulse was to run and hide, she was also paranoid that the killer would be coming for her next. Kurshkin began to spy on the campus, looking for any sign of a continued threat. In her vigil, she found herself paying attention to some of

the magical lessons being taught at the school. After years of inadvertent osmosis, she even managed to develop a few new magical tricks of her own.

The Magaambya's philosophy of understanding others and overcoming differences worked in Kurshkin's favor. If a few teachers or staff members noticed a creature that would skitter off when spotted, and seemed to be doing no harm, they said nothing about it. Kurshkin's caution eventually waned to the point where she would risk a few pranks on students, but her fear of attracting attention meant these tricks were all effectively harmless, and many of the scholars considered the gremlin's mischief to be a good lesson to teach students some care. Whether or not this situation would have remained tenable on its own is debatable, but it unraveled as soon as the being known as Stone Ghost reached out to Kurshkin.

A strange creature that manifested from the rock of the Magaambya's walls, Stone Ghost was recruiting gremlins for his schemes against the university. He originally approached Kurshkin as a kindred spirit, promising a chance at revenge. When Kurshkin refused, citing what had happened to her own vengeful comrades, Stone Ghost revised his offer: obey, or Stone Ghost would kill her.

It quickly became apparent that Kurshkin was somehow the most competent among Stone Ghost's gathered gremlins, and she was happy to take the leadership position and heap abuse on her underlings. A firm believer in leading from the back, Kurshkin obeys Stone Ghost's orders by telling her fellows what to do while she remains safe and sound, far away from any blowback their malicious antics might incur.

Like most pugwampis, Kurshkin resembles a dog that has lost most of its fur to mange. Her head is too big for her body, and her eyes nearly seem to be popping out of their sockets. She has large, floppy ears but is mostly deaf. During her time at the Magaambya, her eyes have turned bright blue in color—a quirk that her fellow gremlins both mock and fear. Her clothing is unusually fine for a gremlin, due to her scavenging from the Magaambya's well-to-do students, and has become somewhat vain and fussy about what

she wears. She enjoys decorating herself with threads or scraps of cloth that have been ripped off of students by mischance due to her unlucky aura.

CAMPAIGN ROLE

Kurshkin serves as a secondary villain to the adventure, a somewhat silly antagonist who can be dangerous nevertheless—if underestimated. Despite her sympathetic circumstances, she is still unrepentant in her malice.

In combat, Kurshkin relies on her unluck aura to keep her safe, darting close to foes and hoping the ensuring misfortune will cause them to deal more harm to each other than to her. If her enemies seem too competent, she's happy to abandon her subordinates to her foes' whims so that she can flee to safety.

Kurshkin is a petty sort of evil, the kind that delights in causing others misfortune because she thinks it's funny. While she's never done anything that warrants death by most human standards, it's undeniable that her presence and actions make people miserable and situations worse.

Her dislike of deadly violence is mainly due to cowardice and the fact that she finds corpses to be less entertaining than living victims. This doesn't mean she won't stick a sword on someone who makes her mad by spoiling her fun; she's done so many times before, and likely will again. Even if the heroes deal with Kurshkin without lethal measures, she still endeavors to slowly grind down everyone around her, one minor annoyance at a time.

KURSHKIN

CREATURE 3

UNIQUE NE TINY FEY GREMLIN

Female pugwampi jinjer

Perception +10 (+2 to hear things); darkvision

Languages Common, Gnoll, Undercommon

Skills Arcana +8, Crafting +8, Deception +8, Nature +8, Stealth +11, Thievery +9 (+11 to Steal)

Str -2, **Dex** +4, **Con** +1, **Int** +1, **Wis** -1, **Cha** +3

Items shortbow (60 arrows), shortsword

AC 19; **Fort** +8, **Ref** +11, **Will** +8

HP 50; **Weaknesses** cold iron 5

Collateral Damage ➤ **Trigger** A Strike critically misses Kurshkin; **Effect** Kurshkin redirects the strike to an adjacent creature. The attacker rerolls the Strike against that creature.

Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 20 Will save; a creature must roll this Will save

twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it remains within the aura's emanation.

Speed 25 feet

Melee ➤ shortsword +12 (agile, finesse, magical, versatile S), **Damage** 1d6+4 piercing

Ranged ➤ shortbow +12 (deadly d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Primal Innate Spells DC 20; **2nd** *Speak with animals* (at will); **1st** *gust of wind*, *spider sting*; **Cantrips** (2nd) *prestidigitation*

Lucky Stabs Kurshkin deals an additional 1d6 damage with her melee Strikes against creatures affected by her unluck aura.

Natural Thief When attacking with a finesse melee weapon, Kurshkin adds her Dexterity modifier to damage rolls instead of her Strength modifier.



Kurshkin

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STONE GHOST

Spite-Filled Apparition and Failed Student

As a young man, Uduak Basni seemed like a typical Magaambyan initiate. Born with a supernatural connection to the earth, he found himself drawn to the Magaambya. To the professors at the academy, Uduak was an obvious candidate for the school's education. He easily found a sponsor and was set upon his Perquisite to become a full-fledged attendant.

Yet Uduak had a selfish streak. The pull he felt toward the Magaambya quickly bred a sense of entitlement. Feeling that he was meant to be building his own skills at the academy, he felt resentful about the community service he felt was being forced upon him. He performed his tasks with little effort and little concern for the people he was supposedly helping. Cracks began to form in his mild demeanor, and he increasingly drew reprimands for acts of carelessness or petty cruelty. Everything came to a head when his cohort was tasked with removing a group of pugwampi gremlins that had started causing mischief within the academy walls. Ignoring the spirited discussions of his fellow initiates, Uduak used his magic to slaughter the gremlins like vermin.

The aftermath saw Uduak expelled from the school. It was the last straw in a long series of misdeeds, but the young man fixated on this one event, enraged that the school would rob him of his future over defending himself and his classmates from a group of mere pests. In his anger, he lashed out violently at the school and the teachers. His magic bounced off the ancient wards of the Magaambya like a pebble off a cliff, and the professors temporarily confined Uduak until the administration could decide what to do with him. Left to stew in his own resentment, Uduak ignored his guard's warning, drew on all of his strength, and attempted to shatter the spells that kept him imprisoned within his room.

Under predictable circumstances, Uduak's magic would have splashed futilely against the Magaambya's wards once more, leaving his efforts entirely impotent. Yet magic is never entirely predictable—or perhaps the murdered pugwampis got one last scrap of revenge. In an incredibly unlikely reaction, the Magaambya's wards rebounded onto Uduak with the

full force of their power. So far as any teacher at the school could tell, this reaction evaporated Uduak on the spot.

The student that was Uduak was not gone, however, but found himself merged with the Magaambya's stone walls. The same wards that originally trapped him within the buildings now protected him from detection, and Uduak decided to use this to his advantage. He hid himself in an abandoned section of the school and began planning his vengeance. His first recruits to his cause were an assorted group of gremlins that snuck into the school with no clue as to the recent massacre of their kind. Through a series of promises and threats, the cursed student took command of the gremlins, considering it fitting that the initiators of his downfall would now serve him against the teachers who had so wronged him. The gremlins, impressed and fearful of their new leader's ability to move through stone walls, granted him a new moniker: Stone Ghost.

Stone Ghost resembles a young man with a body made out of chunks of stone, his faceted skin matching the blocks that make up the Magaambya campus. His hair and face are made of ruined mosaics, and his body is covered in fragmentary runes: the shattered remains of the magic wards that caused his current condition. With nothing to temper his cruelty, Stone Ghost is abusive both in and out of combat. During his spare time, he shifts through walls to steal important items, learn secrets, and ruin friendships.

CAMPAIGN ROLE

Stone Ghost serves as the villain of this adventure. He's a spiteful and self-centered antagonist convinced he's been victimized and willing to take out his feelings on the vulnerable. Due to his fear of the Magaambyan teachers, he almost always targets weak and innocent school initiates or adjuncts, punishing them for their mere association with the professors. He has recently worked to corral the insects and other creatures—including gremlins—that have been mysteriously drawn to the school, waiting for the perfect moment to unleash them for his own ends. As his minions can't move about the academy as easily as he can, Stone

Ghost has set them to digging tunnels while he plans sabotage on a grand scale.

Stone Ghost isn't undead, but neither is he still living. His connection to elemental earth allows him to still take physical form, but in truth, he's closer to his new moniker in nature than he can understand or admit, even to himself. The former student is nothing more than a hateful will unmoored from a body, and the only way to free his tormented spirit to a peaceful afterlife is to destroy him.

STONE GHOST CREATURE 5

UNIQUE NE MEDIUM HUMAN HUMANOID OREAD

Male human oread stone spirit

Perception +13

Languages Common, Gnoll, Terran

Skills Arcana +12, Athletics +12, Intimidation +12, Magaambya Lore +12, Nature +13, Stealth +11

Str +3, **Dex** +0, **Con** +4, **Int** +3, **Wis** +4, **Cha** +1

Items leather armor, +1 morningstar, sling (10 bullets)

AC 20; **Fort** +11, **Ref** +9, **Will** +15

HP 40; **Resistances** all damage 5 (except force or *ghost touch*; double resistance vs. non-magical, stone, or effects with the earth trait)

Stone Spirit Stone Ghost can pass through objects made of stone or soil, including walls. When inside an object, Stone Ghost can't perceive, attack, or interact with anything outside the object, and if he starts his turn inside an object, he is slowed 1.

Speed 25 feet

Melee ♦ *morningstar* +15 (magical, versatile P), **Damage** 1d6+7 bludgeoning

Ranged ♦ sling +11 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning

Primal Prepared Spells DC 22, attack +14; **3rd** *earthbind*, *summon elemental* (earth only); **2nd** *darkvision*, *glitterdust*, *shatter*; **1st** *command* (animals only), *grease*, *pass without trace*; **Cantrips (3rd)** *acid splash*, *dancing lights*, *know direction*, *shield*, *tanglefoot*

Entombing Grasp ♦♦ (earth, manipulate) **Requirements** A foe within Stone Ghost's reach is standing on stone or soil; **Effect** Stone Ghost briefly extends his intangibility to a foe and drags or pounds them into the earth. He makes an Athletics check against the target's Fortitude DC. On a success, the foe is planted waist-deep in

the ground and is immobilized and flat-footed until it Escapes (DC 22). On a critical success, the foe is completely buried and must hold its breath until it is free or else start suffocating. A successful Escape returns the foe to its original square on the surface, or the closest unoccupied square.



Stone Ghost

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TAKULU OT

Kindly Teacher of Incoming Students

Takulu was born in the scholarly town of Tunyani, a settlement dedicated to the worship of the Empyrean Lords of magic and knowledge. Due to protection agreements held with the Tempest-Sun Mages of Nantambu, Tunyani's people were afforded the luxury of scholarly focus, with no need for its youths to train as warriors or soldiers. Instead, custom dictated the eldest child of every family would be sent to the priests and become a theologian. Takulu, first born to his parents, arrived at the temples at the age of five. Though he clearly disliked the separation from the rest of his family, Takulu took to his initial lessons well, soon excelling in his studies beyond what even the most learned scholars of Tunyani could offer him. Recognizing their son would never be happy where he was, stifled in both mind and spirit, Takulu's parents invoked a different tradition—a gift of a sacred ibis went to the Empyrean scholars, and Takulu went to the Magaambya.

Takulu had a considerate and kind nature even as a youth, and he immediately took to the Magaambyan ideals of responsibility and community service. He impressed his teachers with his thoughtfulness and his almost-supernatural levels of calm when dealing with difficult situations. His friendly and accepting demeanor meant that Takulu often found himself making friends with the unpopular or less successful students, helping them overcome bullying, shyness, and other social challenges to excel. These efforts found him surrounded by loyal friends and grateful acquaintances as he advanced his academic career. A year after achieving Conversant rank, he married his wife, a talented glass artist living in Nantambu; their relationship remains quietly happy and unshakable to this day.

For over a decade, he was content, and this was enough. Yet as Takulu watched the next generation of Magaambya initiates work their way through their studies, he began to realize his beloved academy had flaws. The school was incredibly understanding of different methods of learning, but could be callous when it came to supporting students emotionally. The self-directed studies that had offered Takulu the

freedom to pursue his own interests allowed similarly self-directed and ambitious students to flourish but left those less certain of their path in life adrift and lost. The Magaambya's teachers maintained informal schedules and often forced students to seek them out, considering the journey a valuable lesson, yet this method actively favored those with more social confidence. Recognizing that talented youths were being left behind by the Magaambya's practices, Takulu turned his research to a field that had often taken second place to other academic concerns at the university—the study of teaching itself.

Like many subjects at the Magaambya, several scholars had dabbled in this research, but their knowledge had never been aggregated or catalogued. Takulu began the slow process of testing these approaches and adding his own refinements. He volunteered to personally teach many of the new initiates, a task that was usually left up to older students. The scholar also continued to tutor students that failed to thrive, doing what he could to learn the best methods of organizing lessons to help the most people learn.

Imparting his knowledge to the rest of the Magaambya has been slow. Teachers who thrived under the self-guided tutelage of their mentors prefer things to remain as they are. Others approve of Takulu's goals but consider the implementation a project for him and his like-minded students, rather than something to be broadly embraced. For now, Takulu has satisfied his ambitions by making himself a resource to a generation of incoming initiates and by keeping notes on his process and observations with the same precision that he applies to all of his scholarly pursuits.

In addition to his knowledge of magic and mathematics, Takulu is a skilled diplomat, as he deals with irate students and reticent academics on a daily basis. He's also a very capable mbira player. When not teaching, he can be found watching birds on campus or out in the city of Nantambu, where he's usually accompanied by his wife.

Physically, Takulu is an average-looking man with a friendly smile. He wears clothing with crisp patterns

and happy colors, which somehow never have a wrinkle on them no matter what the teacher has been doing recently. He has a favored wooden staff that he almost always carries with him—a gift from a student, which sometimes sprouts a tiny fruit or attracts a brave songbird—and also carries or wears a small trinket in the shape of an anteater, as he has a well-known and innocent delight for the animals. His wholesome image often causes students to gossip about him, making up conspiracy theories of violent hobbies or a secret dark past, but there's no truth to these haphazard stories. Takulu really is everything he appears to be.

CAMPAIGN ROLE

Takulu is the first impression of the Magaambya that this campaign offers, serving as a kindly mentor to the heroes while they are students and a reliable ally to them after they outgrow his guidance. Even-tempered and unbearably kind, Takulu can offer advice and help to heroes who are struggling, including being a mouthpiece for you to provide suggestions to players who are struggling to find their character's role in the campaign. Although he answers to Takulu when faculty members speak to him, he prefers that students call him "Teacher Ot." When not teaching, he can usually be found in his office on the top floor of the Heron Archives.

If placed into a dangerous situation, Takulu's first goal is to protect his students, then anyone else in the area who requires assistance. He isn't a violent man, nor is he very good at violence even if he tries, meaning any combat aid he might offer in the course of the Adventure Path is firmly relegated to a support role.

TAKULU OT

CREATURE 4

UNIQUE LG MEDIUM HUMAN HUMANOID

Male human Cascade Bearer teacher

Perception +11

Languages Amurrun, Common, Elven, Iruxi, Sylvan, Xanmba

Skills Academia Lore +13, Arcana +13, Diplomacy +11, Library Lore +11, Nature +9, Performance +11

Str -1, **Dex** +2, **Con** +1, **Int** +5, **Wis** +3, **Cha** +1

Items anteater mask, *potion of minor healing*, staff

AC 21; **Fort** +9, **Ref** +12, **Will** +12

HP 60

Quick Lesson (auditory) **Trigger** An ally Takulu can see and who can hear Takulu makes a skill check or an attack

roll; **Effect** Takulu grants the ally a +2 circumstance bonus to the triggering check.

Speed 25 feet

Melee ♦ staff +9 (two-hand d8), **Damage** 1d4+1 bludgeoning

Arcane Prepared Spells DC 21, attack +13; **2nd** *comprehend language*, *glitterdust*, *see invisibility*; **1st** *heal*, *mending*, *ray of enfeeblement*; **Cantrips (2nd)** *daze*, *detect magic*, *message*, *prestidigitation*, *read aura*



Takulu Ot

KINDLED MAGIC

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Chapter 3: Stone-Cast Shadows

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Students of the Magaambya

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