



CAMPAIGN OVERVIEW

KINDLED MAGIC

[Campaign Overview](#)

[Chapter 1: Orientation](#)

[Chapter 2: First of Many](#)

[Chapter 3: Stone-Cast Shadows](#)

[Life in the Academy](#)

[Students of the Magaambya](#)

[Adventure Toolbox](#)

The devastation of Earthfall resulted in the slaughter of billions, and the widespread destruction of most civilization erased much of humanity's knowledge. The man credited with bringing magic back to humanity was Old-Mage Jatembe, a folk hero and a myth to the people of the Mwangi Expanse. During the Age of Anguish that followed Earthfall, Old-Mage Jatembe and his students, the Ten Magic Warriors, traveled the Mwangi Expanse and beyond to deliver lore, and with it, hope. Perhaps the greatest and most long-lasting of Jatembe's achievements was founding the oldest (and arguably greatest) magic school in the world, the Magaambya.

The Magaambya

To this day the Magaambya strives to spread the same knowledge and hope that Old-Mage Jatembe and the Ten Magic Warriors did long ago. Teaching a blend of arcane and primal traditions, the Magaambya aims to do more than educate wizards and druids; it hopes to act in service to the whole of Golarion.

The hierarchy of the Magaambya is as old as the school. Newcomers begin as **initiates**, and each chooses one of the school's five educational facets, called branches: visionary Cascade Bearers, sociable Emerald Boughs, curious Rain-Scribes, valorous Tempest-Sun Mages, and story-filled Uzunjati. Initiates engage in a period of public service called a Perquisite before they become **attendants**. Attendants receive a wooden mask (typically resembling an animal) that holds a fragment of the student's spirit and reflects their spirit face. Those deemed to possess enough self-direction to serve the school more broadly become **conversants**. After demonstrating sufficient mastery of Magaambyan techniques, a conversant becomes a **lore-speaker**. All teachers at the Magaambya are lore-speakers.

The player characters advance through these ranks together (though their branches may differ), beginning as initiates and becoming lore-speakers at the end of the second adventure. They take on the role of teachers for the rest of the Adventure Path.

The Vesicant Egg

Old-Mage Jatembe faced many evil forces to help bring the world back into light, and perhaps none were as insidious as the King of Biting Ants. Taking the form of a massive swarm of ants—held together only by a single, prodigious will—the King used the magic of the Doorway to the Red Star, a powerful gateway located in the Mwangi jungles, to dominate the Mwangi Expanse. Jatembe traveled to the Doorway and fought the King of Biting Ants, scattering his form and driving him through the Doorway along with his ageless acolytes. The King of Biting Ants was banished and his evil quelled for thousands of years.

Once he knew defeat was imminent, the King of Biting Ants hatched a plan. He hid tiny pieces of his psyche in the creeping, crawling insects of the ruins around the Doorway. Eventually, several of these mental fragments came together to create a magical insect egg, from which the King of Biting Ants might one day exert his evil will again.

This artifact, known as the *Vesicant Egg* is about a foot in diameter, with many strange powers the heroes will experience firsthand. Just prior to the events of the campaign, the *Vesicant Egg* ended up in the hands of Koride Ulawa, a teacher at the Magaambya, who finds the artifact a compelling puzzle but is wholly unaware of its connection to the King of Biting Ants.

Campaign Summary

The campaign's six adventures are summarized below.

KINDLED MAGIC

By Alexandria Binston and Eleanor Ferron
Pathfinder Adventure Path #169, Levels 1-3

The heroes arrive at the Magaambya as the school's newest students, which means they must engage in public service to the school. In doing so, they learn that some strange force is drawing insects towards the campus, including monstrous ones. The heroes must overcome gremlin troublemakers and a bitter



WHAT'S COMMON?

The assumption of a common language is useful in any campaign. In the Strength of Thousands Adventure Path, references to the "Common" language (such as in creature stat blocks) refer to Mwangi, rather than Taldane. All player characters have Mwangi as their default common language. They can pick up Taldane if they'd like, but won't have a lot of use for it.



ex-student to keep the peace. While these events unfold, the heroes must engage in ordinary student life, such as deciding the specific branches of study to pursue and receiving the animal masks that show their spirit faces.

SPOKEN ON THE SONG WIND

By Quinn Murphy

Pathfinder Adventure Path #170, Levels 4-7

Trusted to handle school business in the surrounding city of Nantambu, the Song-Wind City, the heroes discover they aren't the only ones curious about the strange force attracting infestations of insects. They also contend with a grippli crime boss, uncover stealthy serpentfolk infiltrators, and keep up with their classes. At the end of this adventure, the students become full graduates and are entitled to call themselves lore-speakers.

HURRICANE'S HOWL

By Michelle Jones

Pathfinder Adventure Path #171, Levels 8-11

As new teachers of the Magaambya, the heroes are assigned several students to instruct. When one goes missing due to family concerns back home, the heroes combine their search with a field trip. Taking their students to Terwa Lake, the heroes rescue a village under threat and uncover lost treasures in the ruined city of Bloodsalt. When the wicked Knights of Abendego destroy the village and kidnap its inhabitants, the heroes must pursue them into the Sodden Lands and put a stop to their evil.

SECRETS OF THE TEMPLE-CITY

By Luis Loza

Pathfinder Adventure Path #172, Levels 12-14

As esteemed representatives of the Magaambya, the heroes join a diplomatic expedition to the dangerous city of Mzali. There, they must negotiate with the city's evil leaders for expanded trade rights. The heroes

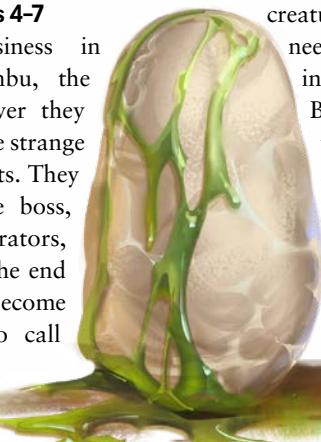
also uncover a route to the hidden city of Osibu. Able to experience this legendary city with their students in tow, the heroes arrive and make friends with its inhabitants, including the ancient arboreal Dimari-Diji. Forces from Mzali, having also learned the route, besiege the city, and the heroes must aid in its defense. When they demonstrate their bravery, Dimari-Diji confides in them that Old-Mage Jatembe might be in some trouble on the planet Akiton, which the heroes can reach through the mystical Doorway to the Red Star.

DOORWAY TO THE RED STAR

By Michael Sayre

Pathfinder Adventure Path #173, Levels 15-17

The heroes negotiate with the guardians of the Doorway to the Red Star to gain passage to the mystical gate and learn how to travel through it to Akiton. Once there, enigmatic, bulbous-brained creatures called the Contemplatives of Ashok need the heroes' help, offering information in exchange. They reveal that the King of Biting Ants has imprisoned Jatembe aboard the King's fortress airship, *Mandibles of Fate*. The heroes must infiltrate this airship and find Jatembe, but they soon learn the King has nearly completed a superweapon capable of reshaping Golarion. The heroes must put a stop to the insectile sorcerer and return to Golarion with Jatembe.



SHADOWS OF THE ANCIENTS

By Saif Ansari

Pathfinder Adventure Path #174, Levels 18-20

Old-Mage Jatembe appoints the heroes his new Magic Warriors in a ceremony back at the Magaambya. Yet the heroes' defeat of the King of Biting Ants awakened his latent sentience within the *Vesicant Egg*, which now works to restore him. To stop the evil plan hatching within the egg, the heroes must overcome trials while shrunk to the size of ants and confront a maggot large enough to crush the school—earning the Magaambya a powerful new guardian in the process.

Key Names

The following are key proper names to keep track of in this Adventure Path.

Ahassunu Teacher; absentminded female iruxi historian.

Ajbal Kimon Evil male human leader of the wicked Knights of Abendego.

Akiton A red, dusty planet in Golarion's solar system.

Anchor Root Student; anxious female ant gnoll.

Campaign Timeline

Key events leading up to the start of the Strength of Thousands Adventure Path are listed below.

Date	Event
Age of Legend	The Contemplatives of Ashok on the distant planet of Akiton establish the Doorway to the Red Star to observe Golarion and bring their learning to the young planet. The Throat-of-Nothingness cult builds a cathedral complex around the Doorway before succumbing to self-destruction and nihilism.
-4294 AR	Skies clear from the impact of Earthfall, and the Age of Anguish begins. Desperate people struggle for survival around the world.
Approx. -3600	The first rumors of the clever and benevolent Old-Mage Jatembe—an old man, even in the oldest legends about him—begin circulating in the Mwangi Expanse.
-3505	A wicked sorcerer called the King of Biting Ants uses the Doorway's powers to dominate the surrounding region. Old-Mage Jatembe vanquishes him and banishes him to Akiton. The King leaves several component ants behind, some of which manufacture the <i>Vesicant Egg</i> to restore him to life.
-3504	Old-Mage Jatembe chooses his Ten Magic Warriors to restore the light of learning to Garund.
-3502	Jatembe founds the city of Nantambu and the Magaambya academy at its heart. Sightings of Jatembe continue for centuries as his legend grows, but he effectively disappears around this time. His Ten Magic Warriors continue to guide and serve the people of the Mwangi Expanse.
4455	Jatembe travels to Akiton, only to be imprisoned by the King of Biting Ants aboard the King's fortress-airship, <i>Mandibles of Fate</i> . While pretending to languish in prison, Jatembe secretly sabotages and delays the King's attempts to construct a superweapon to destroy Golarion.
4606	The permanent, ferocious hurricane known as the Eye of Abendego forms off of the coast of what will become the Sodden Lands. The mountaintop community of Jula becomes a coastal town.
4610	Walkena, the mummified child-god of Mzali, begins his rule of the city with a brutal, iron fist.
4680	Father Heveril, a fallen paladin of Erastil, becomes the leader of Jula.
4699	Evil Norgorber worshippers with the grandiose name of the "Knights of Abendego" arrive in Jula and begin asserting their control over the region.
4705	The King of Biting Ants learns of Jatembe's sabotage and, without Jatembe's knowledge, begins perfecting a second, secret version of his superweapon.
4719	Koride Ulawa discovers the <i>Vesicant Egg</i> and brings it to her hidden laboratory at the Magaambya. She is ignorant of its connection to the King of Biting Ants.
4721	The current year. The heroes arrive at the Magaambya to begin their academic careers.

Chizire Student; easygoing male catfolk.

Dimari-Diji Ancient male arboreal who defends Osibu.

Esi Djana Student; gifted female human.

Father Heveril Jula's leader; male human ex-paladin of Erastil.

Haibram Thodja Student; reckless male dwarf.

Ignaci Canterells Student; secretive male human.

Izem Mezitani Teacher; winged aasimar human archeologist.

Janatimo Teacher; itinerant male half-elf storyteller.

Jula A rain-lashed coastal town in the Sodden Lands.

King of Biting Ants Evil sorcerer formed from thousands of ants, banished to Akiton by Old-Mage Jatembe.

Koride Ulawa Teacher; irresponsible female human naturalist.

Lesedi Teacher; intimidating female elf extraplanar scholar.

Mafika Ayuwari Teacher; martially minded male human celebrity.

Magaambya The world's oldest magic academy, with a focus on service to all people and to the natural world.

Mariama Keitana Student; erratic female human.

Mzali A temple-city located in the southern reaches of the Mwangi Expanse.

Nantambu A canal-filled city-state located on the western edge of the Mwangi Jungle, built around the Magaambya academy on an island at its center.

Nhyira Teacher; overbearing genderfluid elf historian and patron of the arts.

Noxolo Student; investigative female human.

Okoro Obiyo Student; athletic male human.

Old-Mage Jatembe Mythical male human wizard who founded the Magaambya and helped rekindle the art of magic during the Age of Anguish.

Osibu An idyllic lost city located in the southern reaches of the Mwangi Expanse.

Seldo A small city-state on the planet Akiton.

Strands-of-Glowing-Dawn Tzeniwe Student; motherly female anadi.

Tahenkot Teacher; demanding female human scholar.

Takulu Ot Teacher; kindly male human mathematician.

Vesicant Egg An artifact containing the malevolent will of the King of Biting Ants, recovered by Koride Ulawa.

Walkena Evil mummified child-god and ruler of Mzali.

Zuma Teacher; eccentric male half-orc conspiracy theorist.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



KINDLED MAGIC

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

Chapter 1: Orientation 8

The Magaambya's newest students must undertake an unusual interview before settling into their dormitory and meeting their peers. A week of service projects ends with a formal introduction ceremony, but gremlin saboteurs disrupt the preparations and try to make a quick end of the heroes' academic careers.

Chapter 2: First of Many 28

Settling into their class routines, the heroes perform service missions to gain favor with some of the Magaambya's teachers. Throughout these missions, the heroes learn about an unusually high amount of insect activity at the school. During their solemn First Masking ceremony, giant insects burst from the walls and attack.

Chapter 3: Stone-Cast Shadows 46

The insect attack during the First Masking reveals a sprawling warren of caves and tunnels beneath the school. The heroes receive the task of exploring the most distant and ostensibly safest tunnels, but they end up face-to-face with the vengeful ex-student behind the recent attacks.

LEARNING EXPERIENCE

A campaign where students attend a magic school wouldn't seem very magical unless all the heroes can cast spells. Every character gains the druid multiclass archetype (*Core Rulebook* 225) or wizard multiclass archetype (*Core Rulebook* 231) to reflect the primal and arcane teaching traditions of the school. More details are provided in the free *Strength of Thousands Player's Guide*, and specific details about free archetypes can be found on page 194 of the *Pathfinder Gamemastery Guide*.

Throughout the Strength of Thousands Adventure Path, the heroes gain XP not from winning fights, but from solving mysteries, aiding others, or even just making friends. If character advancement in this campaign feels different than it does in other campaigns, that's perfectly fine! There are plenty of thrilling combats in store, but much of the "magic school" experience comes from helping peers, earning teachers' trust, or even getting into some trouble. Hopefully, your players learn early on—perhaps as soon as their initial interview with Teacher Ot—that their characters gain XP for these things. You should reward the heroes with full XP for creative solutions to bypassing hazards or monsters, as if the heroes had overcome the challenges in the usual manner; this might convince them to find inventive solutions to the inevitable combats.

ADVANCEMENT TRACK

"Kindled Magic" is designed for four characters.

- 1** The heroes begin this adventure at 1st level.
- 2** The heroes reach 2nd level after they defeat the gremlins at the Introduction Ceremony.
- 3** The heroes reach 3rd level after completing their First Masking and fighting off the insect attack.
- 4** The heroes should reach 4th level by the end of the adventure.

Old-Mage Jatembe was the most powerful man in the world. Wherever he went, he spread hope and light to the people around him. All of the good things in the world were awed by Jatembe and came to give him secrets. All of the foul creatures declared war on him, but Jatembe stole their magic and banished them. In this way, Jatembe turned a world of ash into the beautiful land we have today, filled with fish and animals, grains and palm trees, sweet yams and red soil. The foul beasts wailed at their realms of ash and terror being transformed into rich and wonderful lands, but they all feared Jatembe.

One day, a creeping bad-luck spirit inched forth from the grass. It was too young and foolish to know its limits and thought, "I will take vengeance on Jatembe and laugh at his misery." The spirit crawled into the nearby village and asked where Jatembe was, but no one could answer. It asked then where the riches of Jatembe were, but people said they knew of none. It asked where the spouses of Jatembe were, but the people could not name anyone he had married. It asked where the weapons of Jatembe were, but the old mage's greatest weapon had always been the knowledge he kept in his head.

Frustrated, the little spirit demanded, "What manner of great man can this Jatembe be, if he has no riches, no wives, no husbands, no weapons, nor any children?"

Yet Jatembe had many children, the people answered, as they showed the little spirit the great city of Nantambu where thousands and thousands of students learned, worked, and helped each other by Jatembe's words. The little spirit decided that if it couldn't have vengeance on Jatembe, it would do so upon his children. The spirit listened until it found a voice that told it how to get inside. Following the voice, it crept into the city through the tiny cracks in the buildings' walls, so small that even an ant would have to squeeze, but Jatembe's students caught the spirit and tossed it out like a harmless grass snake. The spirit became terribly angry at its treatment but could do nothing on its own, and so it sought out others like itself to creep back inside and strike using the distraction of a celebration...



CHAPTER 1: ORIENTATION

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

This adventure begins when the heroes arrive together at the Magaambya Academy as initiates. The Magaambya has a beautiful campus with massive mosaics of Jatembe's Ten Magic Warriors overlooking the school's terraced gardens and the surrounding city of Nantambu—a beautiful view only slightly spoiled at the moment by a powerful rainstorm. The heroes of this adventure are assumed to be young adults or older, to have secured a sponsor for their attendance at the academy, and to have just embarked on their Perquisite—a period of public service (usually lasting a year) that entitles new initiates to attend classes as well as receive school housing and stipends.

The Magaambyan instructor Takulu Ot (page 90), a human man with colorful clothing and warm eyes, meets the collected group of heroes. Once the heroes have all assembled, Takulu arrives to address them, read or paraphrase the following.

The teacher speaks with a gentle, soothing timbre. "Welcome, and a kind hello, new students. It is my pleasure to instruct you. You may call me Teacher Ot. You are embarking now on a life of study and service. We see within you intellect, passion, and judgment—in short, the virtues to build upon the strengths of the thousands who have come before you. We follow the footsteps of Old-Mage Jatembe, who showed us that the price of magic is the responsibility to better the world."

Takulu has not just come to welcome new students—he's also here to conduct the customary interview initiates receive before being accepted into the Magaambya. During their backstory, some heroes might have had individual interviews with the sponsor that recommended them to the university, which may have included picking out their branches. They're presumed to have sufficiently distinguished themselves during those interviews to initially earn their place at the Magaambya, but they must do the introductory interview with Takulu regardless.

Group Interview

No matter how the heroes came to the Magaambya, Takulu conducts a group interview with all of them. Aside from the in-world purpose of allowing Takulu to learn more about the new students, this interview is a great time for the players to introduce their characters, learn more about each other, establish pre-adventure relationships or connections based on the given answers, and get into the mindset of working with one another at a magical school before moving on to the rest of the adventure. You can shorten or expand this introductory session to suit your group's needs.

CHAPTER 1 SYNOPSIS

In this chapter, the heroes arrive at the Magaambya as new students. They engage in a curious introductory interview with the kindly Takulu Ot before getting a tour of their dormitory. During this tour, the heroes can start making friends with some of their peers. For each of the following five days, the heroes engage in service projects keyed to one of the Magaambya's five branches: Rain-Scribes, Tempest-Sun Mages, Cascade Bearers, Emerald Boughs, and Uzunjati. After these five days of service, the heroes are scheduled for the Introduction Ceremony. A gremlin attack disrupts this event and hints at larger problems at the Magaambya.

CHAPTER 1 TREASURE

This chapter doesn't provide many items, as the bulk of the heroes' treasure is in their initial stipend for becoming students. The permanent and consumable items available as treasure in Chapter 1 are as follows.

- +1 handwraps of mighty fists
- hand of the mage
- holly bush feather token
- wolf fang

This interview can even serve as an introductory pre-campaign session to help you and the players build their characters together.

QUESTIONS

Takulu begins the assessment with very basic, though still important, questions for each new student. Feel free to intersperse these questions throughout the aptitude tests below; the interview should feel more like a conversation than an interrogation.

- “Who are you?”
- “What most interests you?”
- “What do you consider your greatest strength?”
- “What work have you done to bolster those in and around the Magaambya before now?”
- “What do you seek at the Magaambya?”
- “Once you have attained that which you seek, what goals do you wish to achieve?”

Takulu doesn’t expect deep answers to these questions, as he knows that some heroes might not have deeply considered these matters, but he expects thoughtfulness and he wants to see how they frame their responses.

APTITUDE TESTS

Along with these simple questions, the interview involves a short series of aptitude tests for the heroes, which present challenges for the students to overcome with their skills. Takulu doesn’t mind if a student declines a challenge; he understands that new students might reasonably lack the magic or skills to accomplish every task.

These tests could have many solutions depending on a specific character’s abilities. Although the easiest solution to each test involves magic, Takulu also encourages the creative use of mundane abilities—he strongly believes (and gently reminds reluctant or frustrated heroes) that there’s magic in everyday solutions as well. He’s also pleased whenever students solve an issue by working together. Feel free to encourage players who find creative solutions to these tasks outside of the stated suggestions below, perhaps including a skill check that has a similar DC to the ones given here.

“Can you light this candle without flint or matches?”

Any spell that produces flame lights the candle. A hero who succeeds at a DC 18 Survival check can also start a fire by rubbing kindling or a similar substance that isn’t flint or a match. Due to the rain, there isn’t a lot of suitable wood at hand; however, if the hero has dry wood or tinder, reduce the DC of this check by 5.

“Can you get a feather from this bird without plucking one?” Takulu coos to call forth a blue quail tame enough to flee only if someone gets too close.

A hero with wild empathy or another such ability to communicate with the shy bird can convince it to pull or shake loose a feather with a successful DC 13 Diplomacy check. Luring the bird near something sticky (like honey) or rough (like bark) to snag a feather requires a successful a DC 13 Nature or Survival check. A hero who scares the bird with a spell like *fear* or who succeeds at a DC 16 Intimidation check frightens the bird into flapping its wings and dislodging a feather.

“Can you get a secret from this snake?” Takulu presents a small, harmless Garundi shovel-snout snake with distinctive scale patterns. A hero who succeeds at a DC 17 Occultism check while looking over the patterns realizes that the snake was born alongside a shadow twin who watches events from the spirit world. Additionally, a hero who handles the snake identifies a hidden spike on the snake’s tail with a successful DC 15 Perception or Nature check. Finally, a hero who looks over the snake and succeeds at a DC 14 Medicine check realizes that the snake is blind in one eye. Takulu counts any of these facts as a secret.

“Can you soothe the soul of this bone?” This test is somewhat a trick question, as Takulu knows that the heroes are unlikely to have higher-level spells like *gentle repose* or *rest eternal*. However, a hero who succeeds at a DC 15 Religion, Performance, or Society check (or a check with an appropriate Lore skill) knows a socially appropriate funeral rite to perform on the bone. Takulu considers anyone attempting to cast the *soothe* spell on the bone a bit too clever for their own good, but he counts that approach as a success as well.

“Can you make this stone dance by itself?” This test is another trick question. The heroes might inquire what counts as “by itself,” but Takulu simply tells them to use their own judgment. He knows that most students lack the *animate object* ritual to perform the most direct solution to the problem, but he accepts spells that move the rock, such as *gust of wind* or *unseen servant*. A hero who succeed at a DC 17 Acrobatics, Athletics, or Thievery check can skip or spin the rock with sufficient force that it continues moving by itself long enough for Takulu to count the attempt as a success.

XP Award: Grant the heroes 30 XP for each aptitude test they pass, to a maximum of 150 XP.

MAGIC SYMBOLS

Takulu magically conjures glowing symbols in the air and says, “You see six symbols before you. Which do you choose?” These symbols might seem related to the questions and the aptitude tests, but they serve



a different function: they help kindle the characters' innate magical talent into a spell. He waits until all the heroes have chosen a symbol (or opted to not choose any symbol at all, which he respects as a choice). Multiple heroes can choose the same symbol.

A hero who selects a symbol gains a cantrip as an innate spell, which they can cast at will. If the hero already knows the cantrip, choose another arcane or primal cantrip the hero doesn't already know that seems appropriate for their symbol choice. The hero keeps this cantrip until they learn to cast another cantrip from any other source (which is likely to be when they acquire the druid or wizard multiclass archetype upon reaching 2nd level). At that point, the greater magical lore they've unlocked replaces this minor spark of magic. A hero who doesn't choose a symbol doesn't get a cantrip but gains a +1 status bonus to saving throws against spells until they reach 2nd level.

Flickering Candle: The hero gains *dancing lights* as a primal innate spell.

Balanced Scales: The hero gains *guidance* as a primal innate spell.

Multipronged Key: The hero gains *mage hand* as an arcane innate spell.

Pursed Lips: The hero gains *message* as an arcane innate spell.

Open Hand with an Eye in the Palm: The hero gains *shield* as an arcane innate spell.

Running Hourglass: The hero gains *stabilize* as a primal innate spell.

FINAL QUESTION

Takulu has one final question for the heroes, but he doesn't require an answer right away. Read or paraphrase the following.

"At the Magaambya, we seek to understand our differences. Where others might dismiss a trait as irrelevant or troublesome, we understand that the things that make us unique in life are key to who we are as people. And it is who we are as people that defines our magic. Sometimes, it is things that are different about us, things that societies have taught us to hate, that show what our talent will be. To the north, people say that children with white or red hair have strong potential for magic. Here in Nantambu, we recognize that left-handed people are skilled at undoing spells. One student of mine is terrified of butterflies, even though he considers it ridiculous. Yet in exchange for this fear of fluttering whimsy, he has one of the most orderly minds for games and strategy that I have ever seen.

"Sometimes, we do not understand our magic, and that lack of understanding causes pain. People who

INSECTILE HEROES

Some characters might be insectile or arachnid in form or outlook (such as anadi characters) and are thus drawn by the Vesicant Egg as well. These characters don't have any particular insight into what has drawn them here any more than mundane insects do, and they aren't drawn to any specific place on campus just yet. They only know that the Magaambya feels very much like the right place and that they belong on campus—a feeling that many students over the years have shared!



are uncomfortable in their own skin are incredible shapechangers but often feel unsettled until they recognize the shape they were meant to be. Those who feel an urge to jump from high places often become frightened of themselves, but they are simply channeling the untrained will to fly.

"Sometimes, our talents are not revealed by happy means," Teacher Ot face becomes somber, and he continues, "One student here had a family who planned her life out from birth to death, punishing her when she deviated the slightest bit. She only found freedom in the thought of her grave, and as a result, the dead began to speak to her. Here, she has freedom to choose her own path, but her necromancy remains strong.

"You don't have to share, but I want you to ask yourselves: what about you defines you, even if others rarely notice it? Is there something inside you that pulls at you, perhaps defying rational explanation? Thus, I return to my first question: who are you, and how can that person best be guided to grow?"

Once each student has either answered this final question or promised to think on it, Takulu hands each of them a yellow and blue bead made of durable glass. He tells them that they're expected to wear a string of beads at all times to identify them as initiates of the Magaambya (both to let people know they represent the school as well as to identify them as initiates should they cause trouble). He asks each hero to incorporate this bead in their string, as it shows his role as the teacher who has admitted them. If they don't yet have a string of beads—or even know about this requirement—he explains it to them and then asks them to start their string with the bead he's given them.

The group interview complete, Takulu directs the heroes to Spire Dormitory, where they'll stay while they're students at the Magaambya.

XP Award: After the completion of the initial interview, grant the heroes 80 XP.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



Spire Dormitory

With their interviews completed, the heroes can now freely explore the campus at their leisure, though the pouring rain discourages them from wandering far. The map of the Magaambya grounds appears on the inside front cover of this adventure. The obvious place for the heroes to shelter and unpack is their assigned student dorm building, the Spire Dormitory. This building already houses several fellow initiates who have been informed of the heroes' impending arrival. When the heroes reach the dorm, Esi Djana (page 68) approaches to help the new initiates get settled in. Esi is an ambitious young woman who has already made a name for herself at the Magaambya. She carries a number of spider-silk umbrellas in case any of the heroes don't have protection from the rain and need it. Read or paraphrase the following.

A young woman trots out from the one-story dormitory building. Shielding her head with a silk umbrella reinforced with dry reeds. Four stone spires surround and rise above the building. "You're the new students, o? You'll be rooming with us in Spire Dorm. Come in, I'll show you the place." The woman

gestures with her umbrella toward the door, taking a few steps back toward the building's welcoming, dry overhang.

A catfolk sprawls beneath the eaves of the dormitory building, a sliced and sticky mango laying on a cloth on his chest. He looks up from licking the juice off his fingers, his mouth spreading into a toothy smile. "Care for some mango?" he says cheerfully while gesturing idly to the fruit. "Or if you'd prefer something to cheer you up from the rain, I have some wine brewing back in my room."

"Don't offer them your moonshine!" Esi scolds, before addressing the heroes again. "This is Chizire. Don't become a slacker like him."

"I don't need to study. Amurruns have the best magic, everyone says so," Chizire says. "Esi here is trying to run the entire school. Even playing teacher for the new students, it looks like."

Esi blows out a sharp breath. "Koride told me to get them settled. Said that handling the new students was our job."

"Fft. Do we look like attendants to her? Not yet, we aren't," Chizire replies, turning his attention back to peeling the skin off another slice of mango. Esi waits for a moment before scuffing her foot at the catfolk's tail and then stepping over him to go inside.



As Esi shows the heroes around Spire Dormitory, she also notes that in addition to sharing living space, the heroes have been chosen to become a “cohort.” Cohorts at the Magaambya are initiate groups that share the same class schedule and Perquisite work schedule. These groups rotate duties with other cohorts to ensure each cohort gets a specific day of the week off from their work.

In addition to Chizire and Esi, Ignaci Canterells and Anchor Root currently occupy the dorm. The other students living here are currently elsewhere.

Ignaci greets the heroes with a charming manner that seems as polished and rehearsed as his smile. As soon as it’s polite to do so in conversation, he mentions that he sells alchemical items for a “reasonable fee to recoup his time and expenses.” He also mentions that the dorm holds a weekly game night that the heroes are welcome to attend.

Anchor Root is currently trying to clear out a mundane infestation of ants (which, unbeknownst to the students, have been attracted by the *Vesicant Egg*). She’s leading her fluffy chicken familiar around by a stick, and the chicken eagerly gobbles up the ants. The gnoll squeaks in horror when spotted and tries to avoid notice by hiding—poorly—behind a piece of furniture. Friendly heroes can wrest a few soft-voiced responses from her and possibly even convince her to show off her collection of pet fruit beetles.

FEATURES OF SPIRE DORMITORY

Spire Dormitory is an open, airy building with several comfortable couches and beautiful mosaics. Four tall spires surround the building, two to the north and two to the south. At 50 feet high, these spires stand much taller than the single-story dormitory. Open construction allows ample light during daylight hours, and lanterns hang in each room to provide light at night. Ceilings are 10 feet tall throughout, and the sturdy wooden doors latch from the inside (some students have, at their expense, installed locks). Each dorm room has mosaic floors and a university-provided bed, couch, and chest. Some chambers originally served different purposes and were only later converted into residences, so some rooms are larger than others; this discrepancy is a point of minor contention between the students in residence.

A1. SOARING SPIRE

This spire looks identical to the other three around the dormitory: a narrow pillar of stone that tapers to a blunt point 50 feet above the ground. However, a strange gravitational anomaly surrounds this spire. A creature within 15 feet of the spire can High Jump up

MEET YOUR PEERS

The heroes are hardly the only up-and-coming students at the Magaambya. *Kindled Magic* outlines nine NPC students who are interwoven throughout this Adventure Path as peers and colleagues of the heroes, beginning on page 67. As they’re meant to grow alongside and remain relatively on par with the heroes during the Adventure Path, they don’t have any listed statistics beyond the skills they know best. Though these characters are meant to take an auxiliary role to the heroes’ actions, they’re valuable for creating a sense of immersion and community. At your discretion, feel free to add more students or even replace these students with different NPCs.

Befriending Students: The heroes will probably want to make friends with at least some of these NPCs. As noted on page 246 of the *Pathfinder Core Rulebook*, the use of the Diplomacy skill to change an NPC’s attitude only lasts for the current social interaction unless the GM decides otherwise. It’s up to you to decide when an NPC student’s attitude permanently shifts in favor of the heroes. Befriending these NPCs earns the heroes classroom benefits and access to uncommon rules items, as described on page 67.

Handling NPCs: Running the many teachers and students of the Magaambya can prove a difficult task for even the most prepared GM. Depending on the experience and willingness of you and your roleplaying group, you can consider allowing your players to roleplay specific student NPCs in addition to their own characters—this approach might be more challenging for the players but has the benefit of making the NPCs more robust. You can even reward Hero Points for occasions when a player-run NPC acts in character, but in a way that inconveniences the heroes.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

to 60 feet into the air without an Athletics check and land without falling damage. Magaambyan students mostly use this zone to slingshot each other into the air for fun or to access the sloped roof of the dormitory for some privacy. Unsurprisingly, Haibram uses it as a launching point for hang gliding and tries to fly as far as he can.

A2. COMMON ROOM

Decorated with a colorful and intricate mosaic on the walls and floors, this large room has a number of plush couches for students to relax, socialize with one another, or simply take a quick nap.





A3. WEST BATH

Magic keeps the water in this large bath fresh and warm. The antechamber to the south serves as a washing and changing room but has informally turned into a laundry. There are just about always piles of laundry stacked here.

Anyone searching this area who succeeds at a DC 20 Perception check finds a loose stone concealing three dishes of a strange red mold. Chizire keeps this mold here, and he's the only one aware of its presence. The mold is harmless, but it causes a creature who ingests a dish of it to display fever symptoms, including bloodshot eyes and yellowed skin, for 24 hours. A hero who succeeds at a DC 15 Nature check to Recall Knowledge identifies the effects of the mold; on a critical failure, the hero thinks the mold is poisonous. Chizire uses the mold to fake illness whenever he has an obligation he doesn't feel like doing.

A4. WASHROOMS

The dorm has two major washrooms that each contain toilets, mirrors, and washbasins for the students to freshen up.

A5. ANCHOR ROOT'S ROOM

Anchor Root's room is mostly neat, save for the occasional dried chicken dropping. Stacks of small, cleaned animal bones sit in the corners, and several large tubs serve as homes to her collection of pet fruit beetles, many of which are the size of a human fist.

A6. ESI'S ROOM

This room is crammed to the brim with hiking and sports sticks, cut pieces of leather, carving supplies, book glue, parchment, stray books, and half-done sewing projects. Despite this quality, Esi occasionally comments on the strangeness of having such a large room to herself and how it often feels empty.

A7. OKORO'S ROOM

Games of all kinds, from wooden board games to dart boards and hoops, have been piled high in this room. Everything appears impeccably organized with not even a speck of dust or mud on anything.

A8. CHIZIRE'S ROOM

This room most notably features a fully functional moonshine still. Chizire happily shares his recent brewing projects with anyone who happens to pass by, regardless of whether they're interested. Despite this contraption taking up most of his room's free space, Chizire also keeps a few shade-loving plants from Kibwe in pots.

A9. MARIAMA'S ROOM

This room formerly belonged to Haibram, but the dwarf wagered it in a high-stakes card game against Mariama and lost. Mariama's room is filled with wooden practice weapons, old scrolls, impressive but magically inert knickknacks, and a stuffed lizard toy. The room also smells heavily of narcotics. Her familiar, a fat monitor lizard named Kedu, is usually asleep near the window.

A10. TZENIWE'S ROOM

Due to her two children, Tzeniwe received the largest dorm room, which the other residents have grudgingly admitted is fair and thus off-limits from various student gambits. As one might expect from the presence of two rambunctious spiderlings, the room looks messy with toys, webs, and weaving projects stuck to various walls and the ceiling.

A11. IGNACI'S ROOM

Glass alchemy equipment primarily occupies the room, scattered across the extra chest, desk, and bookshelf that Ignaci misappropriated from elsewhere on campus. Ignaci sells common alchemical elixirs of 3rd level or less and alchemical tools of 4th level or less; he has a one in four chance of having something specific the heroes ask about right on hand. If he makes bombs or poisons, he certainly doesn't admit to it.

A12. HAIBRAM'S ROOM

After losing his large room to Mariama in a card game, Haibram remained true to his word and moved into this smaller chamber—clearly, he's more sore about losing than about the smaller accommodations. Haibram has an impressive collection of weapons, both real and fake, but his most impressive possession is a pair of cloth and reed dragon wings big enough for flight.

A13. NOXOLO'S ROOM

This room contains a large collection of dance outfits, several small chests of medical supplies, and a tall jug of water Noxolo keeps on hand as an emergency fire extinguisher. Almost all of the room's furniture and her possessions have been crammed against the walls of the room, leaving a large amount of clear floor space at the center for dancing.

A14. AVAILABLE ROOMS

There are six rooms available from which the heroes can choose. Each is neatly made and ready for someone to move into it. Upon each bed, the heroes find a scrap of yellow cloth folded around a

sunburst-shaped glass bead to add to the string of beads they wear as initiates.

A15. EAST BATH

LOW 1

Kept slightly cooler than the west bath, this large bath sees less use from the residents, as does the laundry room to the south. The east bath has a few heaps of clothes that have been here for months but which no one has claimed.

Creatures: The ambient magic of the Magaambya, and of this area in particular, has animated two scraps of cloth as spellskeins. The spellskeins don't bother the dorm's residents, instead hiding in wicker baskets, under the wash bin, or in cracks in the wall. As a result, the residents don't even know of their presence. The spellskeins are nevertheless protective of the students, and when a hero comes into this area for the first time, the spellskeins mistake them for an intruder and hop out in frog shape to attack. They enthusiastically attack but break off combat quickly. Any spellskein reduced to fewer than 6 Hit Points, or which becomes grabbed, ceases its attacks. The heroes can drive these spellskeins out of the dorm, but once the tiny constructs accept the heroes as proper residents, they're harmless, other than stealing the occasional unattended kerchief or sash.

SPELLSKEINS (2)

Page 85

Initiative Stealth +7

CREATURE 0

Treasure: The heroes can find a +1 handwraps of mighty blows among the abandoned laundry here. None of the other students have claimed it, so the heroes can keep it if they'd like.

A16. ALL-SEEING SOLUTIONS

This well-rendered drawing of the black-and-white mask of Nethys, god of magic, adorns the wall at the end of the hall. The words "All-Seeing Solutions: Pay in Light, Let the Darkness Show Wisdom!" is inked onto the wall next to the mask. Ignaci built a magical machine behind the mask, just visible behind the mask's eyes. A hero who succeeds at a DC 15 Arcana or Perception check while examining the mask spots it there. When someone places a silver piece into the slot of the white eye and holds a written assignment or question before the black eye, the mask's mouth ejects a scrap of paper. This paper most often contains an insulting message (like "your penmanship leaves something

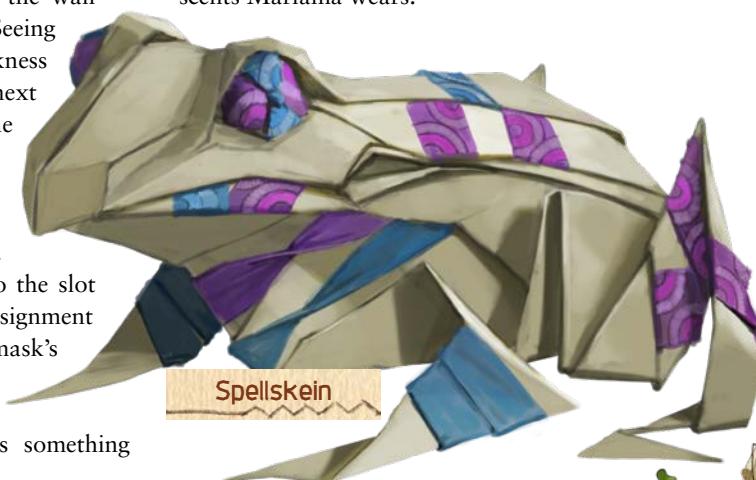
to be desired.") or gibberish (like "needs more green curry!"), but Ignaci put a bit more magic into this prank project than expected: one out of 10 times, the scrap of paper provides a genuinely helpful clue to completing the assignment. A mask only spits out a response to a particular assignment or question once. Perplexed students desperate to finish an assignment sometimes rely on the All-Seeing Solutions when they have no other choice. Ignaci removes the money and changes the paper every week or so.

A17. MAINTENANCE HATCH

The secret door to this hallway is well-hidden, but marks on the floor and the wall nearby give away its frequent use. A hero looking around this area finds the secret door with a successful DC 16 Perception check. A hatch at the end of the hall leads into a cramped maze of decommissioned water and delivery tunnels beneath the campus. The other students know about these tunnels and mostly use them for exploring, playing card games, or engaging in other private endeavors. Anyone in the tunnels can sometimes hear echoes of conversations from distant parts of the campus. If the heroes don't discover this secret tunnel on their own, a student they've befriended might tell them about it. Where the tunnels might lead is up to you, but the heroes will learn that they lead to some storage rooms later in this chapter and, near the end of this adventure, that they connect to some dangerous insect-invested caverns.

A18. FROG POND

Though various puddles and pools spring up all over campus during Nantambu's rainy season, this deep pond remains all year round. While Mariama is convinced that the frogs in the pond are enchanted and deliberately jump on her, the frogs are entirely ordinary but attracted to the bright colors and unusual scents Mariama wears.



KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

Around Campus

After the heroes have settled in at the Spire Dormitory, Esi offers to show them around the other two areas they're most likely to frequent while living on campus: the dining hall and the student supply store. The latter is particularly important, as the heroes must go there to get their stipends for supplies and other living expenses. If the heroes balk at going back out into the rain, Esi replies with a laugh, "You had better get used to it, o! It rains like this over half the year."

THE DINING HALL

The Magaambya's dining hall is a large, kitchen-warmed facility with handsome mosaics and plenty of seating. Though most students take their meals outside on sunny days, the hall is a very popular meeting place for students and teachers during the rainy season. Scholars soak up the warmth, chat with each other, and casually eat slices of mango or plantains from wide, shallow baskets.

The head cook, **Lumusi Yao** (NG female human chef 5), makes a point of coming out to greet new students and welcoming them to the dining hall, which she considers her domain. She notes that the students receive two meals every day and that the dining hall is open from sunrise until two hours after sunset each day. Although most workers in the dining hall know students by sight, Lumusi gives each of them a glass bead resembling a piece of fruit to mark their status. She encourages them to wear it along with their other beads.

If the conversation gets around to money-making opportunities, Lumusi mentions that she uses students to help the constantly overworked kitchen staff. Students can use the Earn Income downtime action (*Core Rulebook* 236) to harvest nearby jungle fruit (using Survival), help tend the community gardens (using Nature), repair serving dishes or kitchen implements (Crafting), or use other relevant skills. Lumusi typically has students conduct level 1 tasks, but at your discretion, she might have more challenging opportunities available.

STUDENT SUPPLY STORE

Affectionately named "the Powderpile" due to its large collection of magical powders, the student supply store is run by a diligent kobold named



Lumusi Yao

Xhokan (LN male kobold inventory manager 9). Xhokan gives each new student who comes to the store a small lump of clay and demands they roll it into a bead and then return it to him for his collection. In exchange, the kobold gives each of them a tan glass bead in the shape of a bulging sack for them to wear with their other beads.

More importantly, Xhokan gives each hero their initial stipend of 40 gp and some basic supplies, such as parchment, quills, and ink. He explains that, so long as they're students in good standing, they receive basic school supplies and 4 gp at the start of every month. He gives them their first 4 gp as well but bristles at any suggestion that he should've simply given a lump sum of 44 gp—to Xhokan's keen mind, the amounts are separate and should be given and tracked separately. This initial stipend seems like a lot of money, but it's the bulk of the party's treasure for this chapter.

Xhokan's store sells many common items the heroes might need: all adventuring gear; alchemical items, held items, and worn items up to 3rd level; oils, potions, scrolls, and wands up to 5th level; and staves up to 6th level. He can recommend merchants in Nantambu for other common items the heroes might want. Xhokan also notes that the store pays a finder's fee for items of interest to the Magaambya, allowing the heroes to sell treasure they find to the school. His store opens two hours before lunch and closes at sunset.

At your discretion, Xhokan can sell more dangerous or advanced supplies as the students continue their studies, which is most likely to occur when the heroes gain higher ranks in the Magaambya. Xhokan might give access to these items earlier if the students prove that they can manage such items safely.

Service Projects

As part of the conditions of their acceptance into the Magaambya, the heroes are expected to perform their Perquisite, a period of public service to the school and to the people living around it. To help the heroes settle into these responsibilities, the academy asked the senior initiates in the heroes' dorm to spend five days giving the heroes tasks for their Perquisite, then introduce the heroes to the Magaambya's teachers on the sixth day so that the new initiates can start attending classes after a day of rest. Esi Djana suggested that the tasks for the Perquisites be used to help teach the heroes skills and magic important to

each of the Magaambya's five branches: Rain-Scribes, Tempest-Sun Mages, Cascade Bearers, Emerald Boughs, and Uzunjati. The other initiates agreed, though with varying degrees of enthusiasm.

The day after the heroes' arrival, Esi tells them to meet her in front of the Spire Dormitory first thing in the morning.

Rain-Scribe Assignment

When the heroes arrive outside the dormitory the next day, Esi and Haibram Thodja are waiting to greet them. Read or paraphrase the following.

"Ah, the green shoots blossom in the rain," a well-muscled and clean-shaven dwarven man calls out with a smile. He gives a friendly wave. "It was meant to be me and Root meeting you, but I guess not?"

"I swapped with Anchor Root," Esi replies, brushing the point aside before addressing the new students. "Over the next five days, you'll be helping with each of the school's five branches. Haibram and Anchor Root seek to join the Rain-Scribes. It's the branch that explores the world and helps other travelers make their way through uncertain territories. That means Rain-Scribes have to work well with both nature and people."

Haibram continues, "We can really use your help. The Kafesi Market won't deal with anyone they know is part of the Magaambya. Since you're new, you should be able to get in without a problem. You'll be looking for, er, chickens.

"Did you know there's such a thing as endangered chickens? Of course, any chicken that comes too close to me is endangered," Haibram grins. "A farmer outside of Nantambu, Bisola, said her family used to keep Ojofiri chickens. Said they could hatch anything, even a dragon egg! I don't know about that, but she wants to raise Ojofiris again, so we're going to get her some. Ojofiri eggs aren't very hardy and the birds aren't good layers, so they mostly got put in soup and now there's hardly any left. Well, we caught wind that someone at Kafesi has a few chicks. Go and bring some back."

The pair describes Ojofiri chickens as small fowl with white faces, dark blue feathers, and lavender combs; chicks should have dark blue feathers with a white underbelly. They ask the heroes to bring back at least four chicks, which hopefully will ensure there's at least one male and one female chicken,

but the more the better. They also describe the Kafesi Market as a wandering bazaar that clashed with the Magaambya in the past; its merchants are shrewd bargainers at best, and some are downright unscrupulous. The heroes should investigate sellers and their goods carefully before making a purchase. Esi gives the heroes a pouch with 20 gp and encourages them to hurry—the Ojofiri chicks might sell out.

Esi brushes off questions about why the Magaambya agents aren't welcome there, but a hero who succeeds at a DC 15 Society check, or who later asks around and succeeds at a DC 17 Diplomacy check to Gather Information, learns that the Magaambya actually won't deal with the Kafesi Market. Some of the market's merchants have sold dangerous magical items

and lethal curses—as a result, the Magaambya has informally boycotted them. With the heroes so new in their affiliation, they can visit the market without implicating the school as a whole.



KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

SEARCHING KAFESI MARKET

The heroes might not realize it right away, but they're on a timer. The only chicken breeder with Ojofiri chicks, **Makena** (N female human chicken breeder), has only eight of them, and she sells one every hour. The heroes must learn the market's current location, find the merchant, then barter for the chickens while she still has some left. The suggested skills for these tasks are listed below; as usual, other appropriate skills and Lore skills can be used instead of the given list, and you should allow players who come up with creative solutions to use different skills (but with a similar DC).

Finding the Vendors: Kafesi Market is a travelling market comprised of simple wooden tables that serve as stalls, sheltered under a cluster of large, colorful umbrellas. Heroes trying to find the market's current location in Nantambu must succeed at a DC 19 Diplomacy check to Gather Information (DC 15 if the heroes hide their initiate beads since people are reluctant to direct Magaambyans to the market) or a DC 19 Perception check to simply look around. If the heroes want to Aid one another on this check, the DC to Aid is 15. Finding the market takes 2 hours, or 1 hour on a critical success.



On a success, the heroes find the location of the market and are directed to Makena. On a failure, the heroes find the location of the market but are referred to a different livestock merchant named **Seydou** (CN male human livestock merchant). On a critical failure, the heroes don't learn the location of the market at all and must try again, taking more time.

The market is currently on the far west end of Nantambu. Reaching the market requires a soggy and cold half-hour walk.

Bartering with Makena: Makena is a stern-faced woman with her head shaved bald and huge hoop earrings through her ears. She's willing to sell Ojofiri chicks to the heroes, but she's a hard bargainer. Her current asking price is 4 gp per chick. The heroes can spend time negotiating to try to lower the price, though Makena sells a chick to another customer during each negotiation check, reducing the total number of chicks available by one. Bargaining requires a hero to attempt a DC 15 Deception, Diplomacy, or Intimidation check, or a DC 13 Mercantile Lore check. On a success, Makena lowers her price to 3 gp per chick; on a critical success, she lowers the price to 2 gp per chick.

She provides no price reduction on a failure, but on a critical failure, she increases the price to 5 gp per chick out of stubbornness.

Bartering with Seydou: Seydou is a human man with a short, gray tunic and white-blue paint all over his body. He doesn't have any Ojofiri chicks but does have two chicks with grey-black feathers and white underbellies that could pass as Ojofiri chickens to an uneducated eye. If asked about Ojofiri chickens, Seydou happily tries to sell the heroes both fakes for 2 gp each. A hero who succeeds at a DC 15 Nature or Perception check recognizes the trick. If they confront Seydou about this deception, the merchant laughs it off, claims it was a simple misunderstanding, and encourages them to look for another buyer if they're going to be so picky. The heroes likely have to look elsewhere anyway since they need more chicks than what Seydou offers. Asking around uses the same process as described in Finding the Vendors, but the time is halved and the DCs are reduced by 2 since the heroes have already reached the market.

If the heroes purchase the fake chicks, Esi and Haibram accept them. Anchor Root knows at a glance that they're not the right chicks, and she lets Esi and Haibram know in an indirect, non-confrontational manner. Esi isn't nearly so circumspect, and she informs the heroes in no uncertain terms that they should really be more wary of trickery in the future.

Shopping at Kafesi: Though the heroes have come here for chickens, nothing prevents them from shopping for other items. The market has common items of 5th level or less, including items Xhokan doesn't carry at the Powderpile (such as weapons and armor). Doing other shopping generally takes 30 minutes.

Chicken Care: Any hero Trained in Nature or who succeeds at a DC 14 Medicine or Nature checks recognizes that baby chicks should be kept warm on the long, wet walk back to the Magaambya. Ojofiri chicks are especially fragile, and without special care during the damp and cold trek back to the academy, they'll get sick enough to die. A hero must attempt a DC 15 Medicine or Nature check to keep the chicks warm and healthy. On a success, the chickens all make it back to the school just fine. On a failure, one chick gets sick and dies. On a critical failure, or if the heroes don't ever realize that the chicks should be kept warm, two chicks get sick and die.

While Esi would prefer the heroes return any leftover money from the outing, neither she nor Haibram know how much the chicks cost, so the heroes can keep the change without consequences if they so choose.

XP Award: For each healthy Ojofiri chick the heroes bring back, award them 30 XP (up to 120 XP).

Tempest-Sun Mage Assignment

Esi asks the heroes to return to the same meeting spot the next day after breakfast for their next Perquisite task. When the heroes arrive, Esi awaits them. Read or paraphrase the following.

"Morning, o!" Esi bobs her umbrella in greeting. "It's only me today, I'm the only one of us who plans to join the Tempest-Sun Mages. That's the branch that defends Nantambu and the people around the city from outside threats, big and small. Today, you're going to help us with a very small threat. Some gremlins have gotten into one of the school's storage rooms. I want you to get them out without harming them."

"I mean it," Esi adds with emphasis. "They're sour little pests, but they haven't done anything except throw some jars around and be obnoxious. The Magaambya doesn't approve of killing anyone just because of who they are. A student was even expelled because of it, back before I came here."

"Between you and me, I don't think anyone will mind much if you gave one or two a whack to the head, but get them out of the storage room and release them off the grounds—really, it's probably best to release them outside of Nantambu entirely."

The expelled student that Esi mentions is Uduak Basni, a young man who suffered a terrible fate after violently protesting his punishment and wound up as Stone Ghost (page 88). Though the latter fact remains unknown to the members of the Magaambya, heroes who investigate the matter of gremlin attacks at the academy learn about Uduak's story up until the time of his (presumed) death. Esi only knows the broadest strokes of the incident but can suggest that curious heroes ask a teacher or look into the school records after they've finished their assignments.

Esi isn't entirely clear on the distinction between gremlin types, but she has been told that these gremlins are called pugwampis. Heroes who succeed at a DC 14 Nature check (or a DC 12 Gremlin Lore or similar Lore check) to Recall Knowledge remember that pugwampi gremlins are fey creatures that cause misfortune to nearby creatures; a hero also recalls that pugwampis have an obsessive love of gnolls. On a critical success, the hero remembers that gremlins have an aversion to small bells made of semiprecious metal. Xhokan sells small silver bells at the student supply store for 5 sp, but he loans them at no charge if told that the heroes need them for an assignment. If the heroes think to research the topic of pugwampis in a school library, the Recall Knowledge check takes 1 hour but gains a +2 circumstance bonus. Looking in

GREMLIN BELLS

Some old tales indicate that gremlins fear and shun hanging bells of semiprecious metals, such as silver or gold. Although most bells lack any genuine gremlin-repelling power, most gremlins believe this superstition and avoid strings of valuable-looking bells. The heroes don't know it yet, but they'll soon have an opportunity to enchant bells to repel gremlins and other nefarious fey—and, later, they'll put their magical defenses to use!

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

the library also reveals the tragic story of Uduak Basni. The heroes might ask for Anchor Root's help if they find out that pugwampis revere gnolls. While Anchor Root doesn't feel comfortable refusing a reasonable request, she's also scared to face gremlins. Enlisting her aid requires a PC to succeed at a DC 16 Diplomacy check. On a success, she comes along but doesn't aid in any fight, and she retreats to her room immediately after the harrowing encounter. On a failure, or if the heroes attempt to Intimidate her or otherwise compel her with force, Anchor Root has a full-fledged anxiety attack and becomes wholly unable to assist.

STORAGE BARN

SEVERE 1

The gremlin-infested storage room is one of six rooms in a large storage barn on campus. The main door to the barn is open, but a broom handle stuck sideways through infested storage room's door keeps it jammed shut. From the outside, the heroes can easily open the door, but the gremlins couldn't get it open from the inside (and they haven't bothered to try). The storage room is semi-circular in shape with a 10-foot-high ceiling. The room has two sets of shelves, one 3 feet off the ground and one 7 feet off the ground. Though the room has no windows, a trio of sunrods have spilled out of a gnawed barrel, illuminating the chamber with bright light. Several broken jars litter the floor.

A secret hatch in the floor is normally difficult to spot, but the angle of light from the sunrods makes it easier than usual to notice. A hero searching the room who succeeds at a DC 15 Perception check sees the outline of the hatch. It leads to the maze of tunnels beneath the school, which is how the gremlins got into the barn. A hatch in the exterior wall of the nearby Star Dormitory provides the closest access to the surface, but the tunnels connect to the Spire Dormitory, too.

Creatures: Four pugwampis hide on the top shelves of the storage room. They were ordered to cause trouble by their boss, Kurshkin, and throw jars at anyone who enters the room (or just for the fun of it).



As Esi noted, the gremlins don't aim to permanently injure anyone and mainly seek to break things while simultaneously upsetting people. The pugwampis throw anything within reach at the heroes, then hide behind the clutter of the top shelves to avoid any repercussions. However, if attacked with lethal damage, the gremlins fight to kill in self-defense.

Any pugwampi reduced to fewer than 6 Hit Points tries to escape through the hatch in the floor and flees the campus grounds as quickly as possible.

Nonlethal Attacks: The heroes can simply beat the pugwampis into unconsciousness with nonlethal attacks and remove them from the campus.

Scare Them Out: These pugwampis have an almost pathological fear of metal bells. They avoid attacking anyone holding metal bells; if all the heroes do so, the gremlins don't attack at all. Any hero holding metal bells gains a +2 circumstance bonus on Intimidation checks against them. A pugwampi that is Demoralized from someone holding bells can't reduce its frightened condition as long as it can see the person holding the bells, and it's fleeing for as long as it's frightened (and likely just keeps running, even if it recovers).

Anchor Root's Help: Another solution involves asking Anchor Root to convince the pugwampis to leave. The pugwampis only speak Gnoll and Undercommon, and since Anchor Root speaks Gnoll, she can communicate with them. When she starts talking, it becomes clear that the pugwampis give her a lot of deference; unless they're in combat, they sit at her feet and listen attentively to what she says. Getting Anchor Root to lead the pugwampis away is as easy as letting her know which way to go. Once she has led them where the heroes want, she commands them to disperse and cause no more trouble. They scatter immediately, but being gremlins, they're unlikely to refrain from mischief for long.

Should the heroes interrogate a pugwampi (after arranging a way to communicate with it), the gremlin admits there's more going on. The gremlins work for a tougher gremlin named Kurshkin, and Kurshkin works for a scary ghost. The pugwampis don't know much beyond that, but they insist that both Kurshkin and Kurshkin's boss are "up to something, and it won't be good for the stuck-up wizards."

PUGWAMPIS (4)

Pathfinder Bestiary 193

Initiative Perception +6

Ranged ♦ thrown bottle +6 (nonlethal, range increment 10 feet), **Damage** 1d6 bludgeoning

CREATURE 0

to Esi (or to anyone else on campus) and admit defeat without consequence. Esi can gather a more experienced group of initiates to deal with the gremlins instead.

XP Award: If the heroes remove the gremlins from campus without resorting to violence, award them XP as though they had defeated the gremlins in combat. If the heroes learn about Kurshkin from the gremlins, award them an additional 30 XP.

Cascade Bearer Assignment

The next day, Anchor Root, Mariama Keitana, and Chizire wait at the usual meeting spot. Read or paraphrase the following.

Three figures wait in front of the dorms, though one has curled up on a blanket in a miraculously dry spot and seems half asleep. Mariama observes the drowsing catfolk with detached interest before turning to raise a hand in greeting. "From an objective standpoint, it's really impressive how he can sleep anywhere. Anyway, we're Cascade Bearers. Or at least, I am, and Anchor Root is filling in because Chizire is... Chizire. Cascade Bearers advance magical theory. It's also our job to make new magic safe for everyone to use, so we don't have a repeat of the exploding nose incident. We don't talk about the exploding nose incident.

"Since you've shown us there are gremlins around, we're going to do some sparkly finger wiggles to help deal with that. We need some special oils to do the ritual, though. Anchor Root's here to tell you what to get."

The small gnoll squeaks and flinches as attention turns to her. "U-um... we need scarlet cap oil, bone oil, and..." Anchor Root whimpers and fidgets her paws together. "C-caterpillar oil. But they need to be the right... u-um, I'll just show you."

"If you have trouble making the oil, come back here and I'll wake Chizire up. He's good at brewing," Mariama adds. "Be done in eight hours, or you'll miss dinner. And try to have fun!"

Anchor Root explains that the heroes must recover bones to render into bone oil, a specific type of red mushroom growing outside the city, and several fuzzy caterpillars found in the nearby jungle. Anchor Root nervously glosses over the fact that the caterpillars must also be rendered into oil. She fidgets when asked questions, and any attempts to reassure or give pep-talk to the gnoll seem to make her shrink even further into her shell.

As noted, Mariama expects the heroes to acquire all three oils and complete a ritual under her direction within 8 hours.

BONE OIL

Anchor Root tells the heroes she needs “lucky bones,” but she can’t describe how she knows which bones are lucky and which aren’t; heroes with targeted divination spells such as *object reading* (*Advanced Player’s Guide* 222) can identify bones as lucky or not. Anchor Root suggests that the heroes simply bring her a large assortment of bones and let her pick out the lucky ones. There are several avenues the heroes might pursue to get a collection of bones.

The most straightforward source of bones is a local butcher. Nantambu’s butchers normally save meat bones to make broth. Out of respect for the Magaambya, a butcher gives leftover bones to the heroes for free, so long as the heroes wait an hour for the butcher to get some free time to bag them up. Heroes willing to pay 1 gp for a butcher’s time can get the bones immediately.

Finding about other sources of bones in Nantambu—“lucky” or not—requires an hour of time and a successful DC 10 Diplomacy check to Gather Information. A successful check points the heroes to stinking garbage heaps where they can find bones available for those who don’t mind getting dirty. On a critical success, the heroes hear about a cow carcass just outside of town. According to rumor, a farmer brought the cow to market along the crowded road when the cow stood stock still, uttered the words, “A market in the city? Death would be better!” and died on the spot. No one has bothered to take care of the unusual cow’s remains just yet. The rumor isn’t true; the cow died naturally, albeit suddenly. Its bones are fresh and so “lucky” that they grant a +2 circumstance bonus to checks to prepare the bone oil.

While the heroes could, in theory, dig up bones from a local graveyard, this course of action carries so many risks and so little benefit that it’s outside the scope of this adventure.

Making Oil: Once the heroes have returned with the bones and Anchor Root has selected the correct ones to use, the heroes must carbonize the bones by burning them before using the sludgy remains to make the bone oil. A hero can take 1 hour to craft the oil with a successful DC 17 Crafting or Nature check. Failure means the hero doesn’t extract the oil but retains the ingredients to try again, and a critical failure ruins the bones entirely.

If none of the heroes have confidence in their skills to craft the bone oil, Mariama puts slugs on Chizire’s face until he wakes up and then forces the catfolk to make the bone oil instead. Chizire automatically succeeds at crafting the oil, but he takes 2 hours instead of 1 hour to do so.

THAT’S GOING ON YOUR PERMANENT RECORD

As students at a prestigious magical university, the heroes have options that heroes of other Adventure Paths don’t have, including running to the teachers for help if a situation seems too difficult or dangerous. The exchange for this additional protection is additional responsibilities; wandering adventuring bands often escape accountability for their misdeeds, but the Magaambya will hold students to account. Gross violations of law or other misconduct, like assault or grave robbing, might see a student heavily punished or even expelled. These social consequences help make up for the relative lack of danger that the heroes face during this early section of the Adventure Path.



KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

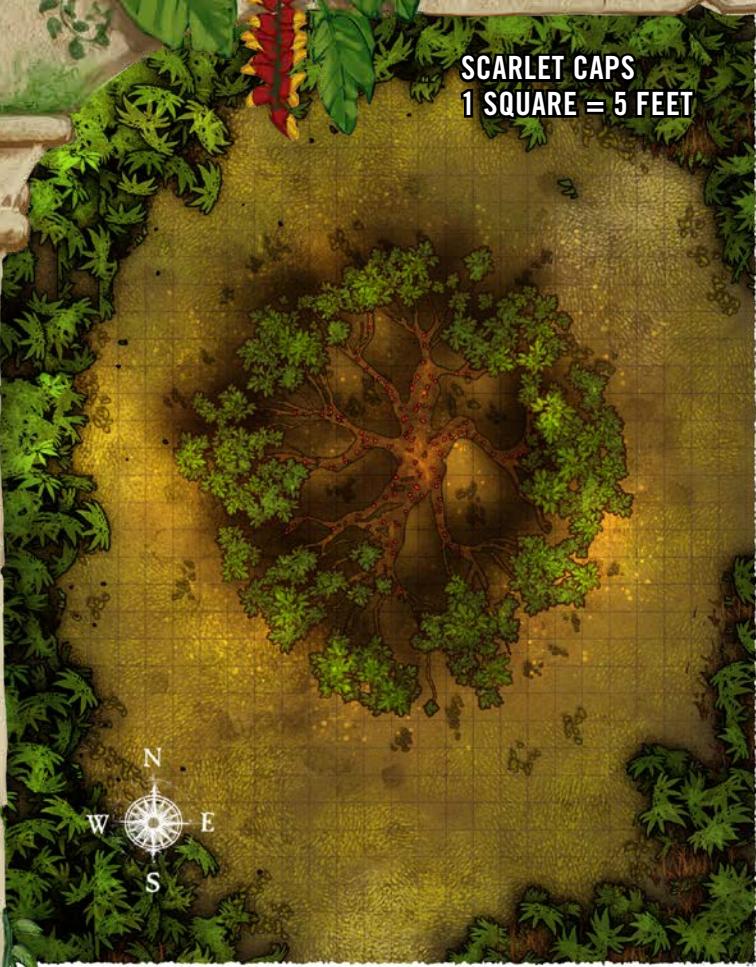
MODERATE 1

Anchor Root shows the heroes a cluster of dried, red, cup-shaped mushrooms to help them properly identify the correct fungus. She describes the area of the jungle where she found the fungi and suggests that the heroes could find fresh mushrooms there (as they can’t use the dried mushrooms to make the oil). Fortunately, the scarlet cap mushrooms don’t look like any kind of poisonous mushrooms in the area, meaning the heroes likely won’t make a fatal miscategorization, but she needs mushrooms that have received a lot of sunlight and moonlight, which means harvesting the mushrooms growing high on a jungle tree. Anchor Root also adds, “Redridge mother calls them tree blood” before flinching and apologizing.

Though the scarlet caps are relatively uncommon, they grow in the area where Anchor Root described, about 1 hour outside of Nantambu. A tree covered with mushrooms as high as 20 feet up its trunk stands in the middle of its clearing. Several wide leaves droop down from the top of the tree. A hero can climb it with a successful DC 10 Athletics check.

Creature: A malevolent myceloid named Umbo hides in the leaves above the mushrooms. Umbo was kicked out of his colony for selfishness and cruelty even beyond what the myceloids considered tolerable. He has kept watch over this clearing, hoping to ambush travelers, and the heroes provide an excellent opportunity. He tries to stay hidden in the leaves until he sees what the heroes are up to. Once he realizes that one of them is climbing the tree he’s in, he attacks. For his first action, he grabs one of the large leaves and puts all his weight on it; the leaf bends nearly to the ground, deposits him to a space that he chooses anywhere adjacent to the tree trunk, then breaks off

SCARLET CAPS 1 SQUARE = 5 FEET



(doing so uses a single Interact action with the move trait). He then uses his Emit Spores ability to inflict as many of the heroes as possible with purple pox. Umbo has no interest in negotiation, as he only wants to feast on a meal of humanoid flesh, but he flees into the jungle if reduced to fewer than 10 Hit Points.

UMBO

RARE NE MEDIUM FUNGUS

Weak variant myceloid (*Pathfinder Bestiary 3* 181)

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Undercommon; telepathy 100 feet (myceloids and those afflicted by purple pox only)

Skills Stealth +9, Survival +8

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

AC 18; Fort +12, Ref +7, Will +8

HP 50; Weaknesses slashing 5

Spore Pop If Umbo is reduced to 0 HP by a critical hit, he pops, forcing him to immediately Emit Spores, even if he has already used the ability that day.

Speed 20 feet

Melee ♦ fist +11, **Damage** 1d8+3 bludgeoning plus purple pox

Emit Spores ♦ **Frequency** once per day; **Effect** Umbo expels spores in a 10-foot burst centered on a corner of his own space. This cloud lasts until the start of the

CREATURE 3

myceloid's next turn. Each creature that is in the cloud or enters it is exposed to purple pox.

Purple Pox (disease) Myceloids are immune; **Saving Throw**

DC 18 Fortitude; **Onset** 1 minute; **Stage 1** 1d6 poison damage and stupefied 1 (1 day); **Stage 2** 4d6 poison damage, stupefied 3, and the creature is compelled to seek out the nearest myceloid colony—this compulsion is a mental emotion effect (1 day); **Stage 3** The creature dies. Over 24 hours, its corpse becomes bloated and bursts, releasing a new, fully grown myceloid.

Spore Domination ♦ (emotion, enchantment, incapacitation, mental, primal) Umbo targets one creature affected by purple pox within 30 feet. That creature must attempt a DC 18 Will save. It is then temporarily immune to spore domination for 10 minutes.

Critical Success The target is unaffected.

Success Until the end of its next turn, the target is helpful to myceloids and can't take hostile actions against them. If attacked by Umbo, the target is freed from this effect at the end of Umbo's turn.

Failure As success, but for 1 minute.

Critical Failure As success, but until the purple pox is cured.

Treasure: Umbo has stashed a few treasures from past victims inside a crook in the tree. This cache is well-concealed from the ground, requiring a hero to succeed at a DC 25 Perception check to spot it from there, but anyone climbing up to harvest the mushrooms automatically spots the following items: a *holly bush feather token*, a *wolf fang*, and a *hand of the mage*.

Making Oil: Pressing the oil from the scarlet caps is simple and requires no check, but it does require gradual squeezing that takes 1 hour. Canny heroes might think to press the mushrooms while they walk back to the city to save time.

CATERPILLAR OIL

Anchor Root cautiously shows off a pet caterpillar of hers as an example of what the heroes should look for: a colorful larva with fuzzy tufts. Anchor Root's caterpillar sits placidly on a branch in a tub in her room. She warns the heroes that the fuzzy-looking caterpillars are extremely painful to touch and must be collected very carefully. She also shamefully admits that she can't bear to watch the heroes kill the caterpillars to make them into caterpillar oil. Troubling Anchor Root further over this fact causes her attitude to worsen; she spends the rest of the day crying uncontrollably.

The caterpillars live in the jungle, but the heroes don't need to go nearly as far from the city to find them as they did for the scarlet cap mushrooms. On

the other hand, the caterpillars aren't as easy to find. After an hour of searching, the heroes can find some caterpillars with a successful DC 15 Nature or Survival check or a DC 20 Perception check. The heroes should collect the caterpillars without touching them, but any such method of collecting them will do. If the heroes invent a complicated method to capture the caterpillars, you can ask for a DC 15 Sleight of Hand or Thievery check, with failure meaning that the hero has inadvertently grabbed a caterpillar. A hero who touches a caterpillar more than just casually brushing against it must attempt a DC 13 Fortitude save or become sickened 1 from the pain and unable to reduce their sickened condition below 1 for 1 minute (or 1 hour on a critical failure). This is a poison effect.

Making Oil: Squashing the caterpillars into oil takes only a few minutes.

THE RITUAL

Once the heroes have returned to Spire Dormitory with all three types of oil, Mariama takes them and contributes a string of tiny bells made of cold iron. If the heroes failed to acquire all three oils, she scratches her head, opines that maybe the task was too advanced, and dismisses the heroes for the remainder of the day.

Once the three oils are prepared, Mariama explains the concept of gremlin bells, as described in the sidebar on page 19 (as well as in the sidebar on page 192 of the *Pathfinder Bestiary*). If the heroes already know about gremlin bells, and especially if they used them against the pugwampis the previous day, she's exuberant about the heroes' practical knowledge and asks for details of that encounter.

Mariama notes that bells usually only work because the gremlins believe that bells ward them off. However, the Magaambya has been working on using gremlin bells to create a stronger magical ward and sees this task as an opportunity to test the bells. The first test area is the storage room from which the heroes ejected the pugwampis.

If no hero has the proficiency to act as the ritual's primary caster, Mariama has Anchor Root do it. Mariama asks as many heroes who can serve as secondary casters to do so while other heroes watch.

For more information on rituals, see page 408 of the *Core Rulebook*. As a 1st-level ritual, *fey abeyance* has a DC of 21 for the primary caster and a DC of 16 for the secondary casters.

FEY ABEYANCE

RARE ABJURATION

Cast 1 hour; **Cost** rare oils, cold iron bells worth at least 5 gp; **Secondary Casters** 1

RITUAL 1

Primary Check Nature (trained); **Secondary Checks**

Crafting, Intimidation, Occultism, Performance

Area An enclosed area up to 60 feet × 60 feet, up to 20 feet high

Duration 1 week

You ward an area with cold iron bells, protecting it from the influence of the first world. Fey creatures feel uncomfortable within the area and all physical attacks against them are considered cold iron for the purposes of their Weaknesses and Resistances. Furthermore, you set up bells within 3 squares within the area (usually at entrances). When a fey creature begins its turn in a square containing bells, it takes mental damage equal to its Weakness to cold iron, if any. This damage is nonlethal.

Critical Success You may designate up to 6 squares to contain bells.

Success The ritual succeeds.

Failure The ritual has no effect.

Critical Failure The ritual has no effect and attracts the attention of a troublesome fey creature. At the GM's discretion, it might be hostile or merely mischievous.



KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



After the heroes have attempted the ritual, whether it succeeds or fails, Mariama notes that the ritual has its potential uses but might have unintended consequences since it doesn't target gremlins specifically and could injure any kind of fey, even benevolent ones. She dismisses the heroes until the following morning.

XP Award: Award the heroes 30 XP for each type of oil they recover to a maximum of 90 XP. Give them 80 XP for attempting the ritual, but increase this amount to 120 XP if the ritual succeeds.

Emerald Boughs Assignment

When the heroes arrive at the meeting place the next morning, Ignaci and Strands-of-Glowing-Dawn Tzeniwe are there to meet them. Ignaci compliments any particularly well-dressed or good-looking heroes before explaining the next assignment. Read or paraphrase the following.

"Good morning," Ignaci says with a smile. "As you've no doubt gathered, we're here to task you with your assignment for the day. Our ever-thoughtful colleague Esi suggested that each of us petitioning to join the five different branches of the Magaambya take turns in requesting your assistance. Strands-of-Glowing-Dawn Tzeniwe and I are hoping to become a part of the Emerald Boughs. Our field of study is the world as it is. We study the communities, people, and events of the present day, if you will. There are some people who feel that simple observation and investigation makes us the Magaambya's spies, but that misses the point entirely."

"Today, I'd like you to help us deliver the mail." Ignaci produces a basket filled with letters and parcels. "It's not a flashy task, but it's vitally important to the members of the local communities. If you find you have time to listen, people are often very willing to share news with those engaged in crucial public service."

Tzeniwe adds, "Many recipients are far outside Nantambu, so I have rented elephant birds for you to ride for the day." She steps over to the large silk sacks bulging with food and odd-looking creams. "I have also packed you snacks for the trip, some hot coffee, spare umbrellas, dry towels, fresh socks, muscle balm—" She suddenly stops, pulling a toy elephant covered in sticky webs out of one of the bags. "Ugh, Zanvi! Sorry, one of my children was eager to help pack."

The elephant birds roost nearby; each is a docile, flightless bird that's Large in size and used to being ridden as a mount. There's one for each hero. A hero can control the birds by their reins with no problems. Even characters who have never ridden one before get the hang of it quickly.

The basket contains two dozen letters and parcels, all jumbled together. Ignaci and Tzeniwe know they're asking a lot from the heroes to sort all this mail out, but that's the heroes' task for the day—for as long as it takes.

NEITHER RAIN NOR HEAT NOR GLOOM OF NIGHT

The heroes can easily deliver most of the letters, most of which have clear addresses in or near Nantambu. As Ignaci observed, many recipients are happy to talk with the heroes about recent happenings in their lives. A woman named Chinasa is excited for her niece's wedding and plans to sew the bride a gold embroidered dress, while a woman named Ige talks about her work rehabilitating injured jungle birds and releasing them back into the wild. Musubu introduces heroes to his newest puppy, who he found stuck up a tree, while a man named Jatau offers the heroes a jar of jam after having made too much. These easy deliveries take only 2 hours.

Thirteen deliveries pose difficulties, as described below. The heroes might be out late making these deliveries, but recipients are generally happy to receive the mail at unusual hours. Recipients approached near their dinnertime sometimes offer a meal, so heroes out all evening might receive a lot of food.

Unclear Directions (5 letters): Five letters have illegible addresses due to terrible handwriting. A hero must succeed at a DC 18 Society check to Decipher Writing to determine a letter's intended recipient; on a failure, the hero can't determine where to bring the letter. (Remember that Decipher Writing is a trained action.) Another method of making these deliveries involves asking around for help, which requires a hero to succeed at a DC 15 Diplomacy check to Gather Information. A hero can't retry failures on these checks, as the correct address simply eludes them, but another hero can try instead. Delivering each letter takes half an hour.

Descriptive Addresses (4 parcels): Rural areas far from the city don't have standardized addresses. Instead, these parcels bear unhelpful directions in place of addresses, such as, "Chukwu who lives up the road from the creek," or, in one particularly awful case, "You know Mubasu, his mother's Inyene from Abwele, but he's from the city, grew up in Ejosa, and moved when he got married. Lives with his in-laws now, has many children and seven dogs and an ostrich and four cats which I told him will steal his baby's breath, but he won't listen. He has a shrine to Gozreh in front of his house, but half the wave's head fell off and it looks like a lump now." The best way to deliver these letters is to keep an eye out for relevant landmarks, which



requires a hero to succeed at a DC 15 Survival check. The heroes can Gather Information to deliver these packages, too, but the DC for the Diplomacy check is 18. Again, heroes can't retry failures on these checks. Delivering each parcel takes 1 hour.

Delivery Devilry (1 letter): One letter turns out to be addressed to the heroes themselves—or, rather, to “Magaambyan Parcel Deliverers.” The letter inside describes how a previous group of initiates misdelivered a parcel a few weeks ago. The angry grandmother writing the letter eventually realized that the package never reached her granddaughter and is furious as a result. Should the heroes ask their fellow initiates, Tzeniwe tells them that fixing postal mistakes is part of the heroes’ duties for the day and that they should resolve the situation if they can.

The heroes can find the source of the issue—the parcel was delivered to the correct street but the wrong house. The resulting argument has already become the talk of the neighborhood. The person the parcel was intended for, Ndidi, obviously wants the parcel back. The woman who received the wrongly directed package, Jatia, argues that since the venerable Magaambya had given it to her, the package now belongs to her by right. The object of the argument is an incredible Mauxi stained glass lamp, which undoubtedly cost a lot of money to both purchase and to deliver intact.

Jatia is clearly proud of her unintentional gift and feels no shame at being accused of stealing it, so pleads to good nature or fairness to get her to return it—in other words, any uses of Diplomacy—have a DC of 26. A hero who succeeds at a DC 18 Deception check to Lie to Jatia (such as to convince her that the lamp is cursed or otherwise undesirable) convinces her to give it up. A hero can Coerce Jatia into giving up the lamp with a successful DC 16 Intimidation check. However, such a tactic spawns complaints from neighbors, and the resulting backlash infuriates Ignaci and Tzeniwe and makes them less likely to befriend the heroes. If the heroes want to use magic or other trickery, you can use the statistics of a barkeep (*Gamemastery Guide* 238) for Jatia.

As a last-ditch effort, a hero can attempt to sneak in and steal the lamp, although stealing from a townsperson shouldn’t be their first choice! A hero who succeeds at a DC 16 Stealth check surreptitiously retrieves the lamp. Failure means the hero is forced to flee Jatia’s house without the prize, while a critical failure means the heroes get caught and embroiled in legal trouble for the rest of the day. While Ignaci simply shrugs off legal entanglements with a smile, Tzeniwe is angry and unlikely to befriend the heroes, and the heroes can’t make any more deliveries.

Dealing with this misdelivered parcel takes 1 hour, or even longer if the heroes spend a lot of time interacting with Jatia and Ndidi. If the heroes ultimately can’t resolve the issue, Ignaci and Tzeniwe are visibly disappointed, but they aren’t mad.

Deific Missives (3 letters): Three letters are addressed to gods and include instructions on how to “deliver” them. The first such letter is addressed to Gozreh, deity of wind and weather, and requests that the letter be attached to a kite, flown high in the air, and then cut free. If the heroes don’t want to purchase a kite for 1 sp, they can craft one with a successful DC 14 Crafting check. The rainy weather is very poor for kite flying, however; a hero must succeed at a DC 17 Athletics or Sleight of Hand check to get the kite into the air. On a critical failure, the kite is destroyed in the endeavor—it’s torn in the sharp branches of a tree, struck by lightning, or meets some other similarly dramatic and destructive end.

The second letter is addressed to Nethys and explains that five different spells must be cast upon the letter at once (within the same round). Fortunately, the letter-writer has no qualms if the letter is destroyed in the process and in fact expects that result.

The final letter is to Mazludeh, empyreal lord of stewardship, community, and snakes. The instructions are that the enclosed message (a short request that a new canal wall be strong and reliable) must be transcribed onto an egg then fed to a snake; it further notes that the snake’s refusal to eat the egg is a bad omen. Fortunately, Nantambu’s shrine to Mazludeh has many quail eggs to inscribe and several egg-eating snakes to act as divine messengers. Any hero asking around about this unusual delivery method is directed to the shrine and the friendly priests there. A recent community project resulted in a lot of prayers, so the shrine’s snakes, unfortunately for the heroes, aren’t very hungry today. A hero who succeeds at a DC 15 Nature check can find a snake that’s interested enough to take the egg, or a hero who succeeds at a DC 19 Thievery check can slip an egg into a full snake’s mouth (on a critical failure, the priests spot this behavior and eject the party from the shrine). A hero can also search the nearby jungle for a hungrier egg-eating snake, but the rain means the snakes have taken shelter; a hero must succeed at a DC 23 Survival check to find one.

Dealing with each divine letter takes 1 hour, or more if the heroes do a lot of shopping for the items needed to “deliver” them.

When the heroes have delivered all of the letters to the best of their abilities, Tzeniwe offers the party hot ginger beer to help shrug off the rain. Ignaci thanks the

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



heroes for their assistance and instructs them to return to the same meeting point tomorrow morning for their next assignment.

XP Award: Award the heroes 10 XP for completing each unclear or descriptive delivery (to a maximum of 90 XP). Award them 30 XP for resolving the misdelivered parcel and for “delivering” each deity missive (to a maximum of 120 XP).

Uzunjati Assignment

When the heroes arrive for their last assignment of the week, they find Okoro and Noxolo waiting for them. Read or paraphrase the following.

An athletic young man waves enthusiastically from the pathway in front of the dormitory. Off to the side, on the mossy earth, a woman in a handsome dashiki sways and casually dances, snapping her fingers to an imaginary beat. A bizarre beast resembling a cross between a two-foot-long crocodile and a bear cub prances and nibbles at her ankles as she shuffles and snaps.

“Hi there!” the man says with a wide smile. “I’m Okoro, and this is Noxolo. We’re part of the Uzunjati! Well, not

yet, but the tale of our becoming shall be a good tale to hear, someday. The Uzunjati tell stories to others and learn new stories in turn. Today, we want you to tell us the story of your past week so that we can learn it and pass it on to others. It is not only training for you in how to tell a story, but training for us in how to be good listeners. We all benefit!”

Okoro and Noxolo make it clear that they want a “story” about the heroes’ week, not a bare event-by-event recounting. The heroes can either tell individual stories of specific events during the week or collaborate to tell a story together. Part of the assignment is meant to gauge (both to the Uzunjati students and to you as the GM) what events interested or stood out to the players. Telling a skillful story might require a hero to succeed at a DC 15 Performance check, but you should allow for other relevant skills or even disregard the skill check entirely if the players are really engaged in the storytelling.

While Okoro and Noxolo accept any tale the heroes wish to tell, if more than half of the characters fail the Performance check or refuse to take the assignment seriously, they consider the entire cohort to be a group of fools. This might impair potential friendships with either of them, but Okoro is likely a bit more forgiving.

Once the heroes finish, Noxolo has a follow-up question for them: what is the moral of the collective story—that is, what lesson is the story trying to tell? The heroes can decide on morals independently or collectively, but the assignment isn’t complete without a moral.

The Pending Ceremony: Once the heroes have told their tales and answered Noxolo’s question, Okoro and Noxolo both thank the heroes and let them know they have the rest of the day to themselves. Noxolo says that Teacher Ot wants the heroes to meet him at an outdoor ceremony stage erected on the grounds at dawn the next morning.

Teacher Ot didn’t say why, but Noxolo is pretty sure it’s for their cohort’s Introduction Ceremony. The Introduction Ceremony is something all new initiates go through; it’s where the teacher who admitted them to the school (in this case, Teacher Ot) presents them to other Magaambyan teachers. Okoro reminds the heroes to wear their beaded bracelets, and Noxolo suggests they dress nicely.

As the heroes have the rest of the day off, this time provides a good opportunity for interactions with the other students. It’s also fine to simply skip to the following morning.

XP Award: For successfully sharing their stories, award the heroes 30 XP.

INTRODUCTION CEREMONY

Takulu Ot has requested to meet the heroes at dawn, a half hour before the ceremony is intended to begin. He planned to meet them early to walk through what's expected of them, but he's delayed at the last minute with other business. Takulu doesn't consider this delay much of a problem, as the ceremony isn't complicated and a half hour gives plenty of time. However, it means the heroes arrive alone at the site, where danger lurks.

When the heroes dispatched the pugwampis from the storage barn and erected the *fey abeyance* ritual there, the gremlin boss Kurshkin mistook these events as precursors to a new purge of gremlins from the campus. She had already decided to target the party, planning to kill a few heroes and embarrass the rest. Kurshkin overheard that the heroes were going to be honored at an outdoor stage, so she brought along a vexgit gremlin to sabotage the stage beforehand. When she arrives and sees the heroes coming early as well, she decides to just attack them and not bother with sabotage.

The ceremony stage is a simple platform decorated with intricate circular mosaics and a wide ramp descending to the grass. The wooden platform is elevated about 3 feet off the ground on sturdy wooden supports (the gremlins were going to wreck these supports, but they didn't have time). Two 8-foot-tall pillars flank the ramp to the south, and a low, curved, stone wall to the north can provide audience seating.

Despite the sunny weather on the day of the ceremony, the ground is still very slick from the recent rains. The grass is difficult terrain.

Snare: Although they haven't yet gotten around to actual sabotage, Havvix created a hampering snare (*Core Rulebook* 590) in the dotted lines on the map. A hero must succeed at a DC 18 Perception check to spot the snare before it's triggered. The gremlins are Tiny, and therefore don't trigger the snare.

Creatures: Kurshkin lurks under the stage with a vexgit gremlin named Havvix. Havvix isn't particularly loyal to Kurshkin—indeed, he's not really loyal to anyone other than himself—but he's itching for a fight. Havvix loves the sounds of broken bones and cries of pain. The two gremlins scamper up onto the stage to fight from what they consider the high ground once the heroes get close.

In a fight, Kurshkin prefers to stay close to her foes but out of melee range so that she can employ her Unluck Aura yet attack with her shortbow from a safe distance. She goads Havvix to rush into melee with as many of the heroes as he can. If pressed into melee, Kurshkin throws down her shortbow to draw her shortsword.

SEVERE 1

Kurshkin doesn't fear bells at all; she's far too old to be taken in by such superstitions. Havvix, however, is frightened 1 while within 30 feet of anyone displaying small metal bells.

Havvix doesn't retreat from a fight until reduced to fewer than 6 Hit Points. Kurshkin is more circumspect. She makes a tactical retreat if reduced to fewer than 16 Hit Points. If reduced to fewer than 10 Hit Points, she makes a false show of surrendering, only to cast *spider sting* when the heroes drop their guard. She then runs away. If Kurshkin escapes, the heroes might face her again in Chapter 3.

KURSHKIN

Page 86

Initiative Stealth +11

CREATURE 3

HAVVIX

CREATURE 1

Male vexgit gremlin (*Pathfinder Bestiary 2* 134)

Initiative Stealth +5

Gremlin Interrogation: A captured gremlin immediately blames their leader, Stone Ghost, for the attack. Note that Havvix only speaks Undercommon, so Kurshkin is the most likely gremlin to give the heroes any information. They know almost nothing about the mysterious man beyond his ghostly nature, his familiarity with the grounds, and his demands for obedience. The only way they know to reach Stone Ghost is through winding tunnels that are nearly too small for a gremlin, making them much too small for anyone else. The tunnels twist and turn so much that they aren't even sure where Stone Ghost's chambers are. They gleefully boast that there are many more gremlins around the school than anyone realizes.

Teacher Ot Arrives: Whether the heroes are defeated, victorious, or simply ran away, Takulu Ot soon arrives and asks them what happened. He isn't upset if the heroes killed the gremlins, as clearly they were defending themselves from a malicious ambush. If the heroes learned about Stone Ghost or that the school has even more gremlins, Takulu takes these reports seriously and resolves to look into them.

Takulu cancels the Introduction Ceremony due to the shock and concern caused by the gremlin attack. If the heroes hang around the area anyway, they can get quick introductions from a few of the teachers who come by to ask questions or congratulate the heroes for thwarting the gremlins, allowing them to meet, in advance, the three other teachers they'll encounter in the next chapter.

XP Award: If the heroes learn about Stone Ghost, award them an additional 30 XP.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

When the world was still young and there were few tales to spin by the firelight, there was a young woman who lived near the base of a mountain. Some say it was the tallest mountain to have ever existed, but who can say for sure now?

What matters is that one day, she heard the whispers of the rains and the caress of the winds and followed them up the mountain. She stayed there for a day and a night and returned as the next dawn broke. "Where did you go?" her family asked her. She replied, "I walked up the mountain and the rains told me secrets of how to move them." And though no one understood, village life moved on.

As the weather turned crisp, a stray spark landed on the drying grasses and the fire that followed would have immolated the village. While the people scrambled to get their buckets and bowls and blankets to quench the blaze, the woman who had walked up the mountain stepped forth. Her words and hands swept the river over the fire and put it out in an instant. The people stared, unable to understand what they had seen, before all crying out at once.

"You can command the river!" someone exclaimed. "You must be a god!"

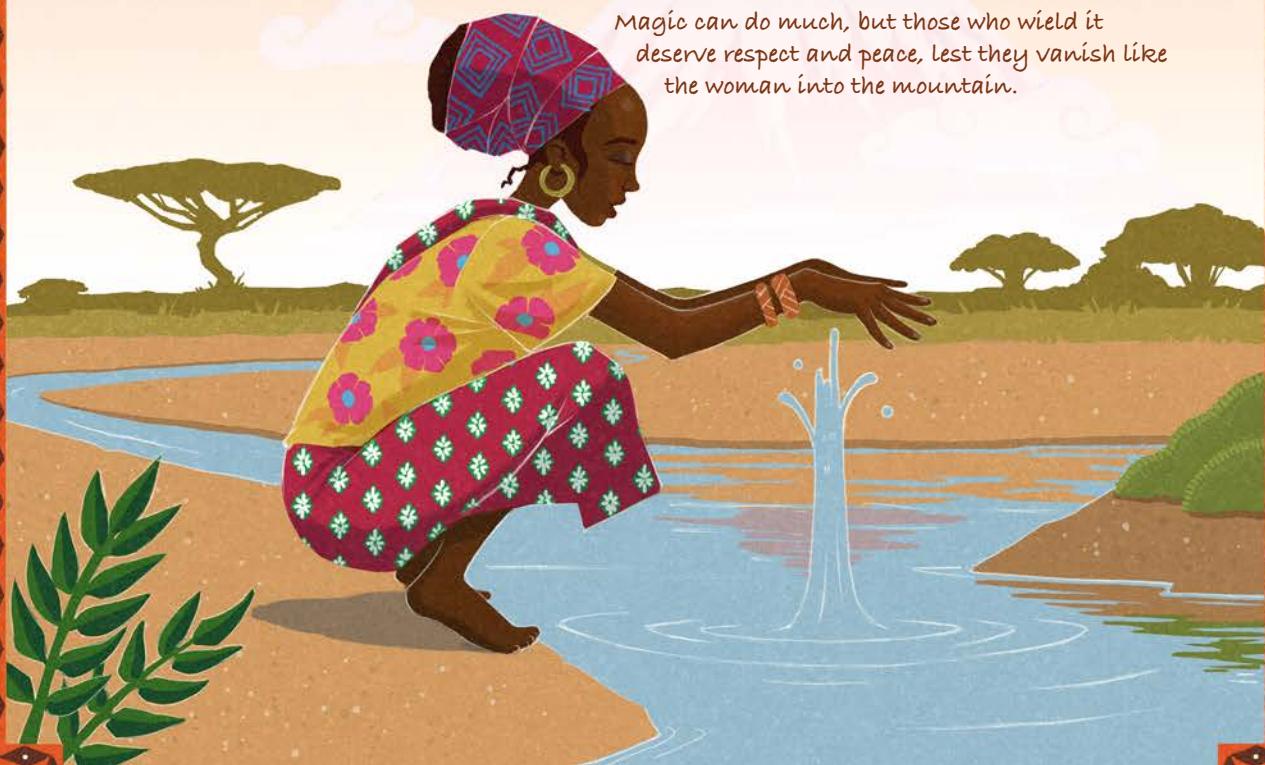
"No," she insisted softly as she backed away. "I simply listened to the winds and rains, and they showed me ways I can help."

"The rains, of course!" cried a farmer. "Then you will bless us with healthy crops!"

"And you can bring us river fish," cried a fisherman, "and ease our weary backs!"

More demands rang out from the people: heal the sick, raise a house, bless a child, find a truth, grace a marriage, bring justice, bring peace, give love, give joy, give and give and give. The woman backed further and further from the demands until she felt the cool stone of the mountain behind her. The mountain had never asked her for anything despite all that it had given. She retreated further still and became one with the mountain, escaping the incessant demands of her village forever.

Magic can do much, but those who wield it deserve respect and peace, lest they vanish like the woman into the mountain.



CHAPTER 2: FIRST OF MANY

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

CHAPTER 2 SYNOPSIS

In this chapter, the heroes embark upon their first of many semesters of academic work. Their lessons are broken up with directives to help several teachers as well as opportunities to get to know their fellow initiates. During these tasks, the heroes discover that several infestations of insects have afflicted the Magaambya. This infestation reaches its height at the heroes' First Masking ceremony, when they formally advance from initiates to attendants. Several enormous insects attack the ceremony to disrupt it, and the heroes have the opportunity to demonstrate their valor in front of their teachers and peers.

CHAPTER 2 TREASURE

The permanent and consumable items available as treasure in Chapter 2 are as follows.

- animal staff
- bracelet of dashing
- bracers of missile deflection
- cat's eye elixir
- chest feather token
- hat of the magi
- moderate antidote (centipede venom only)
- onyx dog wondrous figurine
- potion of leaping
- potion of water breathing
- scroll of augury
- scroll of faerie fire
- scroll of fleet step
- scroll of negate aroma

The heroes can recuperate from the events at the Introduction Ceremony, but they have only a brief moment of respite before the daily flow of life and learning at the Magaambya sweeps them up. The whole experience of the academy is now open to them: to attend classes, make friends with their fellow students, and grow in power and skill. Their Perquisite period of service continues, but rather than a series of specific daily tasks, they have flexibility to work their Perquisite obligations around their classes.

The events of this chapter should be framed around, and woven with, the academic advancement rules beginning on page 62. You can gloss over the first few months of classes by having your players attempt their first check to Study as a downtime activity (as the heroes likely prefer different branches, they can attend different classes). Experiences in Chapter 1 might prompt some heroes to change their primary or secondary branches, which they can do freely before this first Study check. Part of the reason new initiates receive tasks from each branch is to ensure they make a more informed choice.

The heroes should have a second opportunity for academic downtime during this chapter, and perhaps even a third or fourth, at your discretion. There's no hurry in the events here, as Stone Ghost and the gremlins are slow in their work and careful to not expose their plans just yet. Run the events in this chapter at a pace that works for your group.

This chapter is divided into three sections. The first presents services for some of the Magaambya's teachers. The second contains vignettes with the heroes' fellow students. The third is this chapter's conclusion, when the heroes advance from initiates to attendants. This event is the students' First Masking, and it doesn't go as planned.

Meet the Teachers

The following four encounters don't need to be run in order and can be interspersed as you see fit throughout the heroes' class attendance. They give opportunities to get to know some teachers at the Magaambya.

BUG PROBLEMS

Koride Ulawa (CN female human naturalist) is popular among many students for her laid-back style and love of the macabre. She's a Rain-Scribe with a primary focus on magical ecology. Her favorite research areas are the parts of nature that many people find repulsive: fungus, decay, and insects. Her open and honest fascination with repellent subjects is oddly charming and often contagious. She's the Magaambya's most skilled entomologist in generations.

Koride's many flaws also endear her to students. She frequently neglects her commitments, failing to show up for classes or forgetting to follow up on homework she assigned. She has a reckless disregard for rules, especially rules that promote safety, and she casually dismisses them as impediments to education. She's shameless about giving the best opportunities and materials to her favorite students, overlooking their mistakes with obvious indulgence. In short, she's an irresponsible teacher, but with her popularity and the fact that she has yet to cause any real harm, her position at the Magaambya remains secure.

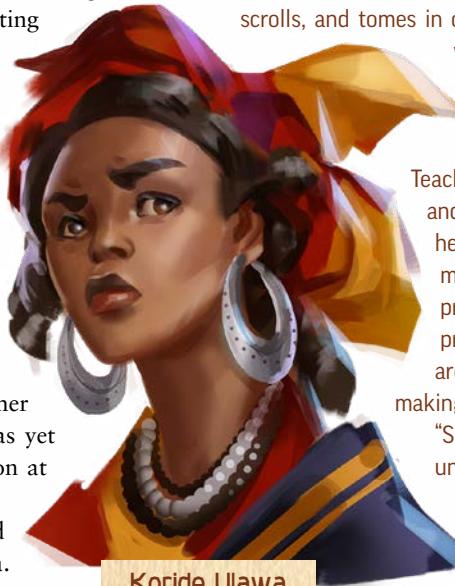
The NPC initiates have varied opinions about Teacher Ulawa. Anchor Root, Chizire, and Haibram all like her teaching style; Anchor Root is one of Koride's favorites, despite being exceedingly uncomfortable with that "honor." Esi can't stand Koride and wonders aloud why everyone doesn't agree that she's an awful teacher and a terrible person. Ignaci and Mariama do their best to avoid her, keeping their heads down in her classes. The other initiates in the Spire Dormitory don't really have an opinion.

For her part, Koride views new initiates as useful tools for her own ends, but she doesn't see any reason to expend much energy being friendly with them.

When Koride first received reports of insects around the Magaambya acting strangely, she ignored them, but when her own specimens started acting odd, she had to admit something was amiss. Further research was required, preferably on a cross-section of insect specimens. Since there's far too much ground for Koride to cover alone while still attending to her teaching duties (and, more to the point, because she would prefer not to), she delegates specimen gathering to the school's newest students.

This task begins when Koride calls the heroes to her office. Her office is in the Heron Archives, one of first ten buildings constructed for the Magaambya in the days of Old-Mage Jatembe. Each of these venerable buildings is named for one of the Ten Magic Warriors (in this case, Black Heron). When the heroes arrive at Koride's office, read or paraphrase the following.

Heavy curtains cover the windows in Teacher Ulawa's large office, with several oil lamps emitting a low light. A dizzying variety of glass encasements feature insects and



Koride Ulawa

reptiles, and a large cage hanging in a corner holds a small and surly vulture. Bookshelves are stuffed with papers, scrolls, and tomes in orderly piles. Shadow boxes on the walls hold dead insects pinned open to display their inner anatomy.

"You might have heard I'm the insect expert here," says Teacher Ulawa, looking up from a scroll and tucking an errant piece of her headscarf back into place. "That means when the school has bug problems, they like to make it my problem. And since the group of you are still in your Perquisite period, I'm making it your problem.

"Something—or, more likely, several unrelated and coincident things—have been disturbing insects around the Magaambya, enough to threaten the ecological balance if left unchecked. Anchor Root and a

few others have told me that something seems to be agitating them." For a moment, genuine concern crosses Teacher Ulawa's face, proof that she's perhaps not as dismissive or disaffected as she seems. The look quickly fades. "Go to the places on this list, take note of any strange activity, and collect insect samples for me. Take immense care in collecting samples—further disruptions could cause the very problems I prefer to avoid." She flaps a dismissive hand and returns to her work. "Oh, and do remember to wash thoroughly before returning with my samples."

The heroes might volunteer gremlins as the cause, particularly if they know that some gremlins can speak with insects. Koride dismisses these suggestions with another rude wave of her hand, as "premature conclusions are the bane of logical evaluation."

Koride provides a list of three locations on campus: the Leshy Gardens, the canal near the Speaker's Stage, and the dining hall's kitchen. After she gives the list to the heroes, she has another thought before taking back the list and scribbling "talk to Anchor Root about centipedes" on it. Koride is impatient for the heroes to get started, though she answers reasonable questions they have (such as where to find the locations).

The heroes can approach these locations in whatever order they desire.

Spire Dormitory

The heroes can find Anchor Root back at their dormitory. Anchor Root has noticed an uptick in the pests, particularly centipedes, burrowing into the dormitory walls. She knows that Koride would



appreciate a specimen. Anchor Root's chicken familiar has eaten a lot of centipedes recently, and she worries that centipede venom might make her familiar sick. With Chizire's help, she brewed a pot of centipede antivenom. This concoction spoils after a day, so Anchor Root encourages the heroes to drink up if they'll be poking around for centipedes. She already fed it to her chicken and mumbles that there's not likely to be too many side effects. The pot contains one dose of moderate antidote per hero, but the antidote's bonus to Fortitude saving throws only applies to saves against centipede venom.

Ultimately, the dormitory doesn't have many centipedes, and they've stayed well-hidden to avoid being eaten by Anchor Root's chicken. A hero must poke around the dorm for an hour and succeed at a DC 14 Nature or Survival check to capture a specimen.

Leshy Gardens

This overgrown section of campus is the domain of several leshys, who are uncommon elsewhere on campus (and in Nantambu for that matter). The chief groundskeeper, **Thema** (CG female elf gardener 6), discourages the leshys from ranging far from their patch of overgrown land because they have a tendency to cause mischief. The riotous Leshy Gardens is therefore a tangle of trees, shrubs, and vines amid carefully cultivated green space, such as sparring fields and picnic spots. Students sometimes come to ask the leshys for aid, particularly when stuck on a difficult assignment requiring a uniquely plant-based outlook.

Small, twisting paths lead into the Leshy Gardens, and the leshys are normally happy to have visitors. Most of the leshys are leaf leshys (*Pathfinder Bestiary* 218), but gourd leshys (*Bestiary* 218) and flytrap leshys (*Pathfinder Bestiary* 2 161) live here as well.

If you haven't yet run the **Starday Tournament** encounter, the leshys are busily carving large wooden plates to act as the armor for their constructs (though they haven't yet completed any constructs and they're secretive about what they're making). If you've already run the **Starday Tournament** encounter, the heroes find the leshys repairing their constructs and sharing observations about the deepest splits and scratches.

If the heroes ask the leshys about troublesome insects, a friendly gourd leshy named Shade-in-Autumn explains their problem. An infestation of bark beetles has been gnawing on the bark plates they've been working, slowing their efforts. The leshys want the insects gone, so they asked Koride Ulawa for aid.

Finding and collecting a few beetles for Koride is also easy. Heroes who look for anything unusual can attempt a DC 16 Perception check to realize that the

lines in the bark made by the beetles' chewing form strange shapes. A hero looking over the patterns who succeeds at a DC 16 Arcana or Nature check realizes they resemble runes of summoning or conjuration. The beetles aren't forming these patterns consciously—they're subject to the lure of the *Vesicant Egg*.

XP Award: If the heroes identify the odd runes in the bark, award them 30 XP.

The Speaker's Stage

The west end of the island upon which the Magaambya was built extends into the canal on an artificial island. Several large stone basins form a ring around a grand stage on top of this artificial island, magically illuminating it. The Speaker's Stage was designed as a place where representatives of the school could make pronouncements to Nantambu, but just as often, Magaambya students use it to put on concerts, plays, or other performances. By tradition, these performances must always be free of charge, and they're quite popular in Nantambu, even the more amateurish ones.

Delicate water striders crowd around the island, skating back and forth on the water. The insects are plainly agitated but difficult to catch because they dart about so quickly. Fetching a specimen requires a quick hand or a good sense of the creatures' movements. A hero who succeeds at a DC 16 Nature, Survival, or Thievery check can catch one.

The activity at the Speaker's Stage draws attention from townspeople across the canal who think there might be an impromptu performance at hand. They good-naturedly shout at the heroes, asking what kind of show they're putting on. The heroes don't have to give any performance, of course, but a hero who succeeds at a DC 16 Performance check gives a spectacle that the crowd appreciates. The crowd mocks failed checks but with affable humor rather than meanness.

Treasure: If the heroes give a successful performance, a finely dressed member of the crowd steps to the edge of the canal and introduces himself in a clear voice as Asanda. A hero who succeeds at a DC 10 Society check realizes that he's one of the 11 magistrate-mayors who govern Nantambu. Whether or not the heroes realize his identity, Asanda praises the performance and insists on giving a token of his gratitude. He deftly folds a blank ledger page into a paper boat, places a *chest feather token* into it, and pushes it across the canal toward the heroes.

Keep note of whether the heroes meet Asanda here, since they encounter him—or, rather, an impostor masquerading as Asanda—in the next adventure.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

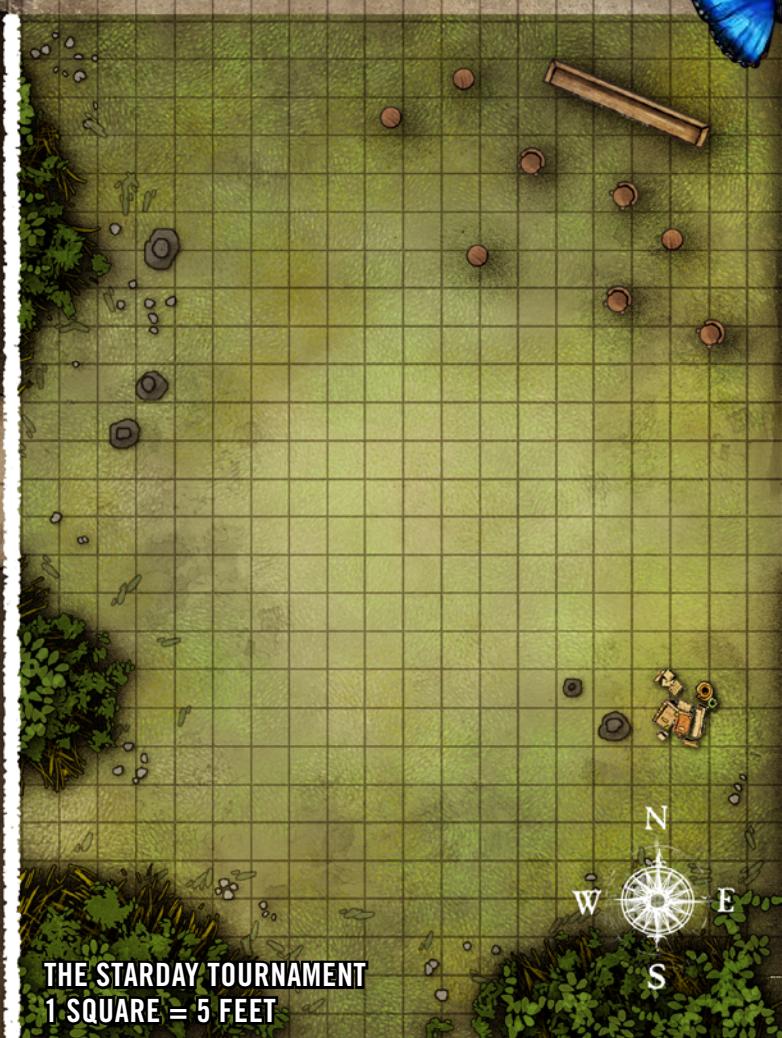
Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



Kitchen

The dining hall is closed when the heroes arrive, even if they come during normal hours. Lumusi Yao is, uncharacteristically, in the dining hall keeping anyone from entering. She has a basket of mangoes and insists that everyone she turns away take one since she can't feed them properly. If the heroes ask about insects in the area, Lumusi sighs with relief.

"I can tell you, then, even though I don't want this to get out among the other students. We've been seeing a lot of mites recently. Many more than usual, and usual is none at all. Just a short time ago, I received a large basket of fresh cassava. When I opened it, there were so many mites on it that I dropped the basket, spilling the cassava and the mites across the floor. I asked my assistant Abena to sweep up the mess while I shooed everyone away."

Lumusi asks the heroes to help Abena and take as many mites as they'd like. She appears visibly flustered throughout the conversation, insisting that she has never had a pest problem due to a combination of minor enchantments and folk knowledge, like

Low 2

placing copper coins in jars of water by the window or cleaning the floors in a secret solution of lemons, marigolds, and vinegar. When she found mites despite these precautions, she asked Koride what to do.

Things are worse than Lumusi fears. A swarm of centipedes, lured to the area by the *Vesicant Egg* and drawn to the kitchen because the centipedes find mites very tasty, have done the job of removing all the mites. However, the centipede swarm is both hungry and territorial. Abena barely avoided the swarm by leaping into a large cauldron and pulling the lid closed. When the heroes enter, they see the lid rattling and hear her cries for help from inside.

Creature: Before the heroes can reach Abena's hiding place, the swarm of centipedes surges out from beneath the counters and tables. The swarm fights until reduced to 0 Hit Points and then disperses, but once the heroes defeat the swarm, they can collect individual specimens for Koride.

CENTIPEDE SWARM

Pathfinder Bestiary 61

Initiative Perception +9

CREATURE 3

Treasure: Lumusi is grateful for the heroes' help. She gives them a lemon-flavored *potion of water breathing* and two cat's eye elixirs that taste like cinnamon.

Returning to Koride

When the heroes return to Koride's office with all the insect samples they've collected, Koride is impatient for a report. When the heroes recount the insects' strange behavior, Koride's face pulls into an increasingly serious frown. She notes that their findings might indicate a larger problem—one she will look into. Koride genuinely thanks the heroes for their help, and she asks the heroes to put the insects into a terrarium (perhaps with a snide comment like "not the centipedes with the other insects, you fools, they're carnivorous" to show a bit of her characteristically sharp demeanor). She then waves the heroes away.

XP Award: Award the heroes 30 XP for each type of specimen they bring from a different location, to a maximum of 120 XP.

TAKULU'S READING LIST

Takulu Ot has run into some trouble while doing research for a personal project: the source materials he needs should be within the Magaambya, but he can't find them in any archives. Old transfer records indicate that they might be in temporary storage—specifically, in an old dormitory that was partially converted into a library but subsequently abandoned. He'd like the heroes to fetch his books but realizes this task isn't so straightforward. The dormitory-turned-library was built into the stump of an enormous tree and might be infested with insects (as much of the Magaambya seems to be these days). No one has gone into the library in many years, and he doesn't know the state of the stacks therein.

This task begins when Takulu asks the heroes to come to his office at a convenient time for them. The heroes can find his office, like Koride's, in the Heron Archives. Read or paraphrase the following.

"I have a favor to ask of you." Teacher Ot looks up from the many books arranged around him with a furrow in his brow. "Some research materials I need are missing from the usual reference libraries. I've had initiates look for them with no success, and I've spoken with the other professors to see if perhaps what I need has landed in their more private collections. Again, no success. I now know where they aren't, which tells me where they must be." He pulls out a detailed map of the Magaambya's grounds. "This building here—" he places a lens from his desk over what appears to be a round dormitory, magnifying it, "-hasn't seen use in..." He trails off and shrugs before continuing.

TAKE A BREAK

Every school year needs a few breaks in the monotony of constant classes, and the Magaambya is no exception. The regional and religious differences of those who attend, teach, and reside at the school mean that almost any day could be a holiday for someone. Emphasizing these holidays helps remind your players that time is passing.

The teachers make sure to observe holidays that are important to the students and staff. Also, as in any other school, some days simply become impromptu holidays to celebrate the small victories and accomplishments of friends. For instance, Chizire makes note of any birthdays he learns, as it's a good time to sell—and imbibe—the output from his still. Esi hosts small and quiet "parties" that are more like laid-back afternoons of mutual decompression after particularly difficult exams.

For a festival like Longnight, which occurs on a full moon in the winter, classes end earlier than normal and start late the next day to allow revelers time to recover. For longer festivals, like the weeks-long Burning Blades festival in the summer, classes are only canceled for the final day of the celebration. Days celebrating independence or harvest festivals might involve sharing culturally significant foods, and it isn't uncommon for students to work together to bring small feasts to share with a class.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

"It was carved from an enormous stump as a dormitory but was being converted into a library before the project was abandoned. Please see if these five books are there." Teacher Ot provides a short list. "Return them to me regardless of their condition. I would appreciate anything else you feel would be relevant or worth salvaging."

Takulu doesn't know why the library conversion was abandoned; in fact, no one still on campus does. Takulu seeks the following five works.

- *Studies on the Habits and Migration Patterns of Birds and Drakes of the Continent of Garund*, recorded in a leather-bound book.
- *An Expanded History of the Lesser-Known Peoples of the Mwangi Expanse*, recorded on vellum and bound by leather cords.
- *The Worlds Between Worlds: Exploring the Planes and Demi-Planes, Volume 4*, recorded in an extraordinarily large leather-bound book.
- *Treatise on the Various Communicative Methods of Non-Vocally-Projecting Entities*, recorded on a scroll that whispers eerily when unrolled.



- Collected *Field Notes of the Druid Mata Digemari*, a small chest with cramped writing covering its wooden surfaces.

Takulu also seeks any other texts that seem interesting, regardless of their condition; he's no stranger to both magical and mundane restoration efforts, so he doesn't mind if the texts are damaged.

The abandoned dormitory-turned-library is in an overgrown section of the campus grounds. When the heroes arrive, read or paraphrase the following.

Wrapped in overgrowth, the stump of an enormous tree squats on the Magaambya grounds. Its upper surface features several lightning scars, though it's unclear whether these strikes killed the tree or occurred later. Windows, just visible beneath the concealing vines, are covered with thick films of dust on the inside. The vegetation around the door has recently been hacked away, providing an easy entry. A chain of silver bells lies discarded on the front step.

Takulu didn't mention the open door, so the heroes might be suspicious. A close look reveals that the vines were all pulled apart, not cut, and some bear strange

ink stains. A garland of tiny silver bells lies near the front step, as though torn away from the entrance. This chain of bells once hung by the door, but the gremlins that now infest the library quickly tossed it aside out of superstitious fear.

Treasure: The garland of silver bells is worth 10 gp.

XP Award: Award the heroes 30 XP for each book they return to Takulu, to a maximum of 120 XP (because one book he wants is completely destroyed).

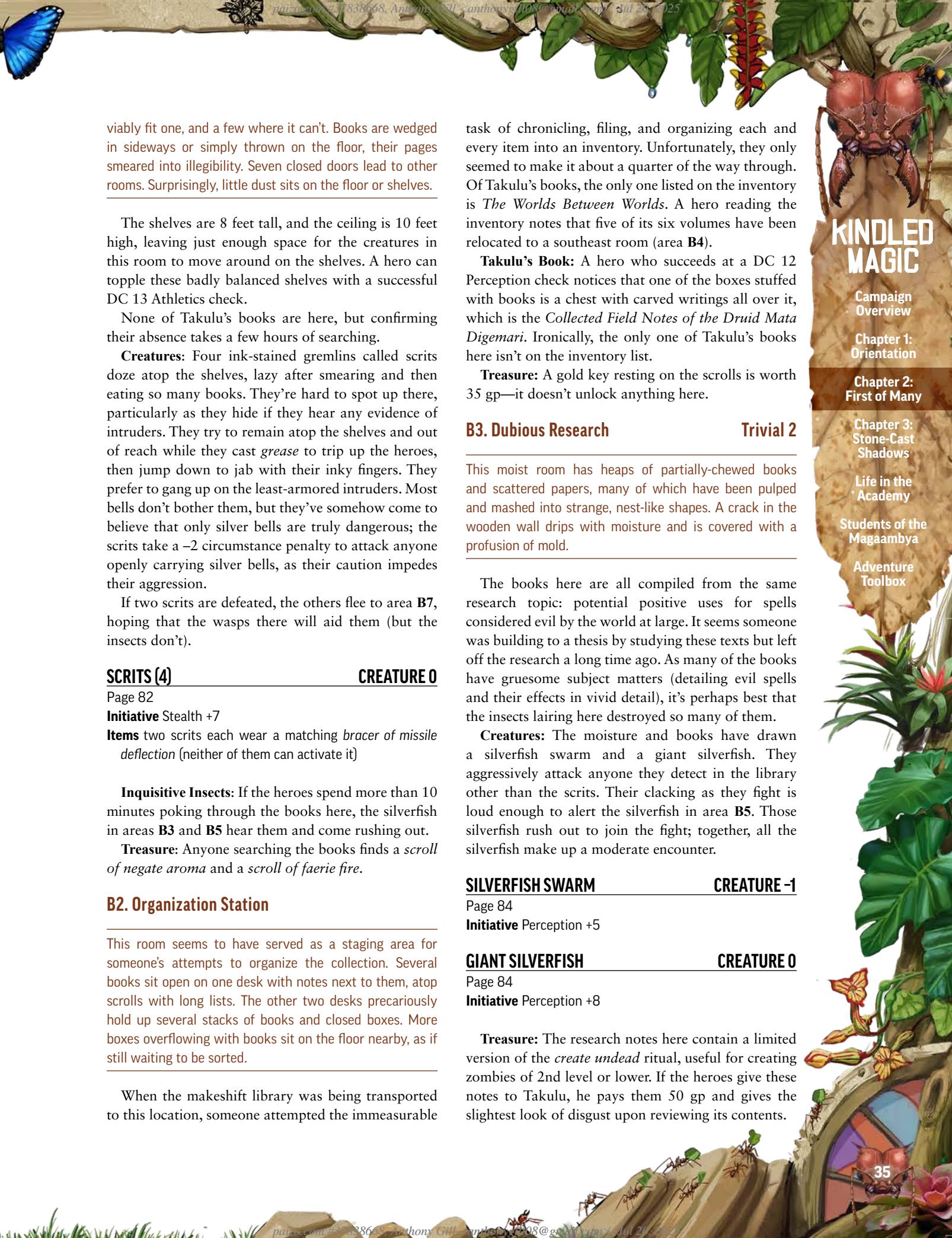
Features of the Tree-Stump Library

Most of the library is a mess of sagging shelves, old beds, and torn books. The library interior is unlit, though just enough light comes in through the dusty, vine-shrouded windows to provide dim light throughout. The doors are all lightweight wood and open easily with a push; the latches they once held have all been removed as part of the renovation.

B1. Main Room

Moderate 2

A quick glance around shows that the circular room has been packed with shelves in every space that could



viable fit one, and a few where it can't. Books are wedged in sideways or simply thrown on the floor, their pages smeared into illegibility. Seven closed doors lead to other rooms. Surprisingly, little dust sits on the floor or shelves.

The shelves are 8 feet tall, and the ceiling is 10 feet high, leaving just enough space for the creatures in this room to move around on the shelves. A hero can topple these badly balanced shelves with a successful DC 13 Athletics check.

None of Takulu's books are here, but confirming their absence takes a few hours of searching.

Creatures: Four ink-stained gremlins called scrits doze atop the shelves, lazy after smearing and then eating so many books. They're hard to spot up there, particularly as they hide if they hear any evidence of intruders. They try to remain atop the shelves and out of reach while they cast *grease* to trip up the heroes, then jump down to jab with their inky fingers. They prefer to gang up on the least-armored intruders. Most bells don't bother them, but they've somehow come to believe that only silver bells are truly dangerous; the scrits take a -2 circumstance penalty to attack anyone openly carrying silver bells, as their caution impedes their aggression.

If two scrits are defeated, the others flee to area **B7**, hoping that the wasps there will aid them (but the insects don't).

SCRITS (4)

Page 82

Initiative Stealth +7

Items two scrits each wear a matching *bracelet of missile deflection* (neither of them can activate it)

Inquisitive Insects: If the heroes spend more than 10 minutes poking through the books here, the silverfish in areas **B3** and **B5** hear them and come rushing out.

Treasure: Anyone searching the books finds a *scroll of negate aroma* and a *scroll of faerie fire*.

B2. Organization Station

This room seems to have served as a staging area for someone's attempts to organize the collection. Several books sit open on one desk with notes next to them, atop scrolls with long lists. The other two desks precariously hold up several stacks of books and closed boxes. More boxes overflowing with books sit on the floor nearby, as if still waiting to be sorted.

When the makeshift library was being transported to this location, someone attempted the immeasurable

task of chronicling, filing, and organizing each and every item into an inventory. Unfortunately, they only seemed to make it about a quarter of the way through. Of Takulu's books, the only one listed on the inventory is *The Worlds Between Worlds*. A hero reading the inventory notes that five of its six volumes have been relocated to a southeast room (area **B4**).

Takulu's Book: A hero who succeeds at a DC 12 Perception check notices that one of the boxes stuffed with books is a chest with carved writings all over it, which is the *Collected Field Notes of the Druid Mata Digemari*. Ironically, the only one of Takulu's books here isn't on the inventory list.

Treasure: A gold key resting on the scrolls is worth 35 gp—it doesn't unlock anything here.

B3. Dubious Research

Trivial 2

This moist room has heaps of partially-chewed books and scattered papers, many of which have been pulped and mashed into strange, nest-like shapes. A crack in the wooden wall drips with moisture and is covered with a profusion of mold.

The books here are all compiled from the same research topic: potential positive uses for spells considered evil by the world at large. It seems someone was building to a thesis by studying these texts but left off the research a long time ago. As many of the books have gruesome subject matters (detailing evil spells and their effects in vivid detail), it's perhaps best that the insects lairing here destroyed so many of them.

Creatures: The moisture and books have drawn a silverfish swarm and a giant silverfish. They aggressively attack anyone they detect in the library other than the scrits. Their clacking as they fight is loud enough to alert the silverfish in area **B5**. Those silverfish rush out to join the fight; together, all the silverfish make up a moderate encounter.

SILVERFISH SWARM

CREATURE -1

Page 84

Initiative Perception +5

GIANT SILVERFISH

CREATURE 0

Page 84

Initiative Perception +8

Treasure: The research notes here contain a limited version of the *create undead* ritual, useful for creating zombies of 2nd level or lower. If the heroes give these notes to Takulu, he pays them 50 gp and gives the slightest look of disgust upon reviewing its contents.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



B4. Bed Storage

This room is jammed with simple beds and frames. They're precariously stacked, as if arranged to simply keep them out of the way. Dusty boxes are shoved beneath them.

Handling the stacked beds is dangerous. Unless the hero moving them succeeds at a DC 16 Thievery check, the beds tumble and deal 2d6 bludgeoning damage to everyone in the room (DC 16 basic Reflex save).

Takulu's Book: The boxes are easy to reach and contain—among other various works—Volumes 1, 3, 5, and 6 of *Worlds Between Worlds*. Volume 2 is long lost. Volume 4 is stashed beneath a blanket on one of the bottom beds. The heroes must unstack the beds then succeed at a DC 16 Perception check to find it.

Treasure: A bracelet of dashing is behind the boxes under the bed; anyone searching the boxes spots it.

B5. Miscellaneous Storage

Trivial 2

Heaps of dormitory furniture have been pushed into this room, including several frayed wicker chairs, a jumble of coatracks, and two broken beds. The room is unpleasantly moist, and thin sheets of mold cover the chairs and bed.



36

This room's contents seem to have been shoved around without much thought, the sure sign of a task completed rapidly, not properly. Ink-stained blankets cover the moldy, broken beds the scrits sleep in.

Creatures: Two giant silverfish nest beneath the beds. They scuttle out if they detect intruders other than the scrits. If the heroes haven't yet encountered the silverfish in area B3, those silverfish join the fight here, scuttling quickly across the main room. Together, the silverfish make up a moderate encounter.

Giant Silverfish (2)

CREATURE 0

Page 84

Initiative Perception +8

B6. The Reading Nook

Low 3

While many broken stools and chairs lie scattered in the corner of this room, there's also a comfortable armchair with piles of books arrayed around it. Someone might have used this armchair as a reading nook, though long enough ago that dust has accumulated over the books and chair.

This room has been carefully arranged into a comfortable reading spot. Shortly after the library was abandoned, a student crept inside, found the collected lore too enticing to resist, and made this area her personal reading nook. She graduated many years ago, but the evidence of her special hideaway remains.

Creatures: Three spellskeins are trapped in this room. They know that the silverfish nearby love to eat scraps of cloth and paper like them, so they remain here out of fright. When the heroes first enter this room, the spellskeins hide and hope the heroes go away. If they start perusing the books, the spellskeins fold themselves into crane shapes and flutter around the room to get the heroes' attention. They don't intend to attack, although they defend themselves if the heroes initiate violence.

The spellskeins want a safe way out of the library. If they need to explain their agitation, one of the spellskeins folds itself into a reasonable approximation of a darting silverfish while the others mimic being afraid of it. If the heroes show these spellskeins a safe way out, they immediately take it.

The heroes decide whether to let the spellskeins simply disperse into the campus or elsewhere in Nantambu; the heroes might even find a new home for them someplace else.

SPELLSKEINS (3)

CREATURE 0

Page 85

Initiative Stealth +7



Takulu's Books: The piles here contain several books relating to the ruined city of Bloodsalt, whose long-vanished inhabitants supposedly sprouted wings and flew away. Also among the scattered stacks are ancillary works on Mwangi residents and dragons, bookmarked for useful cross-referencing. Both *Studies on the Habits and Migration Patterns of Birds and Drakes of the Continent of Garund* and *An Expanded History of the Lesser-Known Peoples of the Mwangi Expanse* are here. A slim folio contains a partial map of the ruined city; though this cartography might not seem of much interest now, note whether the heroes take it (whether to keep or to give to Takulu), as it proves helpful in *Pathfinder Adventure Path #171: Hurricane's Howl*.

Treasure: The long-gone student left her *animal staff* behind the overstuffed chair. The folio containing the map also has a narrow *scroll of fleet step* used as a bookmark.

XP Award: If the heroes help the spellskeins out of the library, award them 80 XP.

B7. Ceaseless Buzzing

A faint buzzing echoes in this mostly empty room. Two laden shelves are crammed into the entrance, and a mass of matted paper hangs from the ceiling against the wall opposite the door.

A swarm of wasps has been working on this nest for some time, which accounts for its size, but the swarm isn't large or aggressive enough yet to pose a threat. The scrits don't realize that the wasps won't fight for them, however, so they retreat here in the misplaced hopes the wasps will protect them.

Takulu's Ruined Book: Careful examination of the nest reveals that some of the paper used in its construction moans softly. These remnants once belonged to a scroll called *A Treatise on the Various Communicative Methods of Non-Vocally-Projecting Entities*. The scroll's title is the only piece that's still legible; the scrits have smeared the rest into illegibility and then tore it apart, providing material for the wasp nest. It can't be recovered, even by Takulu's skills at book restoration.

B8. Library Supplies

Aside from a handful of books and journals in boxes on the floor, this room is empty.

The boxes contains extra supplies, such as blank journals, quills, charcoal, and writing implements. Although the heroes can easily replenish their academic materials here, they aren't of much value.

MONOCHROME MURMURS

There are those who might call Teacher Zuma (CN male half-orc conspiracy theorist) eccentric. He would, most likely, correct them with a deeply—if questionably—referenced rant about the need for alternative methods of information gathering and dissemination within the current political and magical climate. The teacher's intellect is sharp, and his mastery of defensive magic is superb. Zuma's ability to distinguish strands of truth (though perhaps, at times, picking up "truths" where none exist) qualified him early on for the Emerald Boughs, and he's now one of that branch's most colorful members. Zuma's classes range from details of eminently useful rituals to utterly nonsensical ramblings, often within the space of only a few minutes. He's well liked, although few students (or teachers) have the mental fortitude to interact with him for long. Tzeniwe, normally gracious and caring with everyone, has little patience for Zuma because she sees "when a web of thoughts is poorly shaped from insufficient foundations."

Zuma is currently testing a process to share magical abilities. He needs a group of willing volunteers who aren't too far along in their magical studies to help him test a special tattoo ink, and the new initiates fit his requirements perfectly. Zuma asks any hero who's a member of the Emerald Boughs to bring their friends by his office when convenient; if there are none, he gets the word to them through Ignaci.

Zuma has one of the few offices in the Elephant Museum. He insisted on an office here, among the Uzunjati teachers, because of powerful but undetectable defenses he believes Jatembe imbued into the building named after his greatest chronicler. When the heroes arrive, read or paraphrase the following.

"Ah, are you the new volunteers being sent to me?" Teacher Zuma gives an eager grin and rubs his hands together. "Volunteerism is a sign of..." The half-orc seems poised to launch into a rambling rant, but he shakes his head and returns to the subject at hand. "No need for you to be nervous about this little process, this shouldn't hurt anyone too much. At least not if I carried the five in the formula, ah?" He guffaws as he opens a door from the sprawling mess of his office to an even-more-chaotic laboratory behind it. A bright-green liquid bubbles in a flask and travels through a dizzying network of spiraling tubes until it becomes something dark and swirling in a much smaller bottle. Pinned to the wall are several scraps of paper, each bearing a separate piece of an impossibly complex alchemical formula.

"Your role here is simple: just sit still and focus while I attempt to prove my theorem that it is possible to entangle

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

and connect the magically inclined essences of multiple persons in such a way that they may, in fact, be able to affect each other's dependent natures and cause independent changes on those who are part of the created system of magically inclined individuals. Perfectly logical and natural, of course, when you think about it."

Zuma has already completed most of his preparations; he has followed his formula and produced a bottle of special tattoo ink. When applied to skin, the ink is supposed to permit the heroes' inherent magic to "talk between them," amplifying individual effects. However, the ink doesn't quite work as intended. Although his ritual indeed magically connects the heroes, it only allows them to share words, not magic.

Zuma performs the following ritual as the primary caster. The heroes are all secondary casters, and Zuma insists on their participation whether or not they're trained in Arcana or Occultism. The heroes can pick the tattoo's shape, but it must be the same on all of them and must include a mouth, if only a small one.

Tattoo Ritual: Zuma's ritual, in its current form, is as follows.

TATTOO WHISPERS

RITUAL 3

RARE AUDITORY DIVINATION LINGUISTIC MENTAL

Cast 1 hour; **Cost** tattoo inks and silver tattooing needles worth 20 gp for each secondary caster; **Secondary**

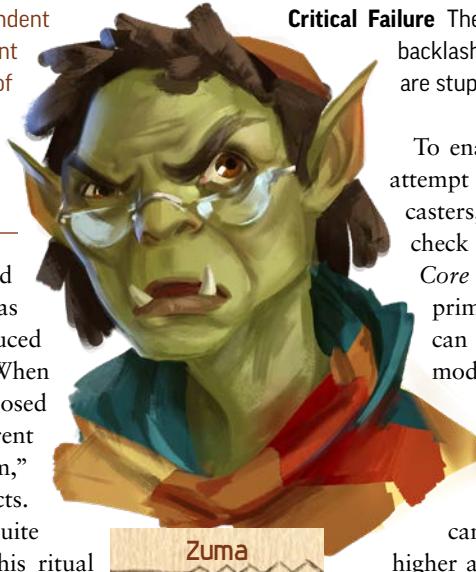
Casters 2, up to a maximum of 6

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

Range touch; **Targets** the secondary casters

You carefully tattoo the same design upon each secondary caster. The tattoo can be of any shape or symbol, but it must include a mouth. The tattoo fades naturally over the course of 1 month.

Critical Success The tattoos on the secondary casters are all magically linked for 1 week, providing a semi-telepathic bond. Each secondary caster can communicate secretly with any other secondary casters at any time by mouthing words but making no sound. The person receiving a message must be within 120 feet of the sender, must be within the sender's line of sight, and must have their tattoo uncovered. The mouth of the tattoo moves to match the words, which the tattoo whispers, but only the tattoo's bearer can hear it.



Success As critical success, but the effect lasts for 1 day.

Failure The ritual has no effect.

Critical Failure The ritual has no effect and creates a backlash of persistent mental static. All casters are stupefied 1 for 1 day.

To enact the ritual, the heroes must first attempt their DC 22 checks as secondary casters, which affects Zuma's primary check as described on page 408 of the *Core Rulebook*. Zuma then attempts the primary check (DC 27 Crafting). You can roll his Crafting check with a +20 modifier, or you can simply assume his total is 30.

Testing the Effects: Zuma asks the heroes to try to cast one of their spells at the highest level they can. When this casting proves to be no higher a level than they can normally cast, he scribbles several notes and asks the heroes to try casting a spell they've seen another hero cast but which they can't cast themselves. When none of the heroes can cast in this way, he anxiously scribbles more notes. Finally, he asks the heroes to try to communicate with each other silently. If the ritual succeeded, they can do so, as described in the ritual. In any case, Zuma has some good notes about how he can improve his ink formula. He thanks the heroes for their time and dismisses them so he can get back to work.

Treasure: Zuma gives a cheap-looking costume hat to the hero who seemed most interested in his ritual. He assures them that this *hat of the magi* will protect them from "unwanted mental influences." While the hat might look ridiculous, it really is magic, but has no more power than an ordinary *hat of the magi*.

XP Award: Award the heroes 30 XP for participating in Zuma's ritual. If the ritual succeeds, increase this amount to 80 XP.

THE STARDAY TOURNAMENT

One of the most famous teachers currently on campus is **Mafika Ayuwari** (NG male human martial artist), a young Tempest Sun-Mage teacher who believes everyone must be prepared for a physical fight, no matter how great their magical prowess. He recently returned from Tian Xia, where his team fought in the fabled Ruby Phoenix Tournament. They didn't win but did well enough to earn international acclaim and no small amount of celebrity on campus.

Mafika aims to build fighting skills with monthly tournaments on campus. For the first tournament since his return, he has obtained the aid of the campus's leshys

to grow tough constructs of living wood to “ride” into fights. This tournament is intended for initiates and attendants; conversants and more senior members of the Magaambya aren’t permitted to participate this month. Notices like **Handout: Fight Announcement** (right) are posted in the heroes’ dormitory prior to the Starday tournament.

Any hero asking about the tournament learns about Teacher Ayuwari’s reputation. Each tournament is slightly different, though this one is the first to be held at the Leshy Gardens in a long time. Haibram, in particular, can’t stop talking about it.

When the party arrives at the sparring arena, whether they plan to participate or not, a crowd has started building in anticipation.

A throng of students crowds around the edge of the cleared sparring space near the Leshy Gardens. Chizire waves from an open spot near the front. “You haven’t been to one of these yet, have you? Fft, you’re in for quite the treat.” He flashes a bright grin.

A tall young woman wearing the simple wooden mask of an attendant waits in the middle of the clearing, staff at the ready. A loud rustle blows through the surrounding trees. Stepping out from behind the hedge is a 10-foot-tall construct made of branches woven into a humanoid frame. It holds a wooden sparring sword in one hand and a large wooden shield in the other. Within the construct, plainly in control, a smiling leaf leshy gives a brief wave. The construct bows to the attendant and adopts a defensive stance.

“Signing up is easy,” Chizire purrs helpfully. “It can be quite fun, really. You just need to step forward.” Within the sparring ground, the attendant has already been knocked flat on her back, looking up in surprise and fear at the wooden blade aimed down at her throat. The construct sheathes the sword with a flourish and offers a hand up. From the hedge erupts a chorus of cheers from several leshys relaxing amid the leaves. Teacher Ayuwari chuckles and calls the name of the next combatant.

The tournament consists of three bouts against leshy-piloted constructs, each bout more difficult than the last. A group of up to 6 participants can enter as a team, but only a maximum of 2 people can participate in each bout (thus, a team of 6 need not have anyone fight more than once and can still have 2 people in each bout). There’s no prohibition against fighting multiple times, so a team of one can enter but would have to individually handle all three bouts in a row.

*Monthly Sparring Tournament
this Starday at the Leshy
Gardens
Initiates and Attendants Only—
All Skill Levels Welcome
Single Elimination Brackets,
Winner Receives Prize
Attendance Strongly Encouraged!*

HANDOUT: FIGHT ANNOUNCEMENT

A team who wins all three bouts is that month’s victor; the team that does so with the least injuries wins if there is a tie. If no one wins the final bout, Mafika declares that there’s no formal winner, but the leshys call themselves the victors and become insufferably boastful for months.

Haibram, Esi, and Mariama form a team together, but they don’t last past the second bout—due to a spot of poor luck, one of Mariama’s strikes causes the construct to implode in a burst of branches that knock her and Haibram unconscious (leaving the startled and exposed leshy to rush back into the bushes). You can decide whether other teams participate and how well they fare.

Gaining the Upper Hand

The heroes might seek ways to improve their chances in the tournament or just get more details about what they’ll face. The easiest place to accomplish either option is over by the leshy-occupied bush at the edge of the Leshy Gardens. While the leshys can’t be bribed or coerced into doing any less than their best in a fight, they love to gossip about each other and their constructs. Keeping the flighty leshys on track, however, can sometimes prove difficult. For example, some might be more interested in explaining their deep understanding of weather patterns or learning the latest updates in primal magic theory. If a hero talking with the leshys succeeds at a DC 16 Diplomacy check, the leshys remain sufficiently on task to give specific details about the number and type of constructs used in each bout, along with their relative power levels. The leshys also identify the weaknesses to critical hits and fire that all their constructs have.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

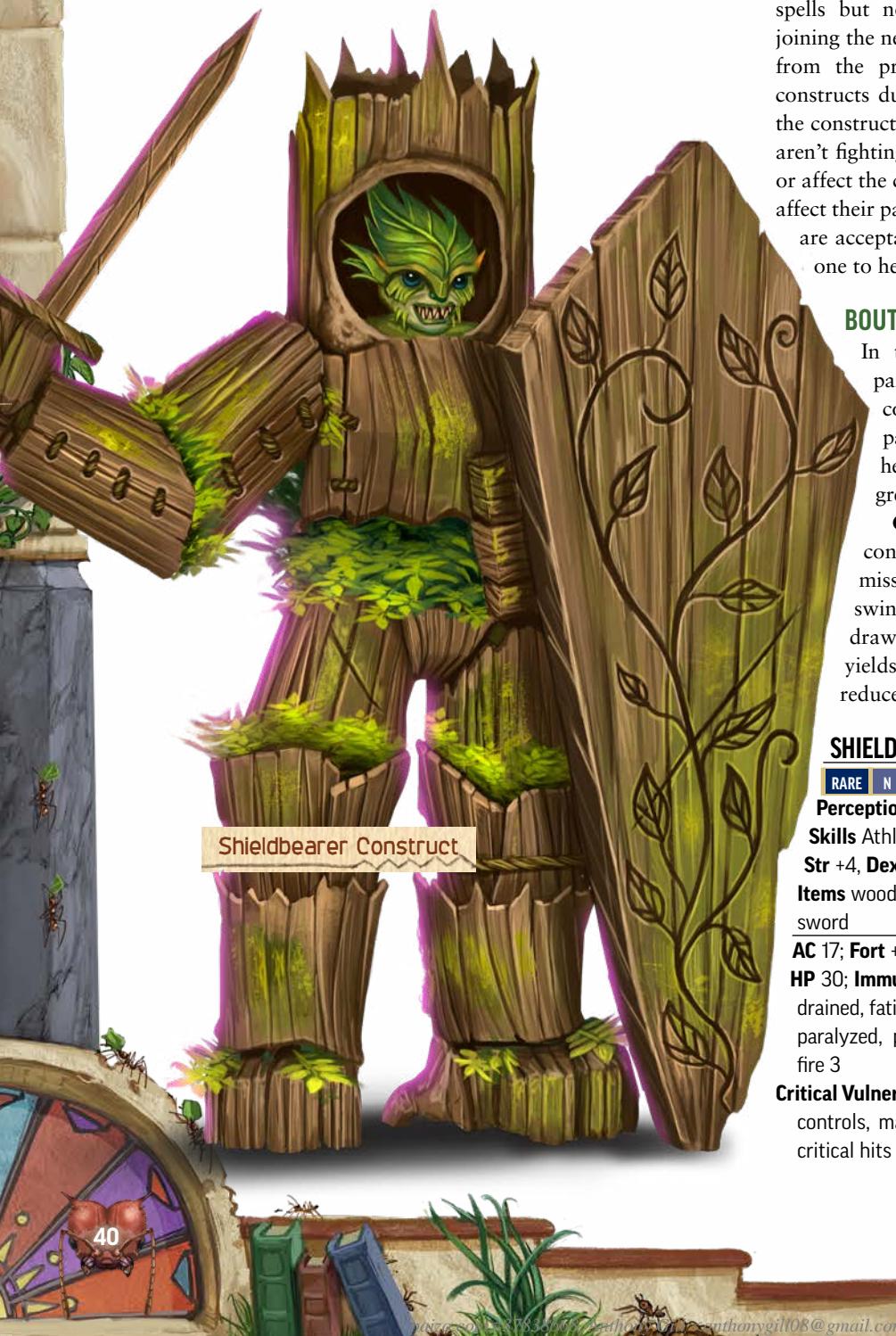
Students of the Magaambya

Adventure Toolbox



The heroes can watch other bouts to learn more. On a successful DC 16 Perception check, a hero identifies the constructs' weaknesses to critical hits and fire.

While Mafika tolerates (and, in fact, encourages) team members to work together within the limits of the tournament rules, he has a well-known distaste for poor sportsmanship. Nevertheless, if the heroes want to engage in any trickery or subterfuge, decide on an appropriate skill and use a DC of 16. For example, a successful DC 16 Deception check can cause a distraction between bouts to allow enough time for one team member to use Treat Wounds on another.



FIGHTING IN THE TOURNAMENT

If the heroes step forward to fight, either as one team or multiple teams, the foes they must face in each bout are listed below. Each bout continues until one side yields. The students are expected to attack the constructs, not the leshy pilots inside. Direct attacks against the leaf leshy pilots result in automatic disqualification, but sometimes, damage to a leshy might be unavoidable, as with an area spell or splash damage from a bomb (a leshy in a construct has greater cover).

Mafika allows a maximum of 5 minutes between each bout, which provides enough time for healing spells but not enough to Treat Wounds. Students joining the next fight might have to start with injuries from the prior bout. The leshys fully heal their constructs during this time, except for the effects of the constructs' Critical Vulnerability. Teammates who aren't fighting in a bout can't enter the sparring area or affect the constructs, but any spells they can cast to affect their participating teammates from 30 feet away are acceptable. If a student is unconscious with no one to help, Mafika stabilizes them.

BOUT 1

TRIVIAL 2

In the first bout of the tournament, the participating heroes face a single shieldbearer construct. This is a Trivial encounter for a party at full strength, but since at most two heroes fight at once, the combat presents a greater challenge.

Creatures: The leshy piloting the construct is a show-off. They intentionally miss with Attacks of Opportunity, instead swinging the sword in a showy display that draws cheers from the spectators. The leshy yields when they, or their construct, are reduced to 6 Hit Points or fewer.

SHIELDBEARER CONSTRUCT

CREATURE 2

RARE N LARGE CONSTRUCT MINDLESS

Perception +6; low-light vision

Skills Athletics +8

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

Items wooden shield (Hardness 3, HP 12, BT 6), wooden sword

AC 17; **Fort** +11, **Ref** +7, **Will** +6

HP 30; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3

Critical Vulnerability A critical hit damages the construct's controls, making it clumsy 1 until repaired. Additional critical hits increase this value, up to clumsy 4.

Ridden Construct The construct is piloted by a leaf leshy (*Pathfinder Bestiary* 218), who can be targeted separately but has greater cover. The leshy can't take actions of their own while inside the construct, other than to leave it, which takes 1 minute.

Attack of Opportunity ↗

Shield Block ↗

Speed 20 feet

Melee ♦ wooden sword +11 (versatile P), **Damage** 1d8+4 slashing

BOUT 2

LOW 2

The second bout is against a shieldbearer construct and a smaller sicklehand construct that has a leaner build and curved wooden blades for hands.

Creatures: Unlike the shieldbearer in the first bout, this construct makes Attacks of Opportunity when it can. The sicklehand stays mobile and attempts to trip its foes. If the sicklehand successfully trips a hero, the leshy inside recommends that the hero yield; if the hero doesn't comply, it presses its attack. A leshy yields when they, or their construct, are reduced to 6 Hit Points or fewer.

SHIELDBEARER CONSTRUCT

CREATURE 2

Page 40

Initiative Perception +6

SICKLEHAND CONSTRUCT

CREATURE 0

RARE N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +6; low-light vision

Skills Acrobatics +7, Athletics +5 (+6 to Trip)

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

Items wooden sickles (2)

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

HP 15; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3

Critical Vulnerability As shieldbearer construct (page 40).

Ridden Construct As shieldbearer construct (page 40).

Speed 25 feet

Melee ♦ wooden sickle +8 (agile, finesse, trip), **Damage** 1d4+1 slashing

Menacing Sickles The construct deals an additional 1d4 precision damage to flat-footed or prone creatures.

BOUT 3

SEVERE 2

In the final bout, the participating heroes must fight the most powerful of the leshy constructs: a towering bramble champion. Three sicklehand constructs fight alongside the bramble champion.

Creatures: The bramble champion carries a large

wooden maul made of soft wood, so the bludgeoning damage it deals is nonlethal. The sicklehand constructs work together to flank foes whenever possible to increase their damage and generally harry anyone avoiding melee with the bramble champion. A leshy yields when they, or their construct, are reduced to 6 Hit Points or fewer.

BRAMBLE CHAMPION CONSTRUCT

CREATURE 3

RARE N **LARGE** **CONSTRUCT** **MINDLESS**

Perception +10; low-light vision

Skills Athletics +9 (+10 to Shove)



KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox





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

Items wooden maul

AC 20; Fort +10, Ref +10, Will +8

HP 45; Immunities bleed, death effects, disease, doomed, drained, fatigued, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3

Critical Vulnerability As shieldbearer construct (page 40).

Ridden Construct As shieldbearer construct (page 40).

Hammer Block An ally within the bramble champion's reach is targeted by an attack, and

the bramble champion can see the attacker; **Effect** The bramble champion interposes with its hammer, giving the ally a +2 circumstance bonus to AC against the triggering attack.

Speed 20 feet

Melee wooden maul +12 (nonlethal, reach 10 feet, shove), **Damage** 1d12+4 bludgeoning

SICKLEHAND CONSTRUCTS (3)

CREATURE 0

Page 41

Initiative Perception +6

Treasure: The award for victory in the tournament is an *onyx dog wondrous figurine*.

XP Award: Award the heroes 80 XP for victory in the first bout, 120 XP for victory in the second bout, and 180 XP for victory in the final bout. This award goes to all heroes, regardless of the number who participated in the fighting or even if they participated on multiple teams.

Extracurricular Activities

The instructors aren't the only ones in need of aid; fellow students also need an occasional helping hand. The following favors are entirely optional and can serve as ways for heroes to deepen their friendships with their peers. Most encounters listed below only require one or two skill checks, but feel free to expand these into longer roleplaying encounters or introduce greater challenges.

XP Award: Award the heroes 30 XP for each favor they successfully provide.

CRICKET THEFT

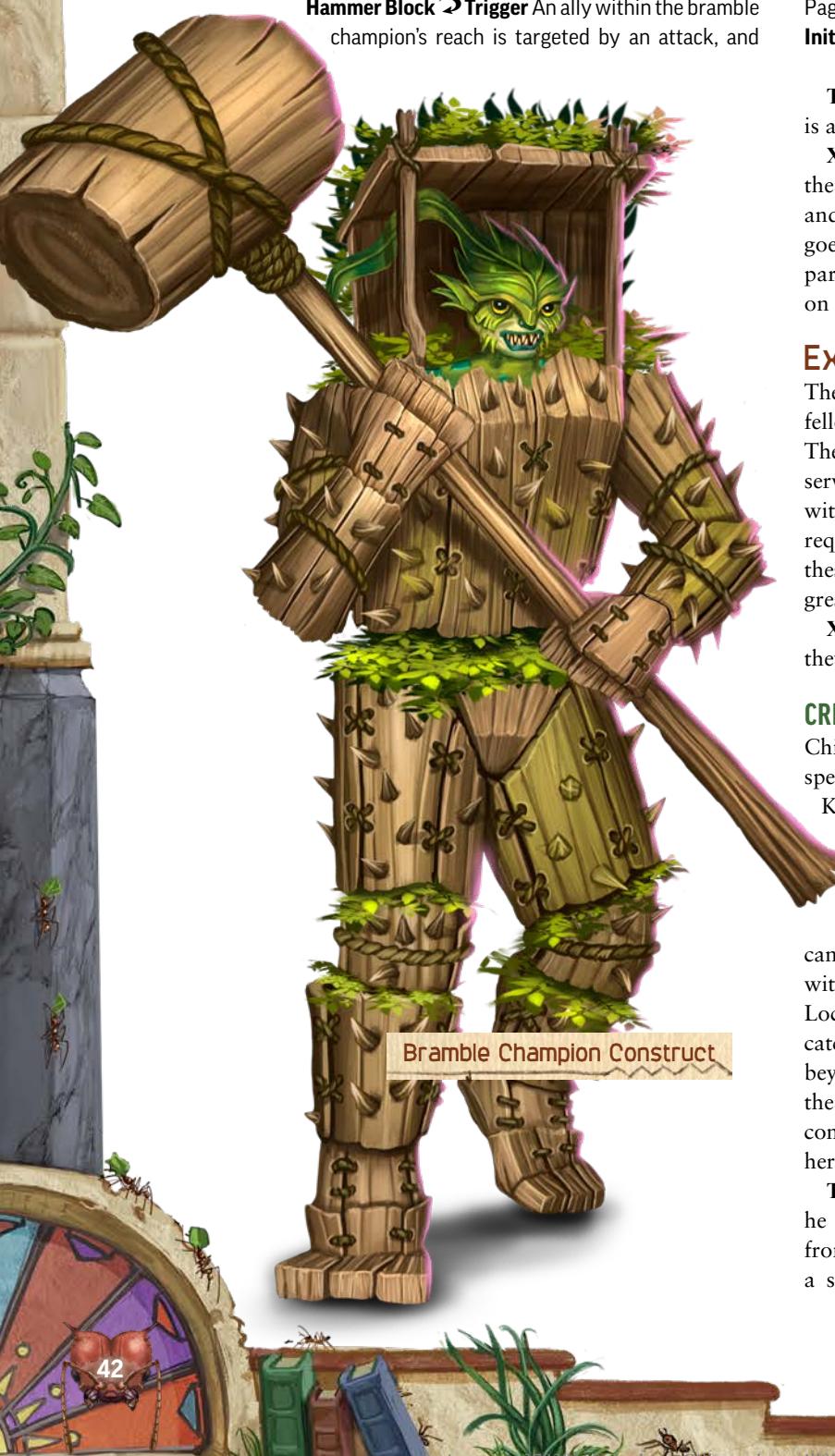
Chizire has an idea for a new brew, but he needs a special ingredient: rare and magical crickets taken from Koride's office insect collection. To get into the office

unseen, a hero must succeed at a DC 15 Stealth check (or, alternatively, a DC 15 Deception check to Impersonate someone who comes and

goes from the Heron Archives regularly). A hero can open the tricky latch on the crickets' terrarium with a successful DC 15 Thievery check to Pick a Lock. On a failure at either of these checks, Koride catches the heroes in the act. She has little punishment beyond stern words, as she's busy and doesn't want the distraction of submitting a formal disciplinary complaint, but she magically protects her office so the heroes can't try again.

Treasure: If the heroes bring Chizire the crickets, he whips up his batch of brew. It's a dismal failure from a flavor perspective, but he's able to distill out a stomach-curdling *potion of leaping*. Anyone who

Bramble Champion Construct



drinks the potion is sickened 1 and can't recover from the sickened condition while the potion is in effect. He gives it to the heroes with a wry thanks.

LOFTY LEAP

Haibram has built a new, compact hang glider, and he needs to get as much height as he can to try it out. He knows the Soaring Spire permits impossible leaps from the ground, but he has a plan to go even higher. He asks one of the heroes to leap to the peak of the Soaring Spire and balance there with their fingers interlocked. Haibram will leap into the hero's hands and then propel himself up another 60 feet, taking him more than 100 feet from the ground. The hero providing aid must succeed at a DC 15 Acrobatics check to Balance atop the spire followed by a DC 15 Athletics check to hurl Haibram as high as possible. If the hero succeeds at both checks, he considers his hang glider a success, and he insists he owes it all to the hero who helped him.

LOST CHICKEN

Anchor Root's chicken familiar has escaped from the dormitory and Anchor Root can't find it. She's too wracked with self-recrimination to provide much help while searching, but the heroes aid her by looking around. A hero who succeeds at a DC 15 Perception check finds the chicken—it wandered too close to the Soaring Spire just outside the dormitory and now frantically runs back and forth on the dormitory roof. With a successful DC 15 Athletics check, a hero catches the darting bird to safely bring it down. Anchor Root squeaks a quick and high-pitched thanks before hastily returning to her room.

RULES MASTERY

Okoro has managed to get his hands on a new board game, one with incredibly dense and complex rules. He has excitedly requested a few people to play with him to test it ahead of the biweekly game night. To understand the rules, a hero must succeed at a DC 14 Occultism or Society check to Decipher Writing. On a critical success, the hero realizes that the rules reference page is a cipher concealing a *scroll of augury*.

Any player who succeeds at a DC 18 Occultism or Society check to Recall Knowledge wins the game (there can be multiple winners), but heroes who didn't succeed at the check to understand the rules must decrease the degree of success of their Society or Occultism check to play the game by one step.

Treasure: Okoro is impressed with any hero that finds the scroll hidden in the instructions. He lets them keep that page.

SURPRISE!

Zachva and Zanvi corner the heroes to ask for help in preparing a surprise birthday party for their mother, Tzeniwe. While they leave the particulars to the heroes, they hover incessantly during the planning and decorating process. Their constant bickering and their distracting "help" threaten to derail the party. The heroes can either ask Esi or Noxolo to keep the twins out of trouble (which requires a PC to succeed at a DC 13 Diplomacy check to convince either of them), or a hero who succeeds at a DC 17 Deception check can distract the twins and keep them out of the way.

So long as the heroes can plan, the birthday party is a success, much to Tzeniwe's delight. She's particularly grateful to the heroes for working so hard behind the scenes. A hero who succeeds at a DC 15 Perception check to Sense Motive realizes she wasn't actually surprised but pretends her best to please her children.

The First Masking

To advance to the rank of attendants, initiates must craft a mask during their First Masking ceremony. This ceremony involves genuine and often lengthy work, as the students each craft a mask under the eye (and sometimes the aid) of their teachers. There's one blank mask present for each initiate going through the ceremony. Although made of plain wood with simple eye slits, the masks have magical transformative potential. Containers of cloth, beads, feathers, and metals are all nearby, and incorporating these materials along with shaping the wood allows an initiate to focus their experiences and aspirations into the mask's final form, magically shaping it beyond what mere craftsmanship can produce.

The heroes aren't the only ones attending the First Masking. Every initiate from the Spire Dormitory is making their first mask, and several teachers will be present to guide their work. The upcoming ceremony is all the NPC initiates can talk about, so the heroes certainly know of the upcoming event. They should have plenty of time to consider what shape and type of mask they want to make. Animals are the most typical shapes for Magaambyan masks, but other shapes (particularly celestial objects or supernatural beasts) aren't uncommon.

You might set aside some time between play sessions or during a play session for the players to discuss what masks their characters want to create, as this decision is important for any initiate. They'll be known according to the appearance of their mask for the rest of their career at the Magaambya.

The day of the First Masking is an exciting one for all the initiates in the Spire Dormitory. They prepare

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

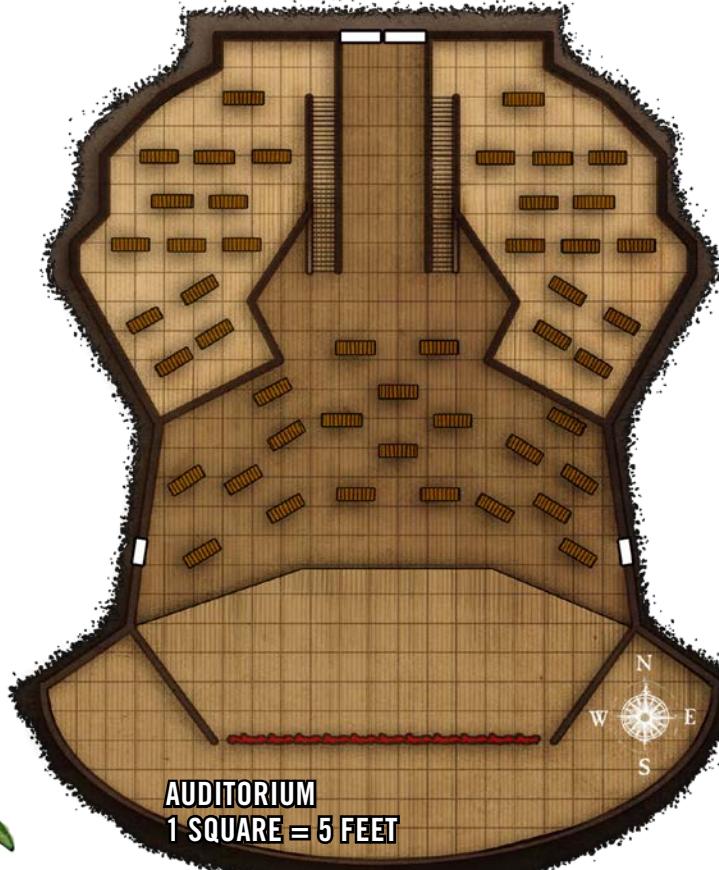
Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



their finest attire, aware that the ceremony starts off somber before turning joyous only once they've all completed their masks.

TIRELESS HALL

The ceremony takes place in Tireless Hall, the building named for Golden Snake, a serpent-person also known as the Tireless Guide. Tireless Hall is often the site of lengthy rituals or ceremonies, as popular rumor holds that participants are less likely to become exhausted while within its walls. Teachers whose classes are reputed to be dull sometimes arrange to hold lectures in Tireless Hall, hoping to make their students less inclined to sleep through class.

Tireless Hall's principal auditorium is the site of the First Masking ceremony. This large, wood-paneled auditorium can seat more than a hundred people. It's located on the building's ground floor, with its southern end below ground to accommodate the ranks of benches that ascend to the north. To provide even more seating, a wide balcony overlooks the auditorium, above the lower rows of benches.

The map of the auditorium appears above.

THE CEREMONY

SEVERE 2

In addition to teachers the heroes have met (Takulu, Koride, Zuma, and Mafika) and the Spire Dormitory initiates, the auditorium holds many friends, family members, and other well-wishers. You might even ask the players who among their characters' family and friends might attend this important occasion. Once everyone has assembled, Takulu Ot begins the ceremony with a short speech about what the students are there to do.

"Today you will make your first true mask. Each student's mask is an embodiment of their learning and a reminder of the idea that, over time, people gain other names and faces. Although a mask is worn over the face, it is a reflection of who a person is underneath as well as a visualization of who the person hopes to become. The person beneath a mask has flaws, as all people do, but they also have hopes, dreams, and memories that define them.

"We shall work together to make your first true mask, the expression of your spirit face within. What you do with this mask is up to you. Some wear it proudly and at every opportunity, a sign of who they have become, with their souls writ plain upon their faces. Others choose to keep their mask secret and safe, cherished and shown only to those they trust most in life. Many find somewhere to fall in between.

"The ceremony itself will be conducted in several parts. First, the initiates will come forward with their cohort and will begin, with the teachers, the rituals necessary to mold and create one of these plain masks. The task is an artistic one, of course, for painting a mask or adorning it with beads or feathers is an artistic task, but your hands will be guided by your spirit—its final shape is what you will it to be.

"You will then hold your mask, meditating upon its meaning, as the rest of your cohort completes their masks. Your mask may change shape in your hands as you meditate; this is not unexpected, and it means your mask is attuning itself to you.

"Then, at my signal, all in your cohort will don your masks as one. You see the urn there—it is a receptacle for your beads, if you wish. You need not wear them any longer, for when you don your mask you cease to be an initiate and become an attendant of the Magaambya.

"Esi Djana, come forward with your cohort."

The NPC initiates go first, by their cohort groups: Anchor Root, Chizire, and Esi are first; then Ignaci, Okoro, and Tzeniwe; then Haibram, Mariama, and Noxolo. Each group takes about half an hour to make their masks and don them before returning to their seats. All the teachers actively help the students shape

their masks, particularly Takulu. However, Koride reserves her aid for those students she likes, including Anchor Root, Chizire, and Haibram.

The heroes then take their turn, magically shaping their masks. No check is required, as the teachers guide the ritual with practiced ease. As the heroes meditate before putting their masks on, anyone who succeeds at a DC 20 Perception check hears a strange grinding coming from within the walls around the auditorium. Takulu doesn't hear it, and he proceeds with the ceremony by directing the heroes to put on their masks.

Just as the heroes don their masks, the insects burrowing through the walls attack.

The auditorium walls explode inwards with the weight of several giant beetles scrambling over one other. A flood of bugs follows them, a clicking, chittering, writhing mass that flows into the auditorium and throws the crowd into chaos.

There are more insectile attackers than the heroes could possibly hope to face on their own, but they aren't alone; the other teachers and initiates fight back as well. You don't need to track every participant in the fight. You should just concentrate on the insects that fight the heroes, as provided below.

You can narrate the fighting elsewhere in the auditorium by looking at how well the heroes fare. If the heroes are hard-pressed, the giant insects are doing well. If the heroes start to get their fight under control, the other Magaambyans begin to overcome their foes. You might briefly narrate the action elsewhere, such as Teacher Ayuwari swinging a staff to crack an insect's carapace, Teacher Ot distracting a giant centipede by casting *glitterdust* and ushering several spectators to safety, or Haibram leaping onto a giant bee in mid-flight and grappling it to the ground. Once the heroes have finished their fight, the teachers and other students defeat or repel the last of insects as well.

Creatures: Five big bugs focus their attentions on the heroes, fighting them rather than anyone else in the auditorium. The giant goliath beetle simply lumbers to the closest hero. The giant centipedes scuttle around to fight heroes who hang back. The flash beetles fly over the goliath beetle to flank whomever the big beetle is facing.

The aggressive and determined goliath beetle fights until killed. A giant centipede that takes any damage tries to bite the hero who attacked it, then it flees. A flash beetle that takes any damage uses its Light Flash and flees as well. Fleeing insects retreat into the tunnels or out of the auditorium entrances, whichever is closer.

Giant Goliath Beetle

CREATURE 3

Weak giant stag beetle (*Pathfinder Bestiary* 6, 41)

Initiative Perception +10

Speed 20 feet, fly 20 feet, burrow 10 feet

Flash Beetles (2)

CREATURE -1

Pathfinder Bestiary 41

Initiative Perception +6

Giant Centipedes (2)

CREATURE -1

Pathfinder Bestiary 61

Initiative Perception +6

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



The Queen of Bees was stern and judicious, always striving to make the best decisions, yet her subjects were dour and sullen. The Young Trickster, a favorite of Grandmother Spider, went to the Queen of Bees with a smile and a plan. But two guards at the gates stopped him.

"What do you want, little troublemaker?" they buzzed, stingers at the ready. "Our Queen has no use for your antics on this or any other day. Begone."

"I am here to give your Queen a great gift," the Trickster insisted. "You would never want to deny your Queen a gift out-of-hand, would you? I could go to the Lord of the Hornets... Please, one of you should ask her first, at least." One guard, head high, went to inform the Queen.

For a long time, the remaining guard and the Young Trickster stood in silence, so the Young Trickster hummed to himself, tapped his many feet, and started to dance. "Stop that," the guard thrummed in annoyance and rushed forward. But the Young Trickster swept him into his dance, dancing and twirling. What fun it was! Soon, the other guard returned.

"What is happening here?" the returning guard demanded, but received no answer. The returning guard tried to intervene but was swept into the dance as well! The Queen's steward, and architect, and handmaidens all came, each joining the dance in turn. Then the Queen herself came, for what had befallen her subjects? By now, the Young Trickster stood aside, watching the bees. The Queen saw their dancing and their delight.

"Young Trickster, you have given my people a new way to communicate. What is your price for this?"

"It is enough to see you join the dance," the Trickster said. So she did.

And that is how bees learned to speak through dance. Then some people learned from watching them, and they made their own dances. And this is why so many dances tell stories.



CHAPTER 3:

STONE-CAST SHADOWS

KINDLED MAGIC

[Campaign Overview](#)

[Chapter 1: Orientation](#)

[Chapter 2: First of Many](#)

[Chapter 3: Stone-Cast Shadows](#)

[Life in the Academy](#)

[Students of the Magaambya](#)

[Adventure Toolbox](#)

As the dust settles and those injured during the First Masking ceremony recover, the Magaambya's instructors begin the precarious balancing act of investigating the strange activities of the insects on the grounds, calming the students, and making sure the unusual attacks don't extend into the city of Nantambu. The faculty's first order of business is to explore and clear the meandering passages and recently carved tunnels beneath the campus. Relying upon trustworthy students is vital, since quickly exploring as much ground as possible may help prevent another attack.

The greatest priority goes to those tunnels around and beneath Tireless Hall, but a quick investigation of other nearby buildings shows several tunnels in those areas, too. While the faculty focuses their attentions beneath Tireless Hall, assuming they can find the most clues there, they delegate the exploration of other tunnels to less-experienced students, such as the heroes. Koride Ulawa is given the task of assigning duties to the cohorts and getting them into action.

Of course, Koride gives her favorite students what seems like the easiest task, the examination of the tunnels beneath Archhorn Library, far from Tireless Hall. However, those students were intimidated by evidence of giant insects in these tunnels, so Koride indulgently agreed to replace them with a different group: the heroes.

No one realizes the danger the heroes are about to be in. Far too canny to keep his base of operations near Tireless Hall, Stone Ghost guessed that the faculty would, indeed, focus their attentions there. He arranged several looping tunnels, partial collapses, and intriguing (but mundane) runes to hold their attention while he advanced his other plans. His base of operations and his most diligent gremlin minions lie far from Tireless Hall, beneath Archhorn Library—an area the heroes will soon explore.

To give the heroes their task, Takulu and Koride summon the students to the steps ascending to the imposing entrance of Archhorn Library.

Teacher Ot and Teacher Ulawa stand on the wide stone steps. While Teacher Ot carefully reviews a sheaf of papers, Teacher Ulawa looks annoyed, the corner of her mouth in a sneer. "How good of you to finally arrive," she says. "Your little cohort is far from my first choice for something so critical to—"

"Koride, please," Teacher Ot says softly, but firmly, then turns to you. "After your services to the Magaambya during your First Masking, we feel you are ready for an important task. Something is going on underneath Tireless Hall, and indeed beneath more of the Magaambya than we first realized. We are sending groups of students into the tunnels we have discovered in an effort to map them as thoroughly as possible. You will be one of these groups."

CHAPTER 3 SYNOPSIS

After the insect attack at the end of the previous chapter, the teachers and students must all pitch in to explore the maze of passages beneath the school. The heroes are assigned a distant, and presumably safe, set of caverns beneath Archhorn Library, but within these passages, the vengeful oread Stone Ghost and his gremlin minions work to expand the tunnels and prepare more attacks. The heroes can defeat Stone Ghost and learn that he was, in an earlier life, a cruel student expelled from the university. The aftermath of the insect attack and the discoveries beneath Archhorn Library hint at greater dangers. The sudden arrival of new anadi students promises some answers, but the heroes must first defend them against hungry griffons.

CHAPTER 3 TREASURE

The permanent and consumable items available as treasure in Chapter 3 are as follows.

- +1 morningstar
- +1 striking pick
- bloodseeker beak
- dancing scarf
- lesser healing potion
- mask of mercy
- rhinoceros mask
- scroll of dispel magic



Teacher Ot points across to Tireless Hall. "There is where the attack occurred. But in the lowest levels of all these buildings," he waves to the buildings around it, including Archhorn Library behind him, "we've found more tunnels. Many lead to old cave networks, now connected together by recent digging. Intentional, directed digging."

Teacher Ulawa picks up the explanation. "I sent some students into the basement here in Archhorn Library, to explore and map the caves. It rapidly became obvious that this would be a more involved task than we originally anticipated. I withdrew that group, and you will be going in; you may even manage to make it back out in one piece." She chuckles grimly. "We'll at least wait and see how you manage before sending in the inevitable help."

Teacher Ot steps aside and gestures to the library building. "The first group's notes should still be in the basement. We can hope that Koride's handpicked students were... comprehensive before learning that their feet might get muddy and then pleading for a different assignment."

Teacher Ulawa shrugs. "Their skills were needed elsewhere, Takulu. It's up to your motley band of novices to pick up where they left off."

Takulu adds, "We'll be making our own explorations beneath Tireless Hall, where we believe the danger is greater, should you need to draw us away for anything. But your task is before you, as ours is before us."

The party's instructions are simple: explore the caves beneath Archhorn Library, map it to the best of their abilities, and handle any threats they can manage. The heroes should then report back to Teacher Ot and Teacher Ulawa, but only when they've completed their task. The teachers shouldn't be disturbed lightly.

While the teachers don't explicitly state it, the heroes should realize that this task is intended to test them. This is an opportunity for the heroes to prove themselves, and they shouldn't squander it.

C. Infested Caverns

Several catacombs and classrooms sprawl beneath Archhorn Library, though the building hasn't been used for its intended purpose for quite some time. Most rooms feature paneling of dry, fragrant wood to keep the cold and moisture at bay. Despite being fairly spacious and uncluttered, some of the subterranean rooms also remained abandoned for years, which made them the ideal place for the misanthropic Stone Ghost to lair. He drew a number of gremlins into his service, including burrowing gnagrif gremlins, and hatched his plots of revenge against the school.

When the *Vesicant Egg* began drawing insects of all kinds to the Magaambya, the gremlins were among the first to realize it, as they possess a kinship

with vermin. They told Stone Ghost, and he directed several insects into the chambers underneath Archhorn Library, commanding them with the natural magic he had learned, ironically, while a Magaambyan student. Now, the gremlins share the caverns with enormous insects—predominantly giant mining bees that aid the gnagrifs in expanding the cramped natural chambers according to Stone Ghost's commands.

Stone Ghost expected the attack on the First Masking ceremony to be more successful than it was, and he didn't expect the Magaambya to begin an immediate and comprehensive exploration of the tunnels. He left enough false clues to distract anyone exploring underneath Tireless Hall for some time.

INFESTED CAVERNS FEATURES

The map of Stone Ghost's insect- and gremlin-infested caverns is on the inside back cover of this adventure. The passages indicated are only those navigable by the heroes; narrow, winding passages that only Tiny or smaller creatures can use aren't indicated on the map but let the gremlins move around.

Even these larger caverns are generally cramped. Ceilings in the chambers vary between 6 and 8 feet high. In the connecting passages, the ceilings are only 4 to 5 feet high. Any creature moving through an area where the ceiling is shorter than the creature's height treats the area as difficult terrain.

As most creatures inhabiting these caverns don't need light, the caverns are unlit except where indicated. Since the gremlins sometimes wander with candles or lanterns they've found, light sources the heroes bring don't automatically alert the denizens here.

Droning: The constant drone of the mining bees lairing here echoes throughout the infested caverns. The pervasive hum masks other sounds; creatures in the infested caverns have a +2 circumstance bonus to Stealth checks to avoid being overheard. Once all the mining bees are defeated, the drone stops.

Active Encounters: Although the room descriptions below indicate which creatures are likely there, creatures other than Stone Ghost roam around a lot, so the heroes might encounter them elsewhere in the caverns, at your discretion.

Secret Doors: Stone Ghost has created several secret doors throughout the infested caverns. Each is a thin sheet of stone that rotates on a hidden peg. These secret doors swing closed unless held or spiked open. A hero Searching the area of a secret door discovers it with a successful DC 17 Perception check. The gremlins generally know only those secret doors that lead to the rooms where they sleep, but they quickly offer up this information if interrogated.

C1. STAGING ROOM

LOW 3

The wooden wall panels in this long, low room have been broken apart in four places to reveal narrow passages burrowed into the stone. The railing which spans the walls and the low rail in the middle hint that this room once served as a dance studio. Several desks have been relocated here with a few books and papers; more papers nailed to the wood near each entrance feature hastily sketched maps.

After this disused room was found to hold many recent cavern entrances, the instructors added it to the list of tunnels to be explored and mapped. The desks, notes, and maps are all evidence of the first group that came down here: a cohort of Koride's favorite students who balked at the task when they explored a few tunnels and found a much more expansive cave system than they'd expected. The bees' droning caused them the most concern, and they convinced Koride to reassign them. The students were so quick to leave that they left their work here.

The books and scrolls on the desk are some texts about Archhorn Library; Koride's initial team hoped they might give some information or schematics, but the infested caverns don't appear in these old books and so aren't of any use.

The papers tacked to the walls provide sketches of the passages to areas C2, C3, and C4. The passage between areas C3 and C4 appears on one of the maps with a portion of the wall circled with a question mark (this mark indicates a secret door in that connecting passage, which leads to area C7a). These papers ought to give the heroes a good start on their own map of the infested caverns.

Creatures: After the heroes have had a chance to take a look around this room, but before they begin to explore any of the passages, an intensifying drone emanates from the passage in the center of the south wall. A hero who succeeds at a DC 15 Nature or Survival check identifies it as the buzzing of enormous bees. One round later, two giant mining bees fly out of the passage. The gremlins have treated them so terribly that they've decided to fly off, and finding other creatures in their escape route makes them both angry and aggressive. They attack the heroes immediately. A bee reduced to fewer than 6 Hit Points flees out into Archhorn Library if the heroes haven't shut the door.

Giant Mining Bees (2)

Page 80

Initiative Perception +9

CREATURE 2

Treasure: The students who set up this room left behind a *scroll of dispel magic* on one of the tables.

Containing the Gremlins: If the heroes suspect gremlins might be present in the caverns, or if they encounter gremlins and retreat here, they might realize that this room makes an excellent place for the *fey abeyance* ritual they learned earlier. Casting the ritual here prevents the gremlins from easily fleeing the caverns and making their way to the surface. When a fleeing gremlin gets to the area of the ritual, they sense the danger, but they don't know what kind and they don't want to risk entering it. Any gremlins that flee this way simply stop, unsure of where to go, as they can sense the detrimental effects the ritual would have on them. They surrender to any heroes they see.

If the heroes don't come up with the idea of using the *fey abeyance* ritual on their own, an NPC they speak with might suggest casting it to more easily take care of the gremlins. By "take care of" them, people like Takulu mean to usher the gremlins off the campus, while teachers like Koride probably mean to just kill them. The heroes could interpret this suggestion as they'd like.

Mundane solutions also exist. For example, the heroes might board over these entrances to keep the gremlins contained, which also works.

XP Award: If the heroes use the *fey abeyance* ritual here or come up with some other way to keep the gremlins from escaping onto the school grounds and continue being pests, award them 30 XP.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox





C2. WET HOLLOW

Both of the southwestern tunnels from area C1 descend steeply into this room, as does the tunnel from area C3. The room has several puddles of murky, standing water that the gremlins drink. Some type of crustacean is mostly submerged in one of the puddles; this dead vexxit was the victim of other gremlins' pranks, and most of the creature's head is missing.

Treasure: The dead vexxit wears a silver ring worth 40 gp as a bracelet. The heroes find it automatically if they remove the creature's corpse from the puddle.

C3. MASSIVE MUSHROOM

This large, irregular cavern has moisture dripping down the walls and a narrow tunnel leading up to the north. A large, blue, glowing mushroom faintly illuminates the space.

The large glowing mushroom is a spontaneous manifestation of the Magaambya's primal magic. It has grown here for many years, getting larger and larger; now it's roughly the size and width of a dwarf. The mushroom has plainly been gnawed at a bit, but the gremlins found it unappetizing and leave it alone. A hero who succeeds at a DC 15 Nature check knows that it isn't harmful; on a critical success, the hero realizes that eating it will aid primal spellcasters.

The mushroom bears a strange enchantment that interacts with those capable of casting primal spells. Anyone eating a piece of the mushroom is imbued with restorative magic. For the next hour, when the imbiber casts a non-cantrip primal spell that targets only one creature, they can choose to restore 1d6 Hit Points per spell level to the target in addition to the spell's normal effects; this is a healing effect. A creature can only gain this benefit from the mushroom once per day.

C4. CENTIPEDE TRAPS

MODERATE 3

Three centipede carcasses lie on the floor near the south end of this room. Each appears to be curled around a ball of string or wire, like a kitten with a ball of yarn.

This chamber used to be a centipede nest, but Stone Ghost used all the centipedes in the attack on the auditorium. The three left behind here were killed in the gremlins' fervent whipping to goad the rest of the centipedes to attack. Rather than let the dead bugs go to waste, they scooped out all the centipede meat for food and prepared a trap inside each exoskeleton.

Koride's initial explorers made it as far as this room, but they didn't investigate the dead centipedes, so all three traps are still armed.

Hazard: The gremlins curled each giant centipede carcass around a tight ball of springy wire. The wire is tied to the centipede's legs, which the gremlins have sharpened even further into deadly points. When the carcass is jostled, the wire starts to unspring, pulling out the centipede legs and flinging them around the room. All of the centipede's legs are pulled free from the carcass after 1 minute of unspooling.

There are three centipede traps. When one is triggered, the legs it flings jostle the other two traps, so almost immediately, all three traps are hurling sharpened centipede legs around the room. Multiple traps don't do any more damage to people in the room than just one trap—a character can be hit by only so many sharpened centipede legs each turn—but all three traps need to be disarmed or expended before the room is safe.

CENTIPEDE CARCASSES TRAP

HAZARD 5

COMPLEX | MECHANICAL | TRAP

Stealth +11 (trained)

Description Three giant centipede carcasses have wire springs that pull out and fling their sharpened legs around the room.

Disable DC 23 Nature (trained) to bend the centipede carapace so the wire can't pull out any more legs, or DC 21 Thievery (expert) to cut the springy wires. After all three carcasses are disabled (regardless of the check used), the trap is deactivated. The trap automatically deactivates after 10 rounds.

AC 22; Fort +15; Ref +9

Carcass Hardness 12; Carcass HP 20 (BT 10); Immunities critical hits, object immunities, precision damage.

Volley of Legs **Trigger** A carcass is touched or jostled;

Effect Each creature within 30 feet of any centipede carcass takes 4d4 piercing damage (DC 22 basic Reflex save), and the area becomes difficult terrain due to the many sharpened legs on the ground. Each creature that Strides more than 10 feet through the area must succeed at a DC 20 Acrobatics check or take 1d4 piercing damage. The trap then rolls initiative.

Routine (1 action) Each creature within 30 feet of a centipede carcass that hasn't been disabled takes 6d4 piercing damage (DC 22 basic Reflex save).

C5. MINING TUNNELS

MODERATE 3

This room has broken carapaces of giant bee drones heaped into its corners and reeks of the sickly-sweet smell of decay. Three recent tunnels lead northeast.

Stone Ghost has commanded the gremlins to dig new tunnels northeast from this area to reach other



sublevels of the Magaambya's buildings. Gnagrifs and mining bees have only begun this work; the tunnels don't yet go anywhere. The work is particularly difficult on mining bees, who are poorly suited to digging through stone, but the gremlins work the bees hard regardless. When a bee dies from its efforts, the gremlins just stack its body on the piles, which are now crawling with tiny carrion insects enjoying the feast.

Creatures: Two gnagrifs gnaw slowly but diligently through the rock, one in each of the longest tunnels. A tired mining bee is in the third tunnel; without a gremlin urging it to work, it just rests and tries to remain out of sight.

These creatures generally ignore any activity in the larger cave; they have a -4 penalty to Perception checks for initiative if surprised. If the bee is bothered, it fights back, and the gremlins rush out to join it in a fight. If either of the gremlins realize there are intruders, they shout, bringing the other gremlin to attack. The bee only joins the fight if attacked or if one of the gremlins takes the time to cast *speak with animals* and demand that it participate.

The tenacious gnagrifs fight to the death, but the bee flees as soon as it takes any damage, buzzing back to area C9. The heroes might encounter it alongside the other mining bees there.

GNAGRIFS (2)

Page 83

Initiative Perception +7

CREATURE 2

GIANT MINING BEE

Page 80

Initiative Perception +9

CREATURE 2

C6. PUDDLES AND MOLD

LOW 3

Several wide, shallow puddles cover the floor of this cool, moist cavern. Thick brown fungus covers a natural pillar in the northwest part of this room.

As this room contains two troublesome but stationary dangers, the gremlins move quickly through here on the rare occasions they traverse it. They know not to bring any fire near the pillar.

Hazard: The fungus on the pillar is a patch of brown mold. Anyone approaching the pillar realizes it's the source of the chill in the air since the temperature drops near it.

BROWN MOLD

Gamemastery Guide 77

Stealth DC 21

HAZARD 2

Creature: One of the puddles near the cave's south end is actually a gray ooze, which generally waits patiently for prey to step into it before attacking. It's not close enough to the brown mold to take cold damage from it when the mold leeches warmth; if the brown mold expands, the gray ooze nevertheless feels the wave of cold, which prompts it to lurch forth to attack the heroes. The gray ooze fights until destroyed, pursuing prey as well as its Speed permits.

GRAY OOZE

CREATURE 4

Pathfinder Bestiary 2 193

Initiative Stealth +12

C7. NEST ROOMS

VARIABLE 3

All four gremlin nest rooms (areas C7a, C7b, C7c, and C7d) are similar.

This filthy room is jammed with hammocks, blankets, and bedrolls, all heaped into makeshift nests for little creatures. Discarded bits of food, twisted lumps of metal, and bits of stone litter the floor.

These nest areas are concealed by secret doors (page 48). Exhausted from their work, gremlins sleep deeply and require loud noise or vigorous shaking to awaken.

Creatures: As the gremlins sleep irregularly and in whichever nest room they like, the number and type of gremlins in these rooms aren't fixed. There's a 1 in 3 chance that one of these nest rooms has any gremlins in it at all; if it does, the heroes find 1d4 sleeping gremlins. Roll 1d4 on the table below to determine the type of gremlin, or just choose the type.

Gremlins roused from their sleep are irritable and prone to attack; if presented with obviously superior enemies, a gremlin either flees in the opposite direction (all the nest rooms have two exits for this purpose) or surrenders if flight seems impossible. Fleeing gremlins try to meet up in areas C5 or C10 and alert the gremlins there to trouble.

1d4	Gremlin type
1	Mitflit (Pathfinder Bestiary 193)
2	Scrit (page 82)
3	Vexgit (Pathfinder Bestiary 2 134)
4	Gnagrif (page 83)

Treasure: Each nest room contains an assortment of trinkets worth 2d10 gp.

C8. FRIENDS IN NEED

A flickering light reveals a dark tunnel leading west and three people huddled together, speaking in hushed voices.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

The heroes know these people: Ignaci, Okoro, and Tzeniwe. This cohort was assigned to map the areas beneath Warden House, next to Archhorn Library, but a cave-in blocked their way back. They don't realize they've followed the twisting tunnels outside their assigned area, and recently ran into the giant mining bees in area C9. While trying to look brave in front of Okoro, Ignaci got stung by a bee and learned, quite dramatically, that he has a severe allergy to bee stings. Ignaci's skin has broken out into hives and his tongue and throat are swollen. Okoro and Tzeniwe are too worried about his sudden symptoms to move him, and neither has the medical knowledge to help him. If left unaided, Ignaci could die.

The heroes can help if they can calm the frantic cohort and treat Ignaci. A hero can calm the trio with a successful DC 18 Diplomacy or Intimidation check, although you might allow other means to calm them with a similar DC. Once the attendants have calmed down, the heroes can either help them get Ignaci safely to the surface or treat him directly. A hero can treat Ignaci with a successful DC 20 Medicine check. The heroes can retry this check on a failure, but the DC increases by 2 each time. On a success, Ignaci is well enough that Okoro and Tzeniwe can get him to the surface without the heroes' help if the heroes describe a safe way up through Archhorn Library (as the cave-in blocks the path back up to Warden House). On a critical success, the hero quells Ignaci's symptoms entirely and he can walk unaided, though Okoro and Tzeniwe escort him to the surface anyway. On a critical failure, Ignaci goes into shock; unless a hero succeeds at another DC 20 Medicine check within 1 round, he dies.

The tunnel off the map to the west now leads to a large collapse and several dead-end tunnels. They don't contain anything of interest other than a few tracks from insects and gremlins coming and going.

Tzeniwe spotted the secret door across this room (that leads to area C10), but the last thing her group wanted to do was poke into secret chambers. Once the heroes have provided her group with any help, Tzeniwe tells them about the secret door.

XP Award: If the heroes calm the group to help Ignaci, award them 30 XP. If they thereafter save Ignaci with a successful Medicine check, award them an additional 80 XP. They also earn Ignaci's gratitude for saving his life.

C9. IRRITATED HIVE

MODERATE 3

This natural chamber has strangely sticky walls. The air is filled with a heavy scent vaguely reminiscent of flowers.

This room is the hive of the giant mining bees drawn here by the *Vesicant Egg*. The gremlins corral all the giant mining bees into this one chamber—they don't realize that mining bees are generally solitary and don't like living in close quarters with each other. The sticky mess on the walls is a paste made of tree sap and crushed flowers, which the gremlins have determined, through trial and error, that the mining bees will eat.

Sticky Walls: Creatures will have difficulty moving through the room without brushing against the sticky sap. Any creature moving farther than 15 feet in a single Move action must succeed at a DC 15 Reflex save at the end of its movement or take a -10-foot penalty to its Speeds until the end of its next turn (this Speed penalty isn't cumulative). Mining bees aren't slowed by the sap.

Creatures: Three mining bees live in this hive; they're currently in opposite parts of the chamber to avoid each other's company. The students now hiding out in area C8 have already irritated the bees, who are now antagonistic and ready to attack anyone other than gremlins. A mining bee reduced to fewer than 6 Hit Points flees from the heroes as fast and as far as it can, which might alert the caverns' other denizens to trouble.

GIANT MINING BEES (3)

Page 80

Initiative Perception +9

CREATURE 2

C10. WAR ROOM

MODERATE 3

A table bearing a large cloth map pinned down with heavy rocks along the edges occupies much of this room. Though dirty and tattered, the aged map provides a detailed view of the Magaambya campus. Drawn atop the map are several caves and tunnels, creating a connected web of passages between the buildings.

Aside from the large map on the table, the heroes find little of use here. The table is stout wood and set 2 feet off the floor on heavy wooden legs. There isn't enough room for Small or larger creatures to fit comfortably beneath it, but the gremlins can scurry under the table with ease and use it to gain cover from larger creatures.

The map is the property of the Magaambya; Kurshkin stole it to more easily plan with Stone Ghost. They've since covered the map with scribblings, partially completed schemes, and notes in a mishmash of Common, Undercommon, and Terran. Even though the plans are indecipherable, they plainly depict targeted attacks on the Magaambya. Anyone examining the map can see that the storage



room and outdoor Introduction Ceremony site are circled, as are the Tree-Stump Library and Tireless Hall—all locations that Stone Ghost's minions have targeted. Many of the abandoned tunnels beneath the school are marked on the map, too, with the hatch leading to the Spire Dormitory circled with a note in Undercommon reading, "They Live Here. Send Urbel to kill them." Urbel is Kurshkin's brutish enforcer. He doesn't particularly relish going alone into a dorm full of magic-trained students, so he has been putting off Kurshkin's command to venture out and eliminate the heroes. The heroes most likely find Urbel in area C13.

Creatures: Five gremlins are trying to decipher the instructions on the map in this room. Stymied by a combination of their limited experience with maps and the unclear notes, they haven't had much luck. Each instead argues that their own interest should be what the gremlins pursue as a whole. They have a -2 penalty to Perception checks for initiative if caught mid-argument, since they aren't paying much attention to anything else. Once the gremlins spot intruders, they quickly shout in alarm and attack. When fighting bigger creatures, they prefer to dart under the planning table for protection.

The gremlins include a blunt-snouted and pugnacious gnagrif who wants to focus on digging, a gangly jinkin who thinks cursing the Magaambya's magic is the best next step, and three warty mitflits who urge another insect attack (despite the fact that the last one didn't succeed and cost them their most powerful insects). There's a sixth gremlin here who isn't part of the planning: a lice-infested grimble gremlin named Binji who the other gremlins all boss around as their servant. She's currently trying to scrub insect entrails off of a knife in a corner of the room. Binji tries to stay out of the way during a fight so she can talk to the heroes afterwards.

If Kurshkin survived the attack in Chapter 1, she's also here trying to maintain order, making for a Severe encounter.

GNAGRIF

Page 83

Initiative Perception +7

JINKIN

Pathfinder Bestiary 193

Initiative Perception +7

CREATURE 2



CREATURE 1



MITFLITS (3)

Pathfinder Bestiary 192

Initiative Perception +4

BINJI

UNIQUE CN TINY FEY GREMLIN

Female grimble servant (Pathfinder Bestiary 3 120)

Initiative Perception +6

Languages Common, Undercommon

So Many Lice The prevalence of insects on the Magaambya campus means Binji is more infested with gremlin lice than most grimples. The Reflex DC to avoid infestation from her gremlin lice is 15 rather than 13.

Lots of Noise: If the fight here was particularly noisy, and if you determined that there are any gremlins currently in area C7b, the noise wakes them up. Rather than rushing to join the combat, however, the gremlins hide in their nests and prepare to ambush anyone who comes by.

Befriending Binji: Binji has had enough of her mistreatment at the hands of the other gremlins. Turning herself over to the big folk who bested Kurshkin seems like a safe bet to her. She hides

while the heroes fight the other gremlins but comes out afterwards, nervously wringing her hands together on the hem of her burlap tunic. Binji makes a simple offer: she'll aid the heroes if they protect her from the other gremlins and take her away with them when they leave. Until then, she dutifully tags behind the heroes, haphazardly tidying up their messes and doing her best to be helpful. If the heroes want her to stay put someplace, she does so only if one of the heroes succeeds at a DC 18 Diplomacy check to convince her they won't just abandon her.

So long as Binji accompanies the heroes, she notes when they're coming up on an area where the other gremlins are likely to be, and she identifies any secret doors the party passes by. As Binji has been responsible for cleaning up all the gremlin nest rooms, she knows where they all are, but she doesn't know whether anyone is in any of the rooms at the moment.

The only room Binji won't enter is Stone Ghost's room (area C15). She's terrified of the ghostly person who seems neither completely living

CREATURE -1

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox



CAN WE KEEP HER?

If your players decide to keep Binji around upon completing their agreement, she happily helps them in any capacity they'd like, so long as she doesn't have to frequent crowded or noisy places. She can be an assistant, study partner, spy, or even combatant, though she's objectively bad at fighting. The faculty doesn't mind Binji's presence, so long as the heroes agree to be responsible for and kind to her; other students have kept stranger companions, to be sure. Binji's lice likely won't win the heroes any favors, as the irritating bugs get into any space Binji sleeps or works.



nor properly dead, and she discourages the heroes from having anything to do with him.

Treasure: One of the paperweights on the map is a lump of amber worth 35 gp. Secured beneath the map table are three *lesser healing potions*. The gremlins don't think to use the potions in the heat of battle, but they'll remember to drink them if the heroes retreat from a fight here. Anyone Searching the room discovers the cache of potions with a successful DC 14 Perception check.

XP Award: If the heroes recover the map detailing Stone Ghost's plans, award them 30 XP. Award them an additional 80 XP for treating Binji well and agreeing to lead her somewhere safe.

C11. PANTRY

Though likely once organized, this storage area has been pillaged over and over again, leaving barrels pried or punched open and sacks spilling their contents across the grimy floor. Piles of garbage flood the corners. A small cook fire has stained the ceiling with soot, and the nearby utensils seem to have never seen wash water.

Binji usually works here, trying hard to keep the room orderly while the other gremlins simply take what they want and leave messes for her to clean up.

Treasure: A bag just visible at the top of one of the shelves, well out of easy gremlin reach, is a *bag of holding type I*. It contains a taxidermy bloodseeker missing its beak and, perhaps unsurprisingly, a *bloodseeker beak*.

C12. BINJI'S BEDROLL

This intersection has a wad of blankets pushed up against one wall, out of the way. Tiny bugs crawl all over the blankets.

None of the other gremlins want Binji to bunk with them, so she sleeps in this out-of-the-way nook. Her blankets are crawling with gremlin lice; anyone touching the blankets must succeed at a DC 15 Reflex save or become infested (as with Binji's Gremlin Lice ability). The beleaguered gremlin has nothing of value in her blankets beyond a few poorly carved figurines that she considers her only friends.

C13. TRAINING GROUND

MODERATE 3

The smell of rotten meat assails the senses in this large cavern. A natural pillar in the middle of the room bears several metal hooks with gruesome slabs of meat hanging from each.

Kurshkin's chief enforcer, the nuglug bully Urbel, is usually found here. He's supposed to be planning an assassination attempt against the students of the Spire Dormitory or helping with the mining, but neither of these tasks interests him much. With Kurshkin gone (either defeated by the heroes or too busy with planning in area C10), Urbel spends his time trying to teach a giant tsetse fly to serve as his mount.

Creatures: Urbel and the giant fly are both clearly irritated. Since Urbel doesn't really know much about training animals, he simply wrestles himself atop the fly with the hopes that it'll learn to be a loyal mount. This approach hasn't worked. All it has done is teach the fly to buck him off and make it ill-tempered.

When Urbel spots the heroes, he grunts in Undercommon, "Yer making my job easy by coming to me." He draws his weapon and attempts to climb atop the giant fly. The fly tries to buck him off immediately, but if Urbel hangs on, he shouts with triumph and commands the fly to charge the heroes. If Urbel is bucked off, he simply lumbers into combat directly. Urbel prefers to attack prone targets; if the heroes don't provoke his Kneecapper reaction, he tries to Shove them. If a hero lands a solid hit on him, Urbel usually takes his first action to Demoralize that hero with a frightful lunge and grunt. Urbel fights until reduced to fewer than 15 Hit Points, at which point he throws down his pick and flees.

The aggressive giant fly prefers to attack animals if any are present, but it generally focuses its attacks on whoever hurt it most recently. If Urbel is reduced to fewer than 30 Hit Points, the fly dimly realizes that it has an opportunity to pay back all its mistreatment at the gremlin's hands. It starts attacking Urbel rather than the heroes, which makes Urbel groan in frustration as he must split up his attacks between the heroes and the traitorous fly.

URBEL**CREATURE 4****UNIQUE CE SMALL FEY GREMLIN**Male nuglub bully (*Pathfinder Bestiary 2* 135)**Perception** +8; darkvision**Languages** Undercommon**Skills** Acrobatics +10, Athletics +9 (+11 to Shove), Crafting +7 (+9 traps), Intimidation +12, Stealth +10**Str** +3, **Dex** +4, **Con** +3, **Int** -1, **Wis** +0, **Cha** +2**Items** pouch with 4 gold teeth worth 3 gp each, +1 striking pick**AC** 21; **Fort** +13, **Ref** +12, **Will** +8**HP** 68; **Weaknesses** cold iron 4

Kneecapper **Trigger** A Medium creature within Urbel's reach leaves a square during its move action; **Effect** Urbel lashes out at the triggering creature's knees. He attempts an Acrobatics check against the creature's Reflex DC. On a success, the target falls and lands prone.

Speed 30 feet, climb 20 feet**Melee** pick +14 (fatal d10, shove), **Damage** 2d6+5 piercing**Melee** jaws +14 (finesse), **Damage** 1d6+5 piercing plus Grab**Melee** claw +14 (agile, finesse), **Damage** 1d4+5 slashing**Primal Innate Spells** DC 21, attack +13; **2nd** shatter; **1st** grease, shocking grasp; **Cantrips (2nd)** prestidigitation

Bully Any melee weapon Urbel uses gains the shove trait, and if he rolls a critical failure when attempting to Shove a creature with the weapon, he treats the result as a failure instead.

Pound Down Urbel's melee Strikes deal an additional 1d6 damage to prone targets.

GIANT TSETSE FLY**CREATURE 2**

Page 81

Initiative Perception +9**Buck** DC 18**C14. GRUESOME TROPHIES**

Three masks and three cloaks are affixed to the south wall of this claustrophobic cave, as though in mockery of people, with arms extended to the sides. All look colorful, but dirty and bloodstained. One of the masks depicts a stern antelope, another a kindly hare, and the last a smiling warthog.

The cloaks and masks are grim trophies of Magaambyans that Stone Ghost murdered some time ago; he likes to admire these trophies and reflect on his kills when he comes and goes from his room.

One of the outfits—the hare mask and a bloodstained cloak in yellow and

white—has been affixed to the secret door to the south that leads to Stone Ghost's room. Hanging the mask and cloak in that spot makes the secret door sit slightly askew on its hinges, reducing the DC to discover it to 13. Furthermore, anyone looking over the outfit can attempt a Perception check to discover the secret door, even if they aren't actively Searching that area.

Anyone looking over the cloaks can attempt a DC 15 Nature or Survival check. On a success, dirt and dust on the lower half of the cloaks indicates that each wearer was somehow pulled partially into the ground before being killed. This clue hints at one of Stone Ghost's abilities, which the heroes might shortly witness firsthand!

Treasure: The mask of the kindly hare is a *mask of mercy* (page 74). Takulu can help a hero transfer the abilities of this mask to a non-magical mask in a hero's possession (such as the mask they constructed during the First Masking) if they choose; doing so takes 1 day of downtime.

XP Award: No one at the school realizes that these students have died, much less that Stone Ghost killed them. Returning their masks allows them to be honored and remembered appropriately. Award the heroes 30 XP for bringing the masks back to the school.

KINDLED MAGIC**Campaign Overview****Chapter 1: Orientation****Chapter 2: First of Many****Chapter 3: Stone-Cast Shadows****Life in the Academy****Students of the Magaambya****Adventure Toolbox**

Urbel



C15. STONE GHOST'S ROOM

SEVERE 3

This well-appointed bedroom and study almost makes one forget that it's hidden deep underground. The space is neatly furnished with mismatched items, including a bearskin rug and extraordinarily comfortable-looking chair. A heavy professor's desk sits off to one side, along with a massive, gently scuffed four-poster bed. Rugs and curtains hang in an inadequate attempt to make the space seem less like a cave, but craggy wall peeks through the gaps.

Stone Ghost keeps his room remarkably clean. Most of the furniture looks barely touched; no dust sits on anything, and the bed is neatly made. The only exception is the desk, which bears several papers and journals and obviously sees frequent use. A large clay jug of water sits on the desk as well.

Creatures: Stone Ghost spends his time planning here. If he's unaware of the party's presence in the tunnels, the heroes find him diligently working at his desk, perfecting his schemes. More likely, due to fleeing gremlins or the cessation of the omnipresent buzzing, Stone Ghost suspects intruders. Once he has reason to think someone

is approaching his room, he enters one of the walls behind a hanging tapestry and waits, peeking an ear out occasionally to hear whether anyone has entered his room. Detecting Stone Ghost's careful concealment requires a character to succeed at a DC 25 Perception check. If undetected, he listens to what the heroes do. So long as they don't get near his desk or discuss his notes—which he knows are very incriminating—he remains hidden and hopes they go away. If they move over to the desk, discuss him by name, or mention any of the Magaambya teachers, he decides to kill them to protect the secret of his presence here.

Two jinkin gremlins also hide underneath the bed, tinkering with a magic mask they're trying to curse. They know that Stone Ghost doesn't like them making a lot of noise, so they remain quiet, whether or not they know the heroes are present. Once they know there are intruders in the room, they wait to attack until Stone Ghost attacks first. A jinkin reduced to fewer than 10 Hit Points flees and doesn't return, and both gremlins flee immediately if Stone Ghost is defeated.

To protect his notes, Stone Ghost steps away from the wall and swings his morningstar (he's slowed

1 on a round where he starts his turn inside a wall) while calling for the gremlins to attack. In subsequent rounds, Stone Ghost uses his spells and his Entombing Grasp ability to incapacitate the heroes and club them to death. His favorite tactic is to pull someone into the ground, then clobber them with his morningstar. Stone Ghost doesn't ask for surrender or give it, as he's too proud and stubborn to do something so crude as beg for his life in the face of defeat. However, if he thinks his defeat is imminent, he casts *shatter* on the water jug on the desk, dousing all the incriminating notes so that no one can learn his plans.

STONE GHOST

Page 88

Initiative Perception +13

CREATURE 5

JINKINS (2)

Pathfinder Bestiary 193

Initiative Stealth +7

CREATURE 1

Stone Ghost's Notes: It takes several minutes to sort through all the incriminating journals, maps, and notes on the desk. If Stone Ghost managed to shatter the water jug, the notes are indecipherable unless a hero succeeds at a DC 20 Nature or Society check to Decipher Writing, and the laborious reconstruction takes hours. Unfortunately for Stone Ghost, the water doesn't wholly obliterate this evidence.

The notes and maps concern the Magaambya grounds, including access tunnels, subterranean rooms, and other underground places Stone Ghost was attempting to reach by digging. These maps include the access tunnels under the campus that the heroes might have discovered through the maintenance hatch in the Spire Dormitory. The journals detail Stone Ghost's plans.

Some older notes are by an "Uduak Basni," Stone Ghost's old name before he took the title the gremlins gave him. More recent notes indicate surprise at the number of insects found on the campus, followed by delight when he realized that digging insects could help create a network of interconnected tunnels beneath the school. One note in particular reads, "Not clear why so many insects are drawn to campus, but the gremlins do fine at keeping them in line. I have the gremlins working the insects to death, to take their little minds off of the fact I'm doing the same to them." The insect attack on Tireless Hall is just the first of several attack plans detailed in these notes, each aiming to inflict greater damage and death upon the Magaambya.

Leaderless Denizens: Once the heroes have defeated Stone Ghost, the surviving gremlins in the caverns

begin to clear out, as they no longer have anyone to command them and fear retribution from the magic school if they stay. Within a day or so, all the gremlins have relocated elsewhere. Unless the heroes managed to capture them, they might cause trouble in isolated places on campus in subsequent adventures.

The insects don't leave and, in fact, become healthier once they aren't being worked so hard by the gremlins. If relocated, they eventually return due to the *Vesicant Egg* still calling to them.

Treasure: The jinkins under the bed haven't yet cursed the *rhinoceros mask* (page 74) they're tinkering with. Its enchantment can be transferred to a non-magical mask just like the *mask of mercy* in area C14. The bearskin rug is exceptionally well made and is worth 30 gp.

XP Award: Award the heroes 30 XP if they learn what's in Stone Ghost's notes.

Exploration Aftermath

When the heroes have defeated Stone Ghost and finished mapping the caverns, they can return to Takulu and Koride. The area in front of Tireless Hall has been turned into an enormous field station, with insects of all sizes being hauled outside and sorted. Koride oversees the investigation, labeling and cataloguing the creatures in the aftermath of this mysterious invasion, while students provide her with samples and reports. Takulu meets the heroes and takes any maps or notes they offer, but he knows they've already been through a lot.

"We will be working on solutions for hours, maybe days," Teacher Ot says with a kindly smile. "There will be time for you to give me a complete report of your findings tomorrow morning. For now, I'm giving you an important assignment—go home and rest."

Treasure: If Ignaci survived, he's recovering well after receiving the heroes' aid. In gratitude, he offers to make the heroes any two common alchemical elixirs of 5th level or less that they choose.

Anadi Arrival.....Extreme 3

When the heroes return to the field station the next day, Koride and Takulu are still there, having worked through the night. They've made several important discoveries. Koride isn't willing to talk about them, even to students she likes; she has started to worry that the *Vesicant Egg*, which she had been secretly studying, is somehow responsible, though she isn't ready to admit that to anyone just yet. Takulu, on the other hand, is eager to share information with the heroes

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

as they inform him about their cavern explorations in more detail. He listens intently to the heroes, and provides them these findings during the conversation.

First, the insects were drawn by some pervasive yet persistent psychic call.

Second, gremlins, pests, and other creatures that aren't strictly insects (like spiders) have responded to the call as well. Of course, they've been closely questioned. None can provide any details other than experiencing a strange longing, and a sense that they must go to the Magaambya.

Third, the emanation is virtually undetectable but seems to be ongoing. The heroes have defeated the villain weaponizing the infestations, but they aren't over. The emanation isn't localized, so pinpointing its source is impossible without more work or some new angle of discovery.

When the conversation with Takulu winds down, Esi rushes up to inform him that three prospective students seeking admission have just arrived. She suggests, a bit uncomfortably, that they're likely to cause a disturbance unless someone speaks with them right away. If pressed, Esi explains that the visitors are anadis. Esi doesn't mind anadis, as she's good friends with Tzeniwe and her children, but she knows that not everyone is comfortable with the spider-like people. Takulu thanks Esi and dismisses her. He asks the heroes to come with him to meet these visitors.

The three anadi seekers are in the open area near the Speaker's Stage while a few students keep a cautious distance. Rather than traveling in human form, as is typical for anadis, they're each in their hybrid forms. This behavior demonstrates that they're likely new to the area and thus unfamiliar with Nantambu customs or opinions about anadis, which a hero who succeeds at a DC 15 Society check realizes.

Takulu strides forward to greet the three visitors, who look around with wonder in their many eyes. "Welcome and a kind hello, new friends. It is my pleasure to greet you today. You may call me Teacher Ot."

"Teacher Ot, we would learn from you and from the school. We humbly submit ourselves as pupils." All three anadis bow respectfully. "I am Rainbows-Reflected-Upon-Gossamer-Strands, who is called Goss. This is Droplets-Hanging-Gently Savanakin and Barest-Threads-Billowing Maztachia. We have some small knowledge of magic already. Presenting ourselves without sponsorship is highly irregular, we know, but we all feel as though the Magaambya is...the place we must be. Something is calling us here, Teacher Ot."

Teacher Ot looks meaningfully back to your group before responding, "We welcome the new angles of discovery that your presence will bring. I would like to introduce you

to some of our most recent students. They have already distinguished themselves and might provide you with—"

Before Teacher Ot can finish, the nearby students shout and scatter. Three large forms soar across the canal from the city, screeching loudly.

Three griffons have been stalking the anadis as they moved through Nantambu. Recently escaped from an animal merchant, the hungry creatures consider spiders tasty and decide to make a meal of them. The griffons are visually striking, with blackbird heads and feline leopard bodies. They all look underfed and are obviously quite hungry.

Although everyone else in the area scatters, Takulu grips his staff and prepares to defend the three anadi seekers. He hopes the heroes choose to do so as well, knowing that he can't handle the griffons on his own.

Three griffons pose an Extreme challenge for the heroes, but they aren't alone; Takulu and the anadi seekers all fight. Still, the heroes must face off with powerful foes. As the griffons target the anadis, who aren't very tough, it's possible that one or two of them might be killed in this fight. If the heroes try to protect the anadis, have the griffons attack the heroes instead to show that their efforts at defense are meaningful. In any event, at least one anadi should survive, as these newcomers have a role to play in unraveling the mystery of the *Vesicant Egg* in the next adventure.

Creatures: The griffons begin combat by making Flying Strafe attacks, attacking one anadi and one hero (or Takulu) each time they do. A wounded griffon lands to fight with its beak and wings. Once two griffons are defeated, the third flies off only if reduced to fewer than 20 Hit Points.

Takulu aids the heroes as best he can, providing them Quick Lessons to aid their attacks and administering his *healing potion* and spells to injured heroes. The anadis have little to bring to bear other than *color spray* and *magic missile*, but they try to make these attacks count. They know that staying in melee range of a griffon is a death sentence, so they avoid doing so at all costs.

GRAFFONS (3)

Pathfinder Bestiary 194

Initiative Perception +11

CREATURE 4

TAKULU OT

Page 90

Initiative Perception +11

CREATURE 4

ANADI SEEKERS (3)

Pathfinder Bestiary 193

Initiative Perception +7

CREATURE 1

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

Chapter 2: First of Many

Chapter 3: Stone-Cast Shadows

Life in the Academy

Students of the Magaambya

Adventure Toolbox

person the next time he returns. In the meantime, thank you for all you have done." Takulu gives a warm smile as he stands to signal the end of the meeting. "We will speak again soon."

The heroes have some time to reflect on what they've learned, as the *Vesicant Egg*'s threat remains both subtle and inexorable, for now. The Strength of Thousands campaign continues with Janatimo's return in *Pathfinder Adventure Path #170: Spoken on the Song Wind*.

Treasure: The anadis don't know where the griffons came from—the heroes can solve this mystery in the next adventure—but they're grateful for the timely assistance. They provide the heroes a silk *dancing scarf* in gratitude.

Conclusion

Once the griffons have either been killed or subdued, life in the Magaambya can return to some semblance of normal. If any griffons survived, Takulu asks for Ahassunu, an iruxi lore-speaker with a love of predatory animals, to take charge of them.

The next day, Takulu Ot asks the heroes to join him in his office to discuss everything that transpired in the caverns. If they've yet to give him the map from area **C10** or Stone Ghost's notes from area **C15**, they can give those to him now. If the notes are waterlogged, Takulu casts *mending* and uses his experience with book restoration to fix them, making it something of an impromptu lesson for the heroes.

Upon reviewing the notes, Takulu makes the connection with Uduak Basni right away. Takulu shakes his head and sighs.

"This 'Stone Ghost' you encountered was once Uduak Basni. He was an initiate, but he felt he did not need to earn power or give back to the community. He came to resent that he was asked to prove himself. He grew cruel. Uduak slaughtered a mischievous gang of gremlins and was temporarily detained until we could decide whether to expel him. During his imprisonment, a spell he cast in an attempt to escape backfired and, we believed then, killed him. It is strange that he survived, but stranger still that gremlins flocked to his side. I assume fear played a large part in that."

Takulu asks the heroes to fill in anything that he might have missed. He realizes that Uduak's presence explains the gremlins, and he certainly maintained control over the insects, but nothing about Uduak's story or his notes explains what has drawn so many insects to the Magaambya in the first place.

"I fear we have moved beyond my expertise, but do not worry. I know someone who may have more insight. Janatimo was my mentor, just as I am yours. He is one of the Magaambya's cleverest lore-speakers, though he rarely stays in one place for long. I would like to gain his wisdom and, to be honest, introduce your impressive group to him. We will discuss with him in



Anadi Seeker