



STUDENTS OF THE MAGAAMBYA

Lessons are important, but the school experience is also defined by the peers who study alongside one another. This article presents nine fellow students of the Magaambya who learn and grow with the heroes. Although most of these students have roles in “Kindled Magic” and later adventures, feel free to develop attachments, rivalries, or even romances as matches your group’s interests and comfort.

Each student is presented with a short stat block that details their branch, hobbies, quirks, and so on. Each also presents two important benefits. The first, Classroom Advantage, benefits parties who are good friends with the student when they attempt the Study or Cram downtime activities (page 63) in certain classes or circumstances, as specified in the student’s entry. The second benefit is an uncommon rules item, such as a spell, which the heroes gain access to once they’ve befriended the student. It’s up to you how close the relationship must be before the heroes gain these benefits and how they can build a friendship with a student, whether by improving a student’s attitude mechanically with successful Diplomacy checks, performing good deeds or favors throughout the campaign, or merely showing genuine interest and friendship.

ANCHOR ROOT

N | female | ant gnoll | bonekeeper-in-training

Branch: Rain-Scribes

Classroom Advantage: Treat your critical failures when you Study for Rain-Scribe classes as failures instead.

Specialty Item: *rhythm bone* (page 76)

Notable Skills: Nature, Occultism, Stealth, Survival

Hobbies: sand sculptures, raising beetles, musical curation



Anchor Root

Most Well Known For: interrupting herself halfway through a presentation to exclaim “I’m sorry, I’m boring you” and running out of the room crying

Strangest Quirk: uses a chicken tied to a stick to keep her room free of unwanted bugs

Common Associates: Esi (working on music playback magic), Noxolo (scavenging bones), Tzeniwe (stress baking)

Anchor Root is an ant gnoll, a 3-foot-tall humanoid who resembles an aardwolf more than a deadly carnivore.

She hails from the small Redridge clan, several weeks’ travel south-west from the Magaambya. Her clan has been in decline for several decades, with important storytellers and religious leaders dying before suitable replacements could be trained. Anchor Root is the only child in the clan with the potential talent to replace Redridge’s aging bonekeeper.

Anchor Root’s entire family has placed their hopes on the young gnoll—unfortunately, Anchor Root’s temperament is ill-suited to such pressure. Though she has always had issues with anxiety, the expectations currently placed on her shoulders have left her in a constant state of panic. The slightest flaw in her work or actions, whether real or perceived, can leave Anchor Root a devastated wreck for days.

Anchor Root takes her role as bonekeeper-in-training very seriously, even though she isn’t sure she’s up to the task. She is always on the lookout for the bones of worthy creatures—gnolls or otherwise—that can be symbolically adopted by her troubled clan to serve as spiritual mentors and protectors. The gnoll also has a hobby of anonymously recording music played around the city and then working with other students to play back the music on campus for others to hear.

KINDLED MAGIC

Campaign Overview

Chapter 1: Orientation

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Chapter 3: Stone-Cast Shadows

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CHIZIRE

CN | male | catfolk | slacker

Branch: Cascade Bearers

Classroom Advantage: You don't get tired after you Cram for Cascade Bearer classes.

Specialty Spell: *verminous lure* (page 76)

Notable Skills: Crafting, Deception, Diplomacy, Nature

Hobbies: brewing, engineering, finding new and exciting ways to avoid work

Most Well Known For: building a complete moonshine still in his dorm room from scrap

Strangest Quirk: always knowing the answer when called on despite visibly sleeping through class

Common Associates: Haibram (drinking partner), Ignaci (brewing experimental elixirs), Mariama (brewing weird liquors), Okoro (gaming group)

Chizire spent most of his youth in Kibwe unable to read, no matter how many books he was given or how many lessons were drilled into his head. By the time a visiting scholar encountered Chizire and recognized the youth was dyslexic, Chizire had already embraced the role of slacker and screw-up that had been thrust upon him. Despite this, Chizire's keen ability to teach himself magic and science caught the scholar's eye, even if the catfolk mostly used his gifts to keep slugs out of his fermentation barrels.

Chizire thrives at the Magaambya, though he often uses his intelligence for disruptive jokes, complex pranks, and other hijinks disapproved of by the faculty. He infuriates most of his mentors—and some of the students—by refusing to make anything of himself, despite clearly understanding the lessons better than many of his peers.

Chizire is known for his daring antics, such as infiltrating the kitchen or stealing magic items from campus, but his ultimate goal for the year is to enchant one of Nantambu's 10 pillar landmarks to tell bawdy jokes. Getting past all the magical wards on the pillars would be an incredible challenge, but Chizire thinks he can manage it with a bit of help, provided no one snitches on him to the teachers.



Chizire

ESI DJANA

LG | female | human | ace student

Branch: Tempest-Sun Mages

Classroom Advantage: Treat your successes to Study for Tempest-Sun Mage classes as critical successes instead.

Specialty Spell: *impeccable flow* (page 76)

Notable Skills: Arcana, Athletics, Diplomacy, Society

Hobbies: university administration, campus exploration, book printing, book binding, sports, tactical wargames, fashion contests

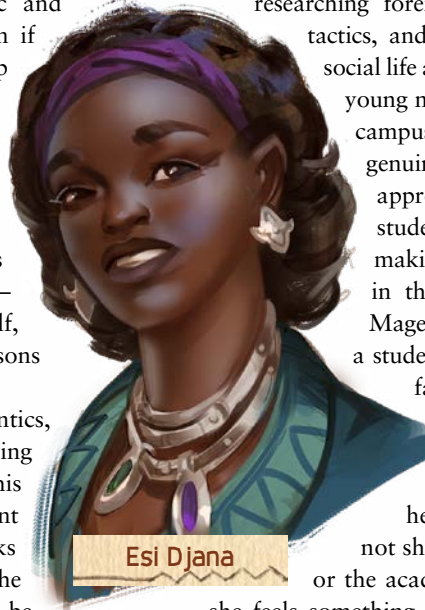
Most Well Known For: once spent 15 straight minutes reciting different synonyms for "wrong" to make a point in an argument

Strangest Quirk: leaving baubles at magically derived coordinates for others to find

Common Associates: Anchor Root (working on musical playback magic), Haibram and Mariama (sparring partners), Okoro (exercise partner), Tzeniwe (babysitting)

Every school has its star students, and anyone who knows Esi Djana knows that she's one of them. A Nantambu native, Esi engages the academy with an energy few can match. On any given day, Esi can be found organizing students for study groups and extracurricular activities, commanding the field for several of Nantambu's sports teams, independently researching foreign policy and military defense tactics, and still finding time for an active social life and dates with similarly ambitious young men. Esi is also known for around campus being kind, passionate, and genuine, going out of her way to approach shier or more anxious students who seem to have trouble making friends. Determined to follow in the footsteps of her Tempest-Sun Mage mother, whom she idolizes, Esi is a student who is clearly going places—a fact that attracts admirers, detractors, and opportunists in equal measure.

Esi's obstacles stem from her strengths. The young woman is not shy about challenging her teachers, or the academy administration itself, when she feels something can be done better. While some teachers encourage her spirited initiative (Takulu Ot perhaps most of all), others can be dismissive or outright hostile.



Esi Djana

HAIBRAM THODJA

CG | male | dwarf | daredevil

Branch: Rain-Scribes

Classroom Advantage: When you Cram for Rain-Scribe classes, you can Study three times rather than twice.

Specialty Spell: *airburst* (page 76)

Notable Skills: Arcana, Athletics, Intimidation, Survival

Hobbies: recreational combat, cloud-watching, hang-gliding, pyromania

Most Well Known For: jumping off a three-story building to win a game of tag

Strangest Quirk: constantly found at the scene of fires that are actually never his fault

Common Associates: Chizire (drinking partner), Esi and Mariama (sparring partners)

Haibram's philosophy in life could be summed up as "go hard or go home." Though on the whole a friendly person, the Mbe'ke dwarf approaches anything resembling a competition with perhaps a little too much enthusiasm. While most of his idiosyncrasies are harmless, such as entering footraces in full battle armor, others demonstrate a rash impulsiveness, such as the time he leapt out brandishing an axe during an Uzunjati scary story competition. For those who aren't put off by his wild antics, Haibram can be the highlight of any party. Whether it's rock-climbing, rooftop races at midnight, or igniting colorful explosives, his exploits almost always make for interesting stories.

Though Haibram's natural magical mastery is focused on the element of air, his true enthusiasm is fire. It's an open secret Haibram wants to join the Tempest-Sun Mages and rain destruction down on his foes, but the branch's obligation to defend (and thus remain near) the Magaambya has left him unwilling to commit. For now, he satisfies himself with learning how to survive and thrive in any circumstances by studying under the Rain-Scribes. He skillfully combines physical combat with magic, using wind to dart across the battlefield or add hurricane force to thrown mameles and swung clubs.



Haibram Thodja



Ignaci Canterells

IGNACI CANTERELLS

N | male | human | thaumaturge

Branch: Emerald Boughs

Classroom Advantage: When you Cram for Emerald Boughs classes, treat your critical failures as failures instead.

Specialty Formula: forgetful ink (page 75)

Notable Skills: Crafting, Society, Stealth, Thievery

Hobbies: cryptography, high fashion, covert explorations

Most Well Known For: being easily swayed into bad decisions by attractive men

Strangest Quirk: starting his assignments over from the beginning every time he makes a mistake

Common Associates: Chizire (brewing experimental elixirs), Noxolo and Tzeniwe (sewing clothing), Okoro (cleaning house in card games, being talked into bad decisions)

Born in the colony of Sargava before it became the nation of Vidrian, Ignaci earned his parents' disapproval through the company he kept—rebellious youths, disaffected soldiers, and the native Mwangi populace. This minor rebellion proved enough for Ignaci's colonist family to abandon him at the start of the Vidric Revolution, deliberately stranding the teenager amid the violent chaos. Ignaci joined the fight for Vidrian's freedom, in part for justice but mainly driven by a hatred of his family and everyone like them. Ignaci hopes to one day aid Vidrian against foreign interests.

The trauma of these experiences taught Ignaci three lessons: shut up, keep your head down, and trust no one. Though his work ethic, politeness, and intelligence all impress his teachers, he avoids attention and has no close friends.

He also remains incredibly paranoid, writing all of his study notes in a secret code.

Ignaci spends most of his free time stealthily exploring the school's nooks and crannies, leaving coded notes to himself in an ink that is visible only when exposed to a special alchemical light. Unknown to him, other students have discovered these notes, mistaken them for something more significant, and formed a small group called the Cryptic Circle that is dedicated to solving them.

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MARIAMA KEITANA

CN | female | human | chaos magnet

Branch: Cascade Bearers

Classroom Advantage: You can reroll a check to Study for a Cascade Bearer class; this is a fortune effect.

Specialty Magic: Lesson of Calamity (page 75)

Notable Skills: Deception, Intimidation, Occultism, Religion

Hobbies: combat theory, occult lore, linguistics

Most Well Known For: summoning a devil on accident during a complex mathematical proof

Strangest Quirk: knows swear words in almost every language on Golarion

Common Associates: Chizire (brewing weird liquors), Okoro (board games), Esi and Haibram (sparring partners)



Mariama Keitana

Teachers at the Magaambya tactfully describe Mariama as a student with an “interesting” personality. Undeniably a knowledgeable occultist and accomplished spellcaster, the young woman falters between responsibility and unreliability with infuriating frequency. Her attitude likewise flips between unbearable kindness to her friends and outright viciousness to her foes.

Mariama lives the kind of life that even storytellers might consider unrealistic, with wildly fluctuating luck and outlandish events frequently plaguing her. She likes to tell stories that are even more unbelievable, leaving her fellows to wonder whether Mariama is cursed, blessed, or just a pathological liar. To date, Mariama has nearly started a cult by accident while drunk, been subjected to school discipline for selling curses, and had her heirloom magical staff disintegrated by a freak bolt of lightning.

Mariama can rapidly piece together disparate clues, but her focus on the occult and the exceptional often leads her astray. She’s quick to proclaim supernatural influence where there is none, such as accusing fey for crop failures when quelea birds are to blame. Yet when uncanny forces truly are at work, Mariama’s insights are frighteningly accurate.

NOXOLO

LN | female | human | augur

Branch: Uzunjati

Classroom Advantage: Treat your critical failures to Study in Uzunjati classes as failures instead.

Specialty Spell: *grave impressions* (page 77)

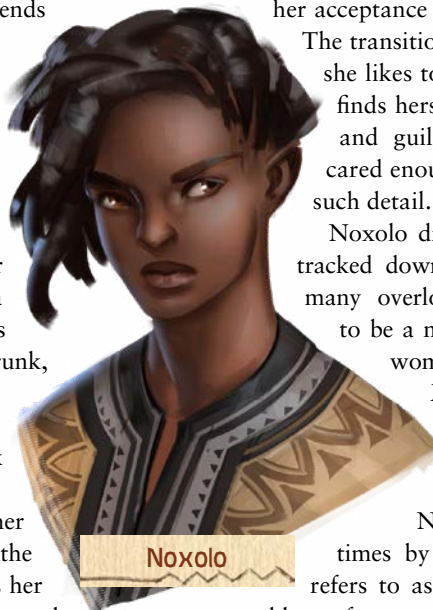
Notable Skills: Deception, Medicine, Performance, Religion

Hobbies: dance, high fashion, kite-flying, watching motes of dust float through the air

Most Well Known For: pausing to dance and sing about what she’s doing when excited

Strangest Quirk: always uses murder in her hypothetical examples

Common Associates: Anchor Root (scavenging bones), Ignaci and Tzeniwe (discussing fashion)



Noxolo

Noxolo fled from her home to escape her overbearing family, who had planned out every aspect of her life. Whispers from dead birds and cow bones told her she could find freedom at the Magaambya, and so she went, not knowing what to expect. What she discovered was a far bigger world than she’d ever dreamt possible, and a chance to unravel the mysteries of the strange whispers she hears. Though highly prone to spacing out during lectures, Noxolo does her best not to take her acceptance at the Magaambya for granted.

The transition has been rougher on her than she likes to admit, however, and she often finds herself wracked with homesickness and guilt for leaving the family who cared enough about her to plan her life in such detail.

Noxolo dressed as a man to avoid being tracked down while traveling, noticing that many overlooked someone who appeared to be a man if they were searching for a woman. By the time she reached the Magaambya, Noxolo found she preferred her new look and has begun to experiment with various fashions and hairstyles.

Noxolo is accompanied at all times by a bizarre, 2-foot-long pet she refers to as her “snabble,” a creature that resembles a fuzzy cross between a crocodile and a bear cub. The creature has attracted more than its fair share of curious scholars, though Noxolo herself seems uninterested in what sort of creature it truly is or where it originally came from.

OKORO OBIYO

NG | male | human | researcher

Branch: Uzunjati

Classroom Advantage: You don't get tired after you Cram for Uzunjati classes.

Specialty Spell: *mind games* (page 77)

Notable Skills: Athletics, Diplomacy, Performance, Occultism

Hobbies: sports, board games, card games, deep research dives into random topics

Most Well Known For: preparing an 8-hour presentation on a completely different topic than the teacher assigned

Strangest Quirk: is scared of butterflies

Common Associates: Chizire and Mariama (gaming group), Esi (exercise partner), Ignaci (talking him into bad decisions)



Okoro Obiyo

A bright-eyed and excitable Bonuwat youth from Senghor, Okoro's love of eclectic research got him shipped off to the Magaambya to hone his talents and, some joke, to spare everyone else in Senghor from his enthusiasm. To Okoro, whatever has caught his interest for the month is the most exciting thing ever, and nothing can pry his attention and passion away from it. The self-directed nature of the Magaambya's classes has allowed him to pursue these interests more often than a typical university, and Okoro is considered one of the top students at his rank. His relentless positivity in the face of challenges, setbacks, and the occasional near-death experience have likewise gained him many friends. Though his confidence and gusto can occasionally lead him to being shortsighted and even self-centered, most find him to be a bright spot in a complicated world.

Okoro is a natural athlete who excelled at aquatic sports in Senghor and now enjoys footraces and kickball in Nantambu. He also possesses a truly staggering collection of board games and card decks, and periodically drags fellow students into playing them. His most successful endeavor is his biweekly game night, often compete for favors, magical formulas, or campus secrets.

STRANDS-OF-GLOWING-DAWN TZENIWE

NG | female | anadi | dreamweaver

Branch: Emerald Boughs

Classroom Advantage: Treat your successes to Study for Emerald Boughs classes as critical successes instead, but this doesn't apply when you Cram.

Specialty Spell: *friendfetch* (page 77)

Notable Skills: Crafting, Diplomacy, Performance, Society

Hobbies: bird-watching, baking, high fashion

Most Well Known For: having elaborate themed outfits for every class

Strangest Quirk: leaving hidden anonymous gifts for people

Common Associates: Anchor Root (stress baking), Esi (babysitting), Ignaci and Noxolo (weaving cloth and sewing clothing)



Strands-of-Glowing-Dawn Tzeniwe

A middle-aged woman who stands out among her younger peers, Tzeniwe sought the Magaambya later in life to gain an advanced education in the hopes of passing that education down to her children. A shy and awkward person from the nation of Nurvatcha, Tzeniwe knows that many in the Mwangi Expanse mistakenly believe shapeshifting anadis to be humans who turn into hideous spider creatures at night. Though the Magaambya possess a much more enlightened view on anadis, Tzeniwe is still painfully aware that many humanoids are terrified of spiders. Indeed, she's more forgiving of repulsed reactions than her friends think she should be. Possessing a cooperative and generous nature, Tzeniwe often leaves her peers small gifts to make them comfortable, such as cups of chilled tea, delicious snacks, or even soft scarves and kaftans.

Despite her introversion, Tzeniwe's two toddlers constantly pull her out of her shell. Named Zachva and Zanvi, the rambunctious pair have no qualms about jumping around in spider form, pestering other students, or climbing into places they shouldn't. Academy students have become impressed with Tzeniwe's ability to lasso her children from over 50 paces to retrieve them. Though Tzeniwe usually carries them with her during classes, a large spiderling on her back and a human child on one knee, she often asks others to watch them when the twins refuse to behave.

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