

Magaambya Advancement System

In the original adventure path, characters are automatically progressed to attendant to conversant and then to lore-speaker at certain points in this adventure, regardless of merit. This victory point system replaces that with a more nuanced system. Advancement is earned based on **Community Points** and **Primary Branch Level**. Note that for the attendant rank the entire cohort needs to meet the requirements. Higher ranks are assigned individually.

Rank	Community Points	Primary Branch Level
Attendant	5*	3*
Conversant	10	5
Lore-Speaker	15	7

Community Points

Community points are a measure of how much you have helped the Magaambya and the surrounding community. They are accumulated in two ways: the first is accomplishing specific tasks assigned to the characters and happens in the first part of the adventure, Kindled Magic (which should give the characters the required number of points to reach attendant).

Task	Points
Bug Problems	1
Speakers Stage Performance	1
Takulu's Reading List	1
Monochrome Murmurs	1
Cricket Theft	0.5
Lost Chicken	0.5
Rules Mastery	0.5
Surprise	0.5
Saving Ignaci	1
Defeating Stone Ghost	1

The second way to gain community points, is helping the community with large or long term tasks **not assigned** to the characters. That is, they need to use their initiative to seek out ways to help the community. This is usually done once a season during the seasonal campus event (see the academic calendar document), but the GM should allow any reasonable activity to count. To determine how many points the characters gains, they usually make check with an appropriate skill and a level based DC (modified for what they are trying to accomplish and any magic they bring to bear – for example a character delivering mail on foot during the rainy season will probably have a hard DC, a character using an elephant bird which they purchased, who has the Ride Skill, and uses helpful magic like the Quick Sort spell will probably have a very easy DC). In general:

Critical Success The PC accomplishes the task well and quickly. +1 Community Point and they may attempt a different task to gain another.

Success The PC does a good job. +1 Community Point.

Failure The PC accomplishes the task poorly.

Critical Failure The PC botches the task. -1 Community Point.