

## Season 1: Rainy (Winter)

**Weather:** Constant pouring rain except for a few hours at midday.

**Mood:** People stay indoors preparing for the year ahead by sewing, milling the results of the harvest, and working on crafts (glassworking, woodworking, etc). Children to young to work often read to the workers. People brave the rain to fish and harvest marsh tubers.

**Seasonal Food:** Baked goods particularly cookies which are given as gifts, Marsh Tubers (like potatoes), Stews.

### Events:

- 1) The end of the season celebration (7 days)
- 2) Teacher Ot asks the characters to meet him to welcome back Teacher Janatimo from the north. Janatimo is bringing a large amount of materials from Ustalav and the Sarkoris that need to be unloaded and stored, preferably without getting wet. While they are waiting several Anadi arrive (**Anadi Arrival**). Immediately after Teacher Janatimo with a long train of elephant-birds, and asks what is happening. Janatimo assigns the characters to track down the griffons (**Investigating the Griffons**) while he welcomes the Anadi and Ot gets another cohort (Ignaci, Okoro, and Tzeniwe) to help with the materials (and to get Tzeniwe's impression of the Anadi).
- 3) Esi Djana and Okoro Obiyo become Conversants. They may invite friendly PCs to the ceremony. This ceremony goes off without a hitch other than Esi's uncle being exceedingly drunk much to the embarrassment of her and her mother.

## Ongoing Events:

**Research Materials:** Teacher Janatimo has arrived with a large amount of materials from the north and everyone is pitching in to help get them cataloged, studied, preserved, and stored. Teacher's Ayuwari (interested in combat and tactics against demons/undead), Lesedi (demon and extraplanar creature lore), and Ahassurnu (diplomatic landscape of the north) are heading up the archival efforts and many of the PCs fellow students are participating. Though not specifically asked characters can pitch in to help as well in order to gain Community Points.

### Ayuwari's Monthly Tournaments:

- 1) Inspired by the research materials, the first months tournament is a fight vs summoned demons. It is only open to conversant and better. In it teams of up to two fight a demon summoned with a spell and they must defeat it before the spells time limit expires. They are forbidden from dispelling the spell and each round of the tournament the demons get stronger. The winner (unless the PCs intervene) is Lesedi who fights alone but counters the demons with her own summoned dragons.
- 2) The second months tournament is a subdued affair, open to anyone, in which two sets of wooden planks are in parallel upon blocks. The area under the planks is converted into soft mud. Combatants then fight with very light staffs while balancing on the planks. The loser is the one that hits the mud first.
- 3) The third tournament, also open to anyone, is a wrestling match. Characters have to deposit their opponent outside a ring or successfully restrain them.

## Season 2: Dry (Spring)

**Weather:** The ‘dry’ season has begun. The weather is mildly hot and somewhat windy, making the entire city ring with the sound of chimes.

**Mood:** People are excited for the start of the new year and crafters and merchants start displaying wares produced over the winter. There are many marriages during the seasonal celebration.

**Seasonal Food:** Flowers, stuffed with cheese or fish, and fried.

### Events:

- 1) The end of the season celebration (7 days)
- 2) Bug problems begin sweeping the city. As the Magaambya responds, Xhokan gets reports about bad alchemical powders (maybe from the characters themselves). Xhokan asks the characters to look into it (**Suspicious Alchemy**).
- 3) The annual spring regatta takes place.
- 4) Janatimo invites any characters he likes (especially those in the Uzunjati) to the tall tail telling competition (**Tail of a Tale**).
- 5) Ignaci and Tzeniwe (for their work in wrangling mosquitoes) are promoted to Conversant as is Mariama for her actions during the first tournament.

## Ongoing Events:

**Bug Problems:** The ongoing pest problem has affected the city as well and mosquito borne illnesses are exploding in the city. Characters, though not asked specifically, may help out to gain Community Points. Those with healing spells or can cast remove disease may help the sick. Those with alchemist bents can work on alchemical remedies (Ignaci, in addition to healing alchemical item, invents the a Bug-Repelling Smoke Stick). Those with nature and survival skills can gather ingredients in the jungle (such as the flowers from the battlefield) or disrupt mosquito breeding habitats. Teacher Koride “supervises” the construction of a new set of bug-repelling lanterns for town (the trick is to only repel unwanted bugs) but passes the boring project off to Tzeniwe (who does a superb job).

### Ayuwari’s Monthly Tournament:

- 1) The first tournament is canceled. Instead teams of characters enter the jungles outside of town and fight the deadly fen mosquito swarms emerging there with Koride and Ayuwari supervising. During this tournament Mariama stumbles onto a cult of Ghlauder and improbably ends up rescuing their sacrificial victims and destroying them with a swamp gas explosion.
- 2) The second tournament is actually three week long canal racing league. Teams are given racing boats (flats) to modify for the races and the league races every week. Magic is allowed (and expected). Anyone can participate including people who are not members of the Magaambya (though they have to supply their own boats).
- 3) The third tournament is a variation of a northern style joust. Combants are mounted on elephant-birds (or more exotic mounts if they have access) and required to hit their opponent with spells or non-lethal physical attacks. A point system is used, though those that knock to knock their opponent off their mount win immediately.

### Season 3: Dry (Summer)

**Weather:** The dry season is in full swing with mostly clear weather.

**Mood:** People are hard at work in the fields and with their crafts.

**Food:** Melons and fruits are abundant as is grilled fish with citrus or spices.

#### Events:

- 1) The end of the season celebration (7 days)
- 2) A crime spree engulfs the city and the Chime-Ringers ask the Magaambya for reinforcements (**Busker Woes**).
- 3) Teacher Lesidi's friend Tokku moves into new house. (**Ghost Stories**).

### Ongoing Events:

**Dragons, Diplomats, and Dungeons:** Word is received that the imperial dragon Raido-Kan (**A Diplomatic Dilemma**) is on his way. Teacher Janatimo is overseeing the visit with Ahassuna and Ayuwari advising him (with Ayuwari also preparing to duel a dragon if things go disastrously wrong). Most of the rest of the campus is preparing for the visit: Ignacia, Noxolo, and Tzeniwe are prepping banners and decorations and furnishings for the dragons temporary quarters, Haibram is assisting by looking up dragon lore. Lumusi Yao (on the advice of Ayuwari) is preparing the finest local cuisine. The treestump library is being repurposed into a temporary lair for the dragon, cultural artifacts are being dug out of storage and bills of providence created as gifts to the dragon, etc. Complicating things, Zuma has got a crazy conspiracy theory about the dragon and is going to cause an incident (with a device to cancel "Draconic Resonance Cascades"), especially as his idea has inadvertently taken root in the populace (overheard in the carnivorous gardens). Some on the council are freaking out and need calmed down. The Magaambya starts with 2 Diplomacy Points. Each Community Point won or lost causes a corresponding gain or loss of Diplomacy points.

| Points    | Results   |
|-----------|---|
| 0 or less | Raido-Kan is enraged and attacks. Mafika kills him but not before a large part of the campus is damaged   |
| 1 to 3    | Raido-Kan leaves swearing vengeance on the Magaambya. The dragon is impressed by his warm welcome and an agreement is made: the artifact will be returned to him, provided that he lets the Magaambya beef up his security. |
| 4 to 5    | Things go so well that an additional exchange of magical items is worked out (5 uncommon or rare Tian magical items).   |

**Ayuwari's Monthly Tournament:** This seasons tournament is to design a dungeon to protect a treasure. Each design is mocked up (in a less lethal form) and groups run through the dungeons. Alternatively, the tournaments are canceled in favor of repairing the campus, or because Ayuwari has to go to the other side of the world and smooth over diplomatic relations with an angry dragon.