

MAJIMONSTERS

MONSTER-CATCHING ROLE-PLAYING GAME

SHATTERED EMPIRE

NEW LOCATIONS TO EXPLORE, CHARACTERS TO MEET,
& MAJIMONSTERS TO ENCOUNTER



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HURIN'S TALE

Standing on tiptoes, Hurin could barely see over the wall. Nevertheless, he tried to drink in the sights as much as he could. To his left, he recognized his mother and aunt stooping close to the ground along with other workers tending the fields. He tried to wave, but he needed his hands to hold onto the thick timbers of the wall for the extra height and balance it granted. To his right, meadows sprawled into the distance, dotted with the stumps of trees felled long ago to build the town wall.

Straight ahead was what he was really interested in. He had seen a peak outside town a few times when his mother and aunt left through the gates before they closed. He contemplated it for a while. Stones poked through the earth here and there. He was sure they looked like stones but had unusually sharp corners that lined up to form a pattern that traveled into the distant hills.

"Gran, what's that?" Hurin asked as he tried to point at the stones in the ground with a finger, still holding onto the wall.

An elderly woman behind him peered over the wall cautiously.

"What's that you say? Where?"

"Those stones there, why are they there?"

"Oh," Gran sighed, "those... That is the old road."

"What's a road?" said Hurin while he tried to pull himself even higher to get a better look at the stones near the gate.

"A road is a path that goes somewhere else, but that road hasn't been used in a long time," Gran mumbled gloomily.

"Can we go outside to look at it?" Hurin anxiously asked after being given this new information.

"No!" Gran quickly replied in alarm. Hurin was so startled that he released his grip on the wall and dropped back to his normal height as he peered up at her. "No," she repeated a little more softly, giving him a hint of a smile, "outside the town is not safe for children. There are Monsters out there. I'm only showing you the top of the wall because you are getting older, but you are still far too young to work the outer fields and especially too young to hunt small game in the hills."

Hurin's gaze lowered to his feet as they shuffled nervously. Those feet wanted to follow this thing called a road.

"Where does the old road go, though?" He asked sheepishly.

Gran contemplated the road for what seemed like a long time, and then she turned to him and said, "it once led to other villages and towns, and passed by great wonders and sights until it reached the Old Empire, but I believe that city and all those sights have long crumbled into ruin." She turned back towards the distant horizon as if she could see these ancient ruins, however far away they might be. "Now I fear that road only leads to one thing" she finished ominously.

"...what?" Hurin asked nervously, "what does it lead to now?"

Gran slowly turned back to him and met his eyes. Her eyes bored into his and lingered there, intent on teaching him this life lesson. This lesson that maybe, just maybe, would keep Hurin alive as he grew up and became more adventurous.

In a single word she rasped, "DEATH..."

With that final word, Hurin's lesson for the day was finished, and Gran turned away walking down the steps of the wall walk, slowly as to keep from falling.

As his grandmother hobbled down the steps, Hurin was left alone on the walk with his thoughts of the terrors that must wait along that road. He had known people who had not come back after leaving the town gates, one of the town hunters, the neighbor down the street... They even said that his own father had been killed beyond the town walls, but he didn't remember when it happened. Every time they said it was because of Monsters in the wilderness. Monsters too powerful for men to fight off. Hurin climbed back to his vantage point on the wall and peered intently into those distant trees and hills. Someday, he vowed, yes, someday he would meet these Monsters.

As he looked, dust on the horizon slowly started to appear. It wasn't smoke, he didn't think; it wasn't dark enough. Was it some kind of storm? He looked up to a bright blue sky, then back to dust cloud. No, this was definitely dust. He wished the breeze would blow this way, as it was hot up here on the wall with the sun beating down. Was the dust cloud bigger now? Yes, he thought it was, maybe it was blowing this way but just taking its time. It was coming right from where the road led.

Others were starting to take notice now. He saw his mother drop her basket and grab his aunt. Then they both started running for the town gate. Further down the wall he heard a sentry call out, "Monster approaching!"

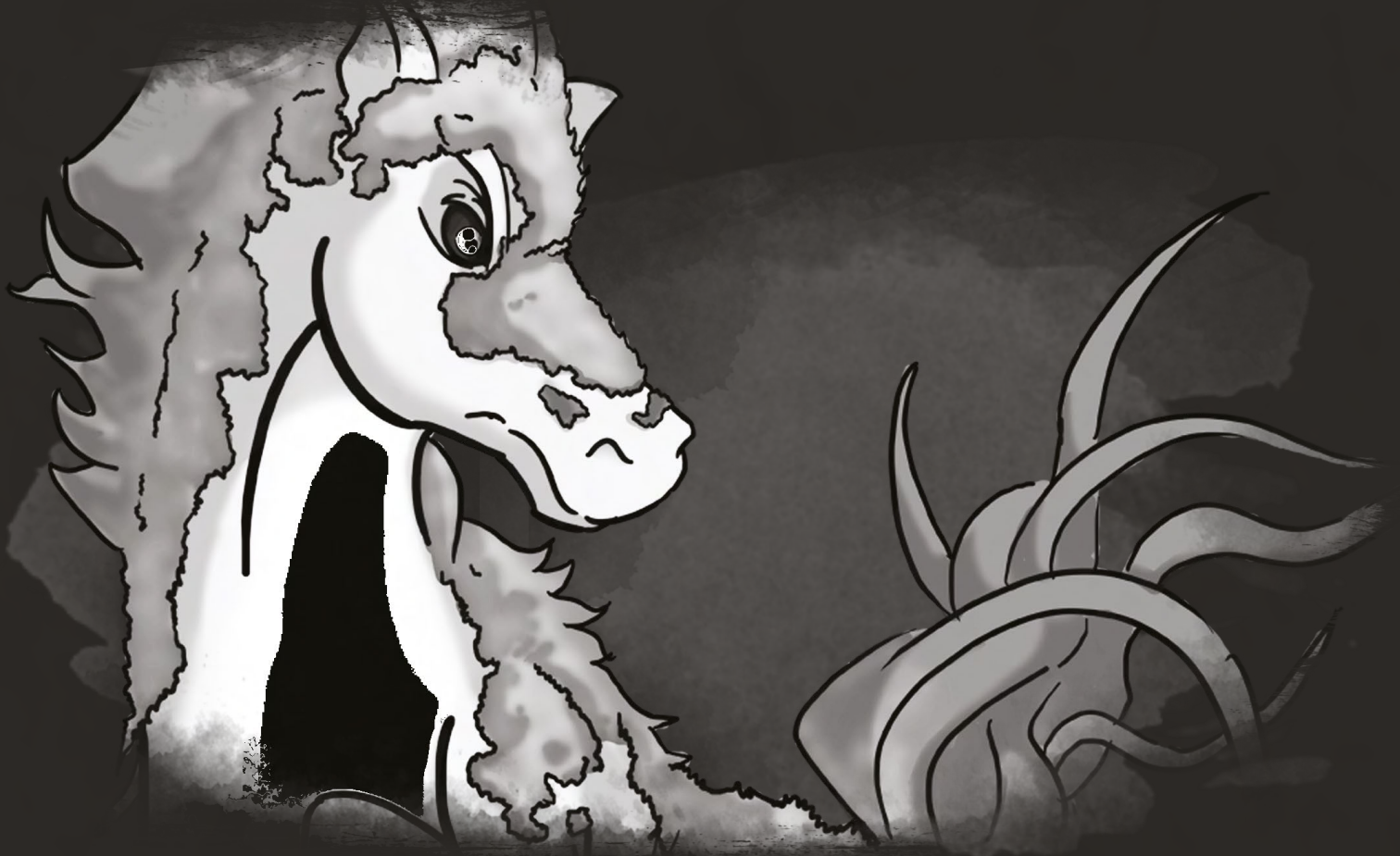
Monster? Hurin thought. This cloud couldn't be the thing that killed his father, could it?

Another sentry ran to the wall and put his hand over his brow to block the sun. Hurin turned towards the inside of the wall. By now, the town inside the wall was becoming a flurry of activity as mothers grabbed their children and rushed them to houses. Meanwhile, men were running to the armory. All over town Hurin heard doors slamming as the sentry again yelled, "Monster approaching!"

Hurin could hear the two guards talking in quick hushed tones as they looked beyond the wall. "What is that?" one guard said.

"A dusk devil?" the other offered.

"In the middle of the day?" the first guard said still looking over the wall. They were both so focused on what was over the wall that neither had noticed Hurin standing there, far out of bounds for a child during a Monster alert.



"Maybe it's something new," the other one said with a shrug. "It looks like it's going fast whatever it is. Maybe it'll pass us by."

"Like we're that lucky," the first guard said.

Something new, Hurin thought. This was exciting; he was going to get to see a Monster much sooner than he ever thought. He looked back at the dust cloud again. The guards were right, it was moving fast. The cloud was easily three times as high as when he first noticed it and much, much closer. He could hear a thundering now, the thudding of several feet. Was it more than one Monster or just one with many feet?

Soon all his questions would be answered, as long as no one saw him, that was. His gaze darted around. The men from town were returning from the armory, so they'd be up here soon. Hurin needed a place to go where he could still see the Monster. The two sentries had come from a tower down the wall to his right, but there was one to his left that might be vacant as well. He started creeping towards it, trying not to get noticed. As Hurin skulked across the wall, he started to hear men on the stairs. Hurin started running for the guard tower. He dashed inside and looked around frantically. There was a large barrel full of rainwater collected from the guard tower roof. He dashed behind it to hide.

Hurin could hear the voices of men outside the tower door. They seemed to be talking about the Monster. Hurin sat and waited for someone to open the door. Each second was an eternity. Were they coming in this way? Seconds went by (or was it minutes?). The anticipation was killing him, and all that he knew was that there was a Monster he had waited his whole life to see speeding towards the wall, and the men on the other side of that door would deny him that.

Hurin didn't know what to do. Look out the window and chance being caught or wait until the men were nowhere near and couldn't find him? The waiting was too much. He crawled towards the window of the guard tower. Slowly he climbed onto his knees towards the light of the outside. He could hear voices more clearly now.

"Who goes there!?" a voice on the wall shouted.

The window in the guard tower was lower than the wall outside. Hurin got to his full height on his knees and could just see over.

"A herald from the Capitol!" another voice further away yelled. Hurin looked to see what was going on. It appeared to be a man who had just spoken from outside the gates, a man he had never seen before. The man was dressed in odd clothes and he had a colorful sheet draped over his front and back with some kind of symbol that Hurin had never seen before. His sleeves were dull gray, but had a strange texture, like many tiny rings, and some of them reflected the sun when he moved his arms.

Even more amazing was the fact he was on top of some kind of four-legged beast. A Monster! But this Monster didn't seem to be doing anything. Its great body was more than enough to support its rider. Its head was long and topped with green fur, or maybe moss. Its nostrils were wide, and it seems to be breathing hard from running. Its four legs danced back and forth as the rider talked to the men on the wall.

"I bring great tidings from the Capitol," he said. "A new magic we have found that can produce wondrous feats and protect you from Monsters!"

"Magic?" Hurin recognized the voice of the town mayor.

"Magic is what created the Monsters in the first place. Magic was made illegal hundreds of years ago, and now you boast it can perform great feats? Go back to where you

came from, we don't want any of your magic."

The rider looked bewildered. "I can forgive you fine folk your ignorance, living this far in the wild, but I assure you, times are changing. The great emperor, Zarasul, has abolished the ban on magic nine years past. Since then, his scholars and alchemists have worked tirelessly to find a new weapon to use against the threat that plagues us all. Now that we have found a weapon that keeps the Monsters at bay, the emperor wishes to welcome all settlements, villages, and towns back into the great empire. Your town is quite far from the Capitol, I must admit, but I have already spoken to the leaders of three villages along this road in the last fortnight and they found what I had to say very interesting."

"Aye," the mayor said, "I find it interesting myself, but I still say we don't need any of your magic and we don't need your emperor either. We haven't heard from a herald from the empire in at least six generations, we all thought you must have been overrun by Monsters long ago. Now you say we are expected bend the knee to this missing emperor at a moment's notice? Just because he has an errand boy come tell us the threat of Monsters is over?"

"Errand boy?" The rider sputtered. "I'll have you know I am a knight of the empire."

"Where was your empire the last hundred years? Where was your emperor when our great grandparents barely survived a famine? Where was this magic when the Monster hoards attacked our walls? No, I think we've done quite well for ourselves, and we don't need you, your magic or your emperor. You're welcome to spend the night outside our walls since you must have traveled far, or you can just head back the way you came now."

"Quite well for yourselves, you say? Don't need the empire, you say?" The rider repeated. "I'll admit that the empire has been absent for a time, but you must also admit the Monsters are stronger than when our grandfathers fought them. The Monsters are have gotten so strong the Capitol could hardly fight them off ten years ago. That is why the ban on magic was lifted. How have you really fared this far from civilization? I don't see many men up on that wall. How many people even live in this town? Fifty? One hundred? This town, if it even deserves the title, is even smaller than the last three I visited. The Monsters are slowly picking you off and you'll either starve or be hunted to death. I am offering you life. Don't you even want to know what the magic is?" The rider waited for a response, but none came. Hurin didn't dare to poke his head out far enough to see what the mayor was doing, lest he be discovered. Finally, the rider climbed off his mount.

"This! This is what you are too vain to even ask me about." The rider pointed to the green and brown beast he had rode on. The beast snorted and shook its head, then sniffed the ground and started eating weeds growing from the road.

"A Mosstang, yes," the mayor said, "you must be a truly great man to tame such a Monster. Is this your great magic at work?" The mayor did not sound sincere and Hurin heard mild laughter from some of the other men on the wall.

"Laugh, if you want," the rider replied, "this Mosstang isn't just tamed. I've formed a magic bond with this creature

and it follows my commands. He protects me and I protect him. Mosstang!" The rider yelled in a commanding tone. The Mosstang raised its head back up quickly and stiffened like a guard standing at attention. "Hoof stomp!" The rider yelled again in a commanding tone and pointed at a nearby tree stump.

The Mosstang let out a great snort and started galloping towards the stump. Right before it reached it, the Mosstang reared up on its hind legs and came down with a great two-legged stomp on the tree stump. Hooves hit the wood and splinters exploded off of it. Dust kicked up and enveloped the Mosstang. As the dust cleared, the Mosstang appeared again calmly chewing grass near where the stump had once been.

"What do you think of my Mosstang now? That's not the only trick he knows either." The rider said walking back towards the Mosstang. "It's still early in the day, so you'll forgive me if I don't take your invitation to sleep in the shadow of your wall tonight." The rider climbed back atop the Mosstang.

"In a month's time a caravan should be here from the Capitol itself. I hope you give them a little warmer of a welcome than you gave me. They will have alchemists and scholars to teach you how to catch and train Monsters. I recommend that you reconsider in the coming weeks. I think you'll find fealty and life a better option than freedom and death." He started to trot off on the Mosstang. "I'm heading to the next town to spread the good news, assuming that town still exists." He rode further off heading the long way around the town wall. "Think it over is all I'm saying," he called as he rounded the bend.

Hurin sat down. The entire world had changed today. He hadn't even known about an empire this morning, and then he learned they had most likely been killed off, only to find out that they're still there moments later. And they could control Monsters! Fighting off other Monsters with your own Monsters—there was a sense in that. And people coming to town in a month's time to teach us how to do it! The mayor had to reconsider, he just had to.

The door of the guard tower burst open with a bang. Hurin was startled and fell to the floor.

"Hurin!" his mother yelled. "Where have you been, young man? I thought you were with your grandmother and I come to find out she left you on the wall during a Monster drill, thinking you'd have the sense to go to one of the shelters. Not my hard-headed son, though." She grabbed Hurin by the ear and dragged him out the door.

"But mom! Did you see? The man! The knight! He had a Monster and was riding it!"

"I overheard enough to know that I don't have any business meddling with that kind of thing, and you especially don't since you don't even know how to act when a Monster might be at the gates." Hurin's further protests were all in vain as he was pulled by his mother back to their house.

Hurin stopped fighting back halfway home. With a deep sigh he set his attention on the future, a future no longer hemmed in by the walls of town, a future where he would travel to the Capitol on the back of a glorious creature, a future of Monsters and adventure.



A WORLD AWAITS... SEEK IT IF YOU DARE

Shattered Empire is a series of individual locations that you can use in your **MAJIMONSTERS** game. Each setting assumes the Game Master is familiar with the game rules and has a copy of the **MAJIMONSTERS Core Rulebook**.

It's been ten years since the Capitol's binders initially traveled across the provinces to unite the vast New Empire. Training to become a binder is seen more and more as a noble profession, one that safeguards the Empire and protects from wild MajiMonsters. Roads have been reopened, making trade possible. Farming and medicine have taken great strides out of the dark ages resulting in a healthier and happier populace.

However, the land is vast, and not all parts of the Empire are easy to reach. Hidden in swamplands, deserts, and mountains are still communities that have limited or no contact with the New Empire. These backwater communities may thrive, but they also have unique relationships with Monsters, use unfamiliar dialects,

embrace unknown traditions, and have their own systems of governance and commerce.

Not only that, but Monsters in the outer provinces can have alien traits and reflect their harsh environments with equally harsh tactics.

Emperor Zarasul has sent emissaries to these outer provinces in order to make contact, gather knowledge, establish trade, and solidify the Empire's power. He has also asked his emissaries to search for lost relics and to capture new specimens of Monsters. To certain special groups, he may even let slip that he is looking for pieces of a legendary drajule, a red crystal that is said to contain the first dragon from which all other MajiMonsters have arisen. Pieces were supposedly scattered to the furthest reaches of the land.

In the following pages, new and strange challenges await—do you dare travel to the edges of a shattered empire?



BOG BOTTOM

Deep in the marshlands of the southern peninsula, in swamp infested forests, you will find Bog Bottom, a loose knit community of humans living in huts raised on stilts where the swamp waters are stagnant and unmoving.

“Community” may actually be too strong a word for Bog Bottom. Instead, it’s more like a collective of hermits that happen to reside in close proximity to each other. Bottom dwellers, as they sometimes call themselves, mostly keep to themselves. You will find families in Bog Bottom, but most residents view families as a temporary arrangement at best. Marriage pacts and ceremonies have died off altogether, and couples who wish to live together or have children are often known to have some kind of plan to eventually move out. When children are grown, they usually leave home and find their own hut to live in, seeking independence at an age younger than in most parts of the world.

Residents of Bog Bottom are tough, resilient, independent, and stubborn—and they need to be to live where they do. The swampland is hot and humid. It smells terrible to outsiders as odors of decay and rot permeate the air. The stagnant waters are breeding grounds for insects that constantly attempt to bite and feed off humans. Locals imbibe spicy peppers, and pepper pickled meats, which they say keeps them from being bitten by the mosquitos and blow flies.

However, the bog does offer some benefits to those who choose to live there. The muddy waters are not deep; rather, they have several feet of mud under the water and large Monsters generally cannot traverse it. Heavy Monsters that attempt to walk into the bog find themselves stuck in the mud or sinking to the point that they cannot make forward progress. Some larger aquatic Monsters live in the bog, but even they will not venture out of the water to hunt unless their prey is a short grasp away. The height of the stilts on the huts has kept the “bottom dwellers” safe for many years. Some huts that are closer together have rickety bridges connecting each other, but for traveling longer distances, residents use long narrow canoes and propel themselves with long thin sticks which they use to push off the bottom of the mud under the water.

CAPITOL COMPASS

If a party member has the *capitol compass* relic, it will point due north towards the Capitol from Bog Bottom.

TOWN SIZE AND POPULATION

Bog Bottom lacks well-defined borders, but the swampland, marshes, and wetlands of the area cover well over 100 square miles. Bog Bottom is very sparsely populated. In its most densely-packed area, you will only find about 25 residents in a single square mile. The full population of Bog Bottom has never been counted. This is partly due to the poorly defined borders, but also any attempt to count the people living there is met with

hostility. It has been estimated that there are about 300 people living in the swamps, but the real number could be much higher. Many people living in the swamp do not want to be found by each other let alone by people from outside the Bog.

THE BOG (SPECIAL FEATURE)

The bog is vast and full of muddy water. Fresh streams and rivers flow in places, but much of the bog is stagnant standing water. Aquatic Monsters can fare well in the bog, but non-aquatic Monsters that can't fly will find terrain difficult, if not impossible.



GOVERNMENT

The bog has no governmental body to speak of. Aside from the minor trade for food and supplies, people generally keep to themselves. Crimes are left to the victim and perpetrator to reconcile among themselves, though victims of crimes have occasionally been known to rally people to their side when settling disputes. For the most part, though, people avoid interacting with each other more than absolutely necessary.

CULTURE

Bottom dwellers are not friendly people. They're distrustful of outsiders, and just as—or perhaps even more—distrustful of each other. Family feuds can go on for generations over minor arguments and stubborn grudges can last for years.

People of the bog have diets consisting of bottom-dwelling, aquatic animals like catfish and crawfish. Some of the braver locals will hunt alligators, but most farm native crops bred to produce adequate—and often delicious—food. Crops include spicy peppers, rice, and a sweet cranberry that has been adapted to grow in the warm bogs have all become staples in the diets of the locals. While residents generally do not like engaging in each other socially, it is understood that for mutual survival, food must be shared. It's common for those sharing the food to not exchange pleasantries with each other, though.

The bottom dwellers have been introduced to the binding ritual through Capitol emissaries and are coming around to the idea. A few people in Bog Bottom have become binders have aquatic Monsters they can summon while boating around the bog. These binders have made a name for themselves as transporters of goods since they can traverse the bog without fear of the Monsters that live there.

Bottom dwellers do have one festival every year where they become more social with each other. On Monster's Night, bottom dwellers will use ghostly-white grease paint on their faces to make them appear to be skulls. A festival full of bonfires, food, and merry-making occurs.

DEFENSES

The bog itself serves as defense enough from most Monsters. The Monsters that do make their homes in the bog generally stick to the water and don't bother with humans who try to keep themselves up high on their stilted huts.

PEOPLE OF INTEREST

BLACK HAT AGGY, SWAMP WITCH

Agnes, or Aggy as most people know her, is a witch and a healer. She's respected and feared by people in the bog. Aggy knows how to make many remedies and potions, used for healing various ailments. She's also rumored to practice black magic, dealing in curses and hexes. Whether or not this is true is unknown; most people only whisper about it. But it is generally thought that if she did make curses, she certainly doesn't sell them because otherwise the entire population of the bog would have been cursed by someone they're currently arguing with.



Black Hat Aggy

GATOR TOM, ALLIGATOR HUNTER AND SWAMP GUIDE

Tom is a binder who spends his time hunting alligators and occasionally acting as a guide to people visiting the bog. Tom doesn't talk much because he thinks it scares away the fish and attracts hungry things that may be angry when they show up and there's no fish to eat.

OLD ONE-EYED JIM, LOCAL LORE MASTER

Old Jim has seen a lot with his one eye. He'll talk about it, too, to anyone in earshot. Friendlier than most people in the swamp, possibly the friendliest, Jim is welcoming to any outside adventurers. Jim can be heard talking to anyone that will listen, and sometimes to himself, if no one will listen. Jim is old and

wrinkled. He has leathery skin and a short unkempt white beard without a mustache. Jim is missing more than a few teeth and smokes a pipe. Jim's bad eye is scarred with a pale iris and he's blind in it. Most days, you can find him on a rocking chair out front of his hut. Jim is interested in binders, having lived most of his life in a time when they did not exist. He can tell you about most of the goings on of the town, as well as many of the current feuds. Jim is a gossip and will give up information just to hear himself talk.

ADVENTURE HOOKS

Consider the following possible plot hooks for Bog Bottom.

ANY PORT IN A STORM

While traveling, the party starts encountering extremely hostile weather, approaching monsoon or hurricane levels. Everything is flooding and shelter is nowhere to be found. Searching for higher ground, the group gets turned around and somehow ends up in the bog. Gator Tom happens by in a boat and rescues the group, taking them back his home. When asked why he was out in the storm, Tom simply replies "good fishing weather." Tom seems standoffish, and the PCs may be suspicious of his intentions. Maybe he's up to something, or maybe that's just how people in the bog act!

BIG GAME HUNTERS

The bog is home to much strange flora and fauna, but usually no large creature. However, according to rumor, there is a MajiMonster large enough to be a challenge for any group of adventurers. This MajiMonster must be a very unique aquatic denizen to be able to survive and travel through the swamps.

IT'LL CURE WHAT AILS YOU

An important figure is stricken with a bizarre and deadly disease. The characters learn a bog witch named Aggy is known for making remedies to diseases using wild plants, herbs, and less than ordinary ingredients. The party is warned that while Aggy may be able to cure the disease, the swamp may kill them before they can find her, and even if they do find her, managing to get her to help might be another endeavor altogether.

REGIONAL MAJIMONSTERS

MajiMonsters unique to this location are described below. For each Monster's game statistics, refer to its entry in the Bestiary in Chapter 4.

HYDROSAUR

Hydrosaur is usually the top of the food chain in any area they settle in. Huge in size, with an appetite to boot, they spend much of their day eating whatever is around them. Hydrosaur is a big fish in a big pond and will freely feast on anything smaller than themselves, which is basically everything but large trees. And, if it comes to it, they'll still eat the trees--it just takes longer.

When a Hydrosaur is in an area, humans tend to give it a wide berth out of necessity. Since they are often solitary creatures, nearby humans will often nickname the Hydrosaur that is near them something related to the body of water the Hydrosaur reigns over. For instance, tale is told about an old Hydrosaur living in a large lake named Lake Nessapeake, and the locals call the Hydrosaur "Old Peaky."

LIGHTNING SHRUB

A Lightning Shrub resembles a small shrub that crackles with electricity. Its roots and branches are the shapes of lightning bolts. Lightning Shrubs find the wet soil of swamps favorable. They also seem to like the extra water around, which allows them to have greater range for their low-level shocks.

In swamps where Wisps often frequent and try to lead travelers off their path, Lightning Shrubs might seem like welcome sources of light in the darkness. However, once one gets close to them, they're in for a nasty shock—literally. Shocks from Lightning Shrubs do not do real damage; rather, they are more an annoyance than anything else, but it does hurt like a powerful static shock. After humans are shocked by Lightning Shrubs and retreat to a safe distance, the Monster will shake, rustling its leaves. The current theory for this behavior is that this is how Lightning Shrubs laugh. If that is the case, they must find shocking humans very funny.

MUDSUCKER

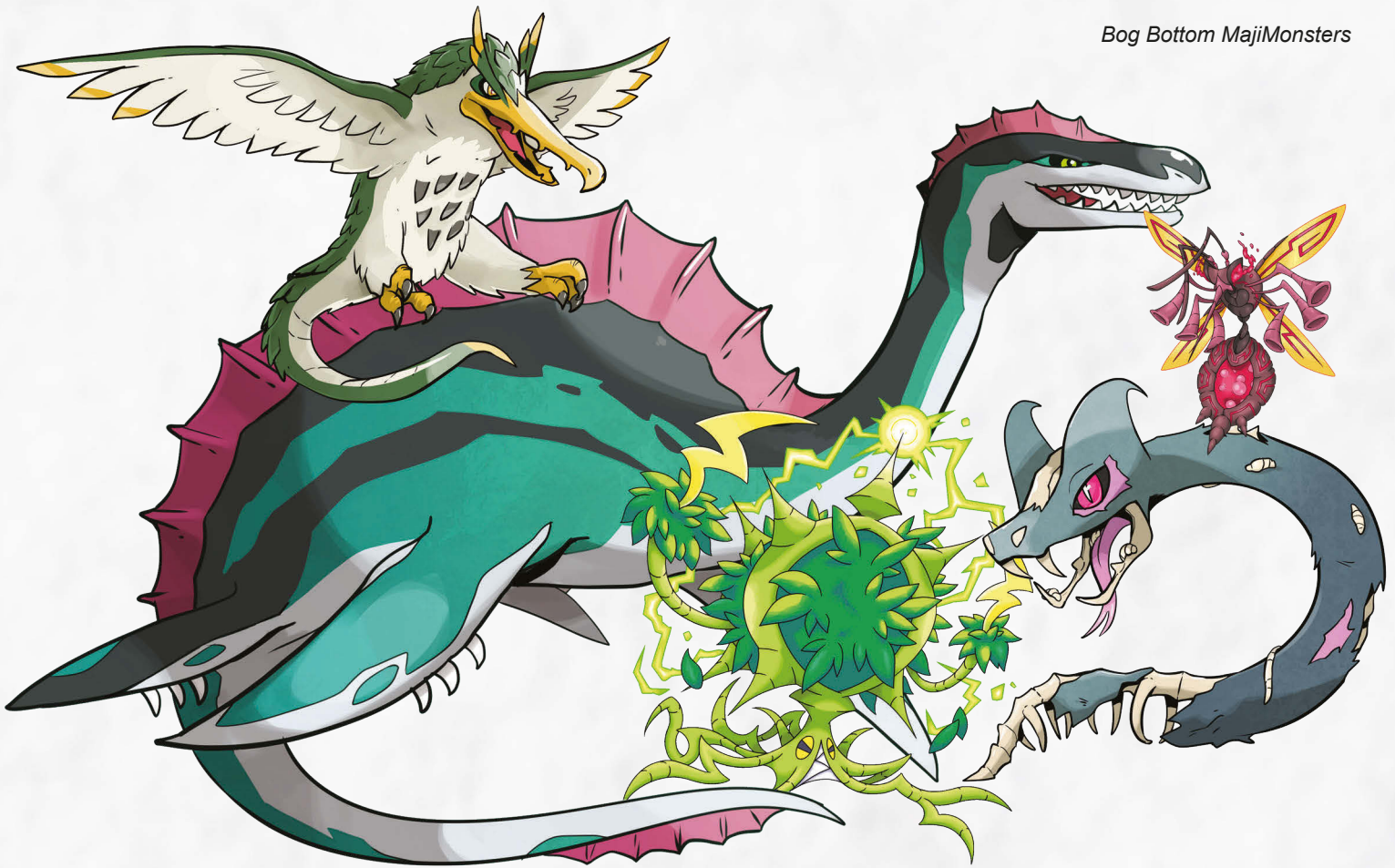
A Mudsucker is a small winged insect that has suction cups on its feet and long needle like nose that it uses to suck blood from unsuspecting victims. The suction cup feet can be used to climb on almost any surface and even walk on water. This Monster is difficult to spot and even harder to get off, and once they latch on, these things suck...

Mudsuckers travel in swarms looking for any large creature with lots of blood. Swarms of Mudsuckers can hide in mud and erupt like smoke from a volcano when a large creature steps in their hiding hole. Binders who catch a Mudsucker have found that, as the creature gains experience from training, it can sometimes turn into a very small swarm of Mudsuckers that act as one unit, similar to Beetallion.

OWL-O-GATOR

Owl-o-gators are a curious blend of the airborne owl and the ground-confined alligator. They possess elements of each species in their behaviors. Similar to owls, Owl-o-gators are primarily nocturnal hunters. They have excellent eyesight in the dark and can detect the movement of their prey at long distances away. Like alligators, Owl-o-gators spend much of their time waiting for the perfect moment to strike. They are at home both in trees and in the water, always watching for prey to pass by so they can swoop in with an amazing dash of speed. Owl-o-gators have extremely strong jaws which they clamp down on their victims with.

During the day, Owl-o-gators enjoy basking in the sun. Their sleep is light and they are easily woken by noises or movement. You can tell when they are sleeping by the way they tuck their long-jawed beak under one of their wings.



ROTTENMOUTH

Rottenmouths are undead snake Monsters. Their wide mouths are filled with fangs, a rotted tongue, and maggots. Resembling a decaying viper, Rottenmouths slither and search for any type of decay. They devour things that would sicken any other creature.

Infestations of Rottenmouths can be found in overgrown graveyards and often in swampland where water is stagnant and rot is abundant. Rottenmouths prefer to make homes in rotting logs and trees or temporary dwellings in animal carcasses until they consume their fleeting shelter.

RANDOM ENCOUNTERS

Though the water in Bog Bottom is shallow and muddy, which means that sea creatures generally don't swim freely in the waters, and large Monsters of any kind have a hard time maneuvering, the swamplands are actually teeming with life. Small Monsters inhabit the trees and some find the shallow waters perfect breeding grounds.

Whenever you need a random encounter with a wild MajiMonster, consult the table below. For some results, you will need to consult the Monster's Bestiary entry in the *Core Rulebook*. You will want to adjust the number of Monsters appearing to suit your party, or perhaps use a variant to create a MajiMonster swarm or more challenging Monster.

RANDOM WILD MAJIMONSTER ENCOUNTER

D20	Encounter
1	Wisp
2	Unpossom
3	Torchbug
4	Thermadile
5	Tanglebore
6	Red Shambler
7	Lylybogg
8	Owl-o-gator
9	Lightning Shrub
10	Mudsucker
11	Hydrosaur
12	Rottenmouth
13	Wailing Willow
14	Zephidian
15	Sparksnail
16	Spiricoot
17	Mudhound
18	Mushboom
19	Mosstang
20	Groundlog



BROKEN VALE

When the old maji performed their experiments, they did more than simply give rise to the MajiMonsters. Their deeds allowed wellsprings of magic to seep into the natural world, warping the terrain into something wholly unnatural. Those who observe these strange and beautiful locations cannot mistake them for anything but pure magic let loose upon the natural world.

One such place suffused with magic is known as Broken Vale. The vale occupies a swath of temperate plain changed forever by the old maji. Large masses of earth, ranging from the size of boulders to great hills, hang suspended in the air. Sparse trees throughout the plain contort their limbs to make the shapes

of arcane glyphs. For minutes between twilight and sundown, the sky comes to life with sparks of color, bursting in the air like firecrackers.

Despite all odds, humanity has found a place in Broken Vale. A small town of the same name has been erected in this place, using an Old Empire ruin as its foundation. It keeps no wall around it, consisting of buildings that sit in the shadows of the earthen masses that float overhead. The townsfolk have built new structures to accompany the old, creating an odd juxtaposition upon the shattered landscape. Those who travel to Broken Vale for the first time may find the town unnerving, breathtaking, or both.



CAPITOL COMPASS

If a party member has a *capitol compass* relic, it will point northeast towards the Capitol from Broken Vale.

TOWN SIZE AND POPULATION

The town of Broken Vale occupies a 15-square mile area on the plain, though the distorted landscape it is seated in extends miles beyond it and hundreds of feet into the air. At any given time, there are about 1,200 human residents of Broken Vale.

REPELLING FIELD (SPECIAL FEATURE)

The most prominent feature of Broken Vale cannot be seen—at least to human eyes. A field of remnant magic protects the town, repelling all MajiMonsters who approach. Long ago, the settlers

of Broken Vale discovered wild MajiMonsters were repulsed from the place, though they did not know why. This has led to the town's existence without walls and a welcome refuge for those who discover it.

Wild MajiMonsters who approach within a mile of the town of Broken Vale are repulsed, fleeing away from it immediately. Bound MajiMonsters who are summoned from their drajules react violently to it, growling and moving erratically as if in the presence of danger. Through their empathy with their bound Monsters, Binders understand the strong urge Monsters feel to leave the place.

Note that the repelling field only covers the area occupied by the town, extending a mile from its structures in all directions. Plenty of wild MajiMonsters inhabit the twisted plain beyond.

GOVERNMENT

Broken Vale's leadership rests in the hands of the White Council, a group of elders appointed by the townsfolk to enact laws, settle disputes, and plan for the town's prosperity and defenses. They consist of thirteen Councilors and this governing body is overseen by their self-appointed High Councilor. The Councilors vote on all matters and proceed according to the majority, the High Councilor only voting in order to settle ties.

Because of how MajiMonsters react to the innate repelling field that emanates from the town, the White Council has decreed that no bound MajiMonsters may be summoned from their drajules within the town limits. Broken Vale has a small militia of guardsmen that patrol the town and keep general order, but those who'd summon MajiMonsters in town or commit egregious violations must deal with the Menders. The Menders are a collective of binders dedicated to serving Broken Vale and the White Council, flushing out rogue binders and seeing that laws are obeyed.

DEFENSES

No walls exist around Broken Vale, thanks to its repelling field, which makes it unique among most human civilizations so deep into the Wildlands. Though the townsfolk have learned not to fear wild MajiMonsters, they still practice a pragmatic defense of the place. At any given time, the town can muster about 400 able-bodied soldiers armed with simple weapons. Most of these soldiers are novices, however, and only those formally trained as a guardsman or Mender fight with any skill.

CULTURE

Broken Vale has been isolated from the Capitol and the reach of the New Empire until very recently. Though they were quick to assimilate binders into their culture, the population at large is generally distrustful of imperial agents. They fear (perhaps rightfully so) that the Capitol will exploit the magical properties that repel MajiMonsters from the town. They've begun circulating suls and have begrudgingly accepted it as a standard form of currency, more convenient for trading among themselves and the travelers who inevitably find their way to town.

Outside of that, the residents of Broken Vale maintain an agricultural society that is sustainable for their current population. Magic may have warped their homestead, but it does not seem to have affected fish from nearby lakes, soil they can grow crops in, or the game that they hunt.

One tradition unique to Broken Vale is to "bottle the lights." As the sun sets each night, just when the sky is a hue of rich purples and oranges, the air pops with bursts of twinkling, colorful lights. These emanations only last for several minutes until night blankets the sky, and these theatrics tend to enthrall those new to town. Most residents take the spectacle for granted now, but they still hold the tradition that no house is a home until its owner "catches" one of the ephemeral lights in a glass jar. When a townsperson inherits, builds, or purchases a new home, he or she is accompanied by others during the twilight to perform this ritual. Once "caught," the spark of color fades away moments later inside the bottle. Still, such empty jars are held prominently upon mantle places throughout town. Should this bottle ever have the misfortune of breaking or becoming unsealed, most homeowners seek out to bottle the light once more.

Vikram Eyes-of-Ember



PEOPLE OF INTEREST

BRADLEY AMES, HIGH COUNCILOR

The current High Councilor and youngest to hold the position in Broken Vale's history, is Bradley Ames, a middle-aged man with a stubble beard and short cropped hair. Bradley is well-respected, despite his age, and seeks to expand the town's limits and study the mysterious force that repels the MajiMonsters. The High Councilor can usually be seen about town, accompanied by a coterie of guards and Menders, wearing the white drapings of his office.

KELLON ANDORA, PURVEYOR OF EXQUISITE GOODS

Kellon is a female binder in her mid-30s. She discovered Broken Vale years ago when she got lost in the Wildlands and has called the place home ever since. Kellon is average height with a trim figure and shoulder-length, brown hair she wears swept over her left eye. She makes no attempt to hide her ability to bind MajiMonsters, though she adheres strictly to the law against summoning them within town limits. Kellon makes her living by exploring the Wildlands nearby and excavating trinkets from the Old Empire. She's always excited to find new travelers to Broken Vale, hoping to trade her finds with them. While out in the wild, Kellon is accompanied by her Torchbug.

MEREDIA BLOOM, CAPITOL ACADEMIC

Though far removed from the Capitol, Broken Vale's repelling field has not escaped the notice of the New Empire. Meredia Bloom is an academic sent from the Capitol to study the peculiar effect to see if it can be replicated or, if needed,

moved. Meredia is a short woman in her late 20s, plump, with a button nose. She keeps her black hair parted into a pair of braids that dangle over her shoulders and has a habit of constantly repositioning her pair of glasses on her face.

VIKRAM EYES-OF-EMBER, MENDER CAPTAIN

The captain of the Menders is Vikram Eyes-of-EMBER, named because his brown eyes seem to glow like the setting sun. Vikram is tan-skinned and muscular, with a bald head that he keeps clean shaven by choice. He was orphaned in Broken Vale as a baby by his estranged parents decades ago, never knowing what became of his mother and father. Though he had nothing but his name to call his own, he grew into a capable man and even more capable binder. Vikram now loyally serves to protect the citizens of Broken Vale, the closest thing he has to family, and he depends on his Lionyx to help him do so.

ADVENTURE HOOKS

Consider the following adventure hooks for parties who travel to Broken Vale.

THE FIELD WAVERS

Something is wrong with the repelling field! Its effect is wavering and growing weaker each day. High Councilor Ames has asked that any binder with the will or means to investigate the disturbance to do so. He is suspicious of Meredia Bloom's investigation of the field for the Capitol and threatens to expel her and her retainers if the field continues to wane.

TO EXPAND OUR KNOWLEDGE

The Capitol is intrigued by the old magic that suffuses Broken Vale. In order to aid her research, Meredia has posted a bounty of 1,000 suls for any binder who can bind a regional MajiMonster for her to study. She hopes they may unlock the secret to replicating the repelling field.

STRANGERS

An elderly couple has come to Broken Vale claiming to be Vikram's estranged parents. The elder townsfolk claim that they are lying, but they promise they can prove his heritage if the captain of the Menders accompanies them out of town. Vikram is caught between serving those he is faithful to and the chance to know his real family—and Broken Vale hangs in the balance.

REGIONAL MAJIMONSTERS

The remnant magic of Broken Vale has led to some outright bizarre MajiMonsters inhabiting the areas outside of the town's repelling field. As a result, many have the mystic affinity, their forms amorphous or mirroring the shattered landscape. MajiMonsters unique to this location are described below. For each Monster's game statistics, refer to its entry in the Bestiary in Chapter 4.

AETHERSURGE

Aethersurges appear as flying motes of purple light, their forms spontaneously releasing violet sparks. The scholars who have studied these first believed them to be pure manifestations of

aether, the intangible energy that gives MajiMonsters their form. However, they have since recognized them as distinct Monsters altogether. Where Aethersurges fly, the air hums with a low pitch that rises in screeches as the MajiMonsters become agitated.

A combination of two types of energy, both electric and mystic, with barely any substance to them, Aethersurges speed here and there in the blink of an eye with little rhyme or reason. Do they dart around with purpose, curiosity, or are there unseen forces that draw them towards certain points only they can see? It's as mysterious as anything else in Broken Vale.

ARCOSMOS

This Monster appears as an amorphous, pitch-black field, dotted with sparkling lights like stars in the night sky. In fact, they're nearly invisible in the dark of night, their natural camouflage allowing them to seamlessly blend in. Arcosmos can move the twinkling lights on its form to create enchanting displays, even swirling them in concentric circles that leave onlookers spellbound.

The Arcosmos are truly one of the most mysterious MajiMonsters ever observed. Unlike animal-shaped Monsters, Arcosmos are incredibly hard to study and understand. They are only observed at night, when they are incredibly hard to spot as they blend in with the night sky. Their behavior mainly consists of the unique patterns they make with their lights. It could be some type of communication, though no scholar has yet deciphered it.

LANDSCRYED

This Monster is comprised of floating chunks of earth that orbit about a crystalline sphere. Those in the Broken Vale know that if you look into the sphere long enough, you can see images of far off places and people. Of course, getting close enough to a Landscryed to peer within is no simple task.

It has been theorized that the crystalline sphere at the center of a Landscryed is merely a reflection of what they are looking at themselves. Others believe that these reflections show the viewer wherever he or she wishes to go. Or, it could be that there are Landscryed located in these far away landscapes and they act as a visual portal between each other. More study is definitely required.

Landscryed fit in perfectly with the environment of the Broken Vale. Floating pieces of earth litter the landscape and Landscryed appear to just be more of the background, rather than actual Monsters. However, these creatures are quick to defend if approached. Despite their natural camouflage, Landscryed view anything that gets too close to them as a threat.

MAVAVORE

Manavores grow to be massive plant-like Monsters, easily the size of trees. Their innumerable vines tangle in a mass beneath a toothed, pitcher-like head, which it uses to devour unwary prey. These creatures seem to originate from common carnivorous plants found in the Broken Vale. However, these plants have been witnessed transforming into these MajiMonsters after ingesting items suffused with the landscape's magic. These creatures have been a key in scholars' understanding of the initial origin of MajiMonsters.

Using thick overgrowth as a hiding place, a Manavore

can snap at prey that passes it by, or lure in prey with its large flowerlike mouth. A Manavore's flowery jaws can trick unsuspecting animals, and dim-witted humans.

OBELICH

These Monsters appear to be obelisks constructed of bricks, sculpted from stone, or carved from wood, each varying from 3 to 8 feet tall. Their true form is revealed when prey approaches or they feel threatened, and tendrils of darkness flare from their forms to reach out to attack. These tendrils can reach down to create “legs,” giving the otherwise unmoving creature terrifying mobility.

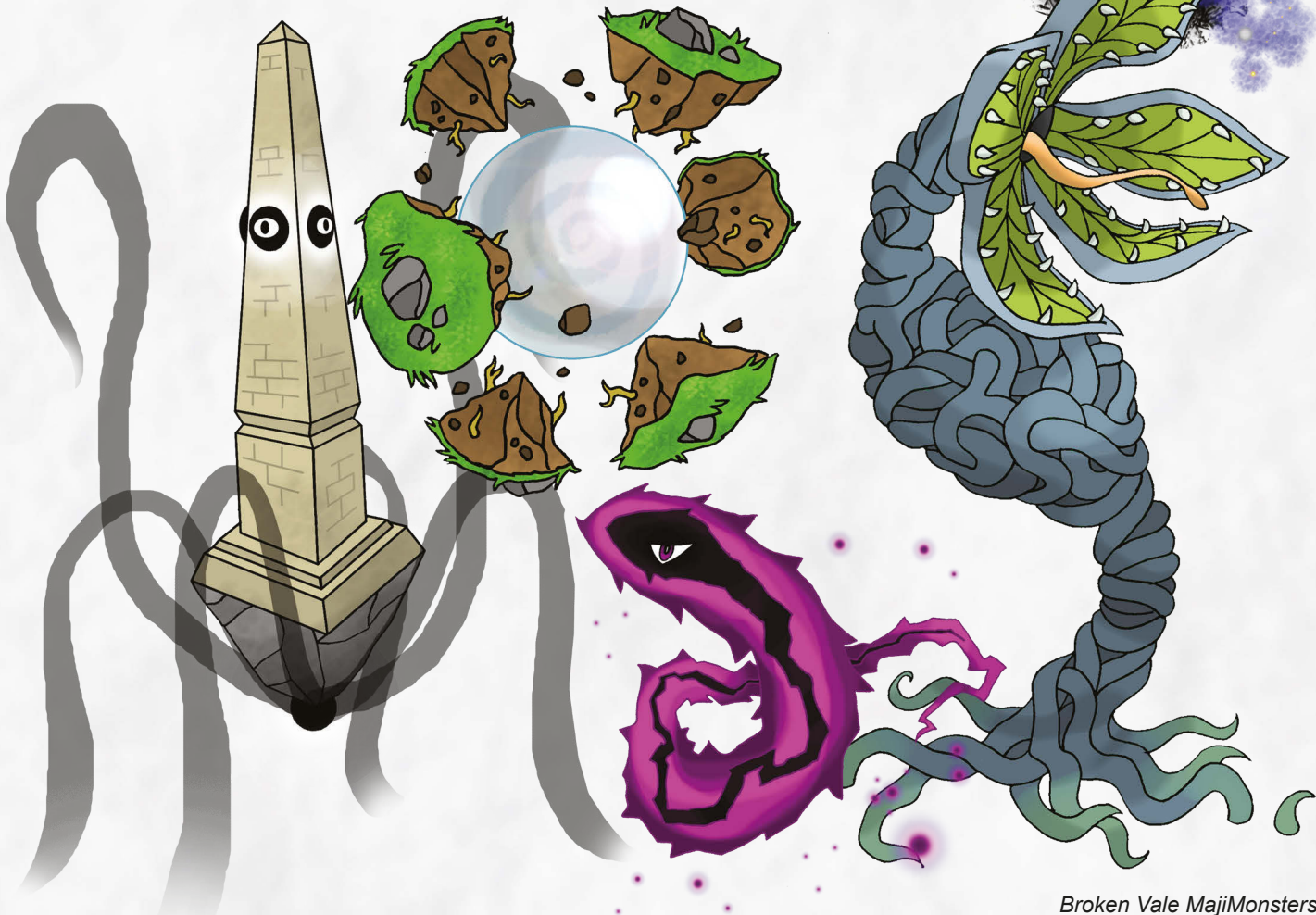
Obeliches appear to arrange themselves in specific patterns. The pattern can be unique for individual groups of Obeliches, straight lines, circles, “X” shaped patterns have all been observed. Interestingly, if a monument of Obeliches is disturbed, and survive the battle, each Obelich will return to the exact spot it had occupied before the battle began. This is yet another mystery found in the Broken Vale.

RANDOM ENCOUNTERS

Many strange encounters await those who would travel the warped plain of Broken Vale. Whenever you need a random encounter with a wild MajiMonster, consult the table below. For some results, you will need to consult the Monster’s Bestiary entry in the Core Rulebook. You will want to adjust the number of Monsters appearing to suit your party, or perhaps use a variant to create a MajiMonster swarm or more challenging Monster.

RANDOM WILD MAJIMONSTER ENCOUNTER

D20	Encounter
1	Tigrumba
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4	Panthergeist
5	Aethersurge
6	Dibbik
7	Landscryed
8	Icewight
9	Obelich
10	Wisp
11	Mastyff
12	Arcosmos
13	Mander of the Way
14	Groundlog
15	Brushpyre
16	Antipode
17	Ossifist
18	Mercurious
19	Mysticac
20	Myriadra



Broken Vale MajiMonsters



KLIFHAFEN

When magic broke free and Monsters overran low-lying villages, a small mountainous outpost became a safe haven from the chaos below. Since its early days, people built additional structures right into the face of the mountain, building onto and carving out structures on a vertical plane.

Those seeking Klifhafen will have no trouble locating its bright red roofs and turrets jutting out of the tallest mountain in the

Malor mountain range, a peak that may have once had its own name but is since replaced by the name of its city. Though the city is visible from the ground, any travelers will probably have a difficult time reaching it, as it takes a treacherous climb or a set of wings to reach this city above the clouds.

To reach the denizens of Klifhafen and recruit new binders, Emperor Zarasul used wings—binders with flying MajiMonsters, that is. Ever since, the binders of Klifhafen have had a special affinity for Monsters that can fly, an ability that enables them access on and off the mountain and protects the residents from other flying terrors.

CAPITOL COMPASS

If a party member has a *capitol compass* relic, it will point southwest towards the Capitol from Klifhafen.

TOWN SIZE AND POPULATION

Klifhafen covers the west-facing slope of the mountain, which shields it from harsh morning rays and stormy winter weather. The town contains approximately 2,200 people, though sheep herders, who occupy the grassy eastern side and stay there during the warm Spring and Summer, make up another 100 residents or so.

GOVERNMENT

After the fall of the Old Empire, the city felt that their removal

from the world signaled a new beginning in leadership.

Consequently, the Amator family, which had the most experience as mountain dwellers and more than a little boldness, declared themselves the absolute rulers of their new city—Kings and Queens of Klifhafen. Throughout generations, the Amators have been benevolent and generous rulers, passing along the crown of Amator from parents to offspring without contention from the docile denizens of Klifhafen.

Since the arrival of Empire binders, an uneasy peace has been struck between the Empire and Klifhafen. For now, Emperor Zarasul has allowed Klifhafen to keep their titles and monetary system, provided that they swear loyalty to the New Empire. Though the Amators have done so, the citizens still look to the Amators as their ultimate rulers and suspect that the time will



come when Klifhafen will break away from the Empire and establish their own nation.

DEFENSES

Klifhafen lacks walls and fortifications, relying instead on the difficulty of the terrain to dissuade most ground-dwelling Monsters. Those that come from the air, however, can pose a major threat to villagers, which is why a sentry is always posted at the highest point in the center of the city, directly beneath the royal palace. If Monsters are spotted in the sky, the sentry rings alarm bells that warn the town to seek cover. Most homes are equipped with shelters for just such occasion—windowless cellars dug into the mountain.

Binders also play a role in city defenses, and the Amators have been gathering a small army of binders equipped with flying MajiMonsters that may respond to threats in the air as well as descend on foes below. The binders themselves use gliders to accompany their Monsters or are sometimes carried short distances, if their Monster is large enough.

CULTURE

Klifhafen society is split into three major castes headed by families that govern business and growth in their professional domains. The ruling caste is headed by the Amator family and includes several other highborn families wherein scholarship, art, and music—all established apart from the Empire's influence—are cherished skills. The artisan caste is the largest, and it consists of skilled laborers who are responsible for building structures, making clothes, mining and crafting silver, and making food. The farming caste harvests the hanging gardens throughout the city and maintains flocks of goats and sheep, which provide the majority of the raw material used for food and clothing.

Since binders can come from any family and caste, they have somewhat disrupted the long-time social order of Klifhafen. While families in the farming and artisan caste hope to have children discovered as binders as a way to rise in their social standing, the ruling caste dissuades their youth from attempting it, seeing the refinement of arts and study as superior to the violent and (in their view) crude life of a binder.

The emphasis on the value of arts and literature has led to Klifhafen having perhaps the most remarkable of creative art production in any village or outpost outside of Capitol city. Poetry and murals adorn building walls in a riot of colors in the warm months before winter rains wash them clean, and statues in the shapes of birds, Monsters, and animals adorn the rooftops and cornices of buildings. All citizens are especially fond of music, and sweet strains of weirdly-harmonic flute-playing can be heard in fields as well as streets at all times during day and night.

GOODS AND TRADE

Since allowing access to visitors, Klifhafen has become a major outpost for trade. The mountain on which Klifhafen is built contains several small veins of silver, which is the most prominent metal in town, used for everything from weapons to ornaments. Blacksmiths are well-regarded in the artisan caste and are skilled in making silver flutes and small fine tools used for etching and sewing. Klifhafen money is also made from silver, a small unrefined blob called a “drop.” The economy of Klifhafen

is dictated by the value of drops, which are also melted down to make items. If one were to order a silver bracelet, for instance, the exact number of drops needed to make the bracelet plus the blacksmith's fee would be required. Drops are the only form of currency accepted, as suls cannot be melted down and used, and therefore deemed worthless by townsfolk.

Trade, then, relies on the exchange of currency, which is controlled by moneychangers of the ruling caste. Because the silver ornaments and other products of Klifhafen have become popular in the Capitol city, moneychangers have felt free to charge a premium on exchanging suls for drops, making the ruling class grow progressively richer in recent days.

Besides silver and silver ornaments, fine cloth, goat cheese, and herbs and spices found only in the Malor mountain range are popular items of trade.

PEOPLE OF INTEREST

KING AMATOR, RULER OF KLIFHAFFEN

King Amator is a jovial man, early in his old age, sporting a cloudlike beard and head of pure white hair on top of which rests an imposing crown of pure silver. In public, King Amator is known for his good and generous nature, issuing proclamations and holidays for the barest of reasons, welcoming strangers with warmth and hospitality into his palace, and reciting his own poetry when the situation frequently dictates. However, in private, his family has seen their patriarch fly into rages when things don't go his way.

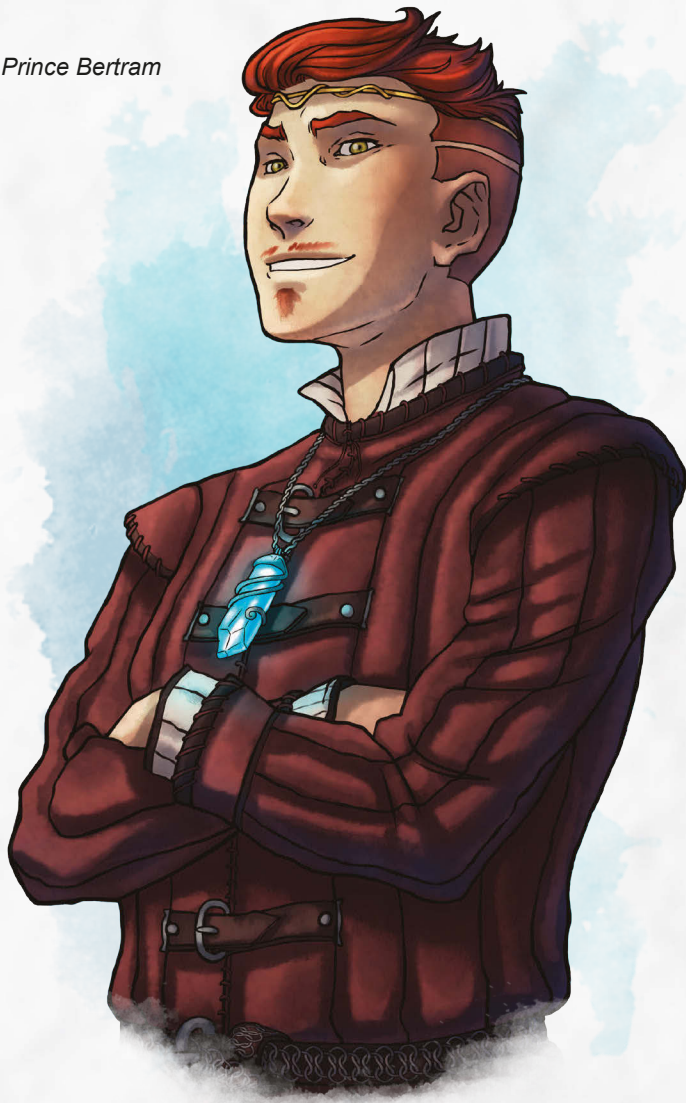
PRINCE BERTRAM

Aside from inheriting his family's bright red hair and good-natured personality, Bertram never felt as though he fit the mold in stodgy ruling caste. In defiance of his father's wishes, Prince Bertram is a binder knight, often going out on long adventures with a loyal party of friends from all backgrounds and regions of the Empire. On one of these adventures, Bertram bound a Sandroc, which has become his loyal and iconic companion ever since. Despite the disapproval of the ruling caste, Bertram is highly popular among the denizens of Klifhafen and has even become something of a folk hero, with a growing list of deeds that he may or may not have actually accomplished. In recent days, Prince Bertram has acted as an emissary to the Capitol in negotiating peace treaties and agreements, and thus has become fairly sympathetic to Zarusul and the New Empire.

MADAM EVNEY, MASTER MONEYCHANGER

The first person that any traveler is likely to meet in Klifhafen is Madam Evney, the Master Moneychanger. Rail-thin but with a glitter in her eyes, Evney is the head Moneychanger for a reason: her silver tongue seduces an outrageous amount of travelers' suls into her hands in return for precious few drops. It is hard to tell how old Madam Evney is due to her animated speech and lovely smile, but there is also something hard about her nature that seems aged at times. Used to duping others, Madam Evney is not easily fooled, and as such, acts as a trusted advisor to King Amator, often being the first consulted in financial matters.

Prince Bertram



GRIMS GRINDER, BLACKSMITH

Though his broad-shouldered build and grizzled face suggests stoicism, Grims Grinder functions as the town gossip. Found either in the tavern simply known as “Cups,” or in his hovel of a workshop on the edge of the city, Grims is known to pour his heart out to strangers, sharing any and all knowledge he has about Klifhafen politics and his own worries (which are many). Grims isn’t taken seriously by most others, but this skilled silverworker has a heart of gold. In fact, it was Grims who identified Prince Bertram as a potential binder and has gone on several adventures with the young prince, saving his life on a few occasions and earning the trust of the royal family. Lately, however, this old alchemist prefers to stay at home with his trusty Squnck, crafting equally smelly concoctions and crafts.

HAM, THE SHEPARD

Orphaned at a young age, Ham has spent most of his life in solitude on the quiet Eastern side of the mountain with his flock of sheep. When he discovered a Rampage in his flock, Ham acted on instinct to bind it with a drajule that he happened to find long ago, hiding in the tall grass of a field. Ever since, Ham has embraced his destiny as a scoundrel, fighting off Monsters on the eastern slopes with a ne’er-do-well attitude.

ADVENTURE HOOKS

Consider the following adventure hooks for parties who travel to Klifhafen.

THE SILVER MINE

For ages, Klifhafen assumed that its only threat was from the skies. However, a recent mining expedition opened up an enormous cavern full of Erdworms, Wurmdra, Cragmatik and other burrowing Monsters that not only threaten the lives of the townsfolk but the town itself as the mountain seems to have lost structural stability.

THE DISAPPEARANCE OF PRINCE BERTRAM

On the way back from one of his recent adventures to the Capitol, Prince Bertram has reportedly met an untimely end. While the city of Klifhafen is in mourning, rumors fly about the circumstances of the prince’s death. Did someone attack him as a message to Klifhafen? Or was this some darker conspiracy? Brave heroes are needed to find the truth.

CLOUD COVER

Shepard Ham drives his flock into town warning of a quickly approaching storm. As storm clouds gather, it becomes apparent that this is no ordinary squall, but a nimbus of Cumuleum. However, this is only the beginning, because there are numerous winged Monsters hiding behind these clouds, hoping to catch the city of Klifhafen unawares.

REGIONAL MAJIMONSTERS

The most prevalent MajiMonster that Klifhafen has deal to with are those of the wind affinity. The mountainous terrain provides a natural barrier to most Monsters on the ground, but the city is extremely open to attacks from above. The climate is temperate, but it is not unusual to receive heavy snow and rain in the winter months. As such, Monsters found in colder climes occasionally migrate to Klifhafen (provided they can fly, that is). Additionally, through mining and building activities, residents of Klifhafen are occasionally faced with earth affinity Monsters that burrow straight through solid rock. MajiMonsters unique to this location are described below. For each Monster’s game statistics, refer to its entry in the Bestiary in Chapter 4.

ERGWORM

This slow, slimy creature resembles a mundane earthworm, though much bigger. Ergworms are sometimes found in mining activities, but tend to leave humans alone, even if provoked. As they lack eyes, they do not pursue prey, but consume the Earth that they burrow through. The true danger of these creatures is their resilience. Like an earthworm, if cut in half, wild Ergworms do not die, but each half becomes a new entity. As such, if left to its own devices in a fairly empty space with plenty of rich earth to eat, wild Ergworms will multiply to a grotesque level, eventually consuming everything in their path.

Ergworms are a menace wherever they appear. They can disrupting mining, or even hollow out the foundation of a town. On top of that, their appearance is not favorable to most binders. Ergworms are seldom bound, and much more often just battled by weary binders on the payroll of a town. Sometimes it is suggested it’s easier just evacuating the town and finding a new settlement than trying to get rid of an Ergworm infestation.

FOULCON

When foul winds blow in from the south, they often bring flocks of Foulcons, putrid birds of prey with wicked claws and beaks. The older the Foulcon, the more skeletal it becomes, eventually becoming totally devoid of flesh and feathers. Foulcons are aggressive creatures and will often target farm animals to feed their numbers.

Foulcons are apex predators that live for nothing but the hunt. As their bodies devolve into skeletal visages, any sense of compassion or companionship that might be viewed among other birds, is completely gone in a group of Foulcons.

RAVENGER

While a flock of mundane crows is colloquially known as a “murder,” a flock of Ravens often results in one. The figure of the Ravenger, with its glossy black coat and scream-like caw is so synonymous with death for the citizens of Klifhafen that it has become their symbol of the grim reaper on murals and carvings.

Ravengers are fierce Monsters, liable to attack other creatures (including humans) just for the fun of it. However, they are also intelligent, and may follow prey for days, waiting for the perfect opportunity to attack. The brave soul that binds a Ravenger will find it a loyal and uncannily-clever companion, often able to anticipate its binder’s needs before they do.

SQUNCK

One of the cutest creatures to be found in Klifhafen is also the smelliest. Taking on traits of both flying squirrels and skunks, the Squnk is a swift foe that can swoop down from trees, but the smell it leaves in its wake dissuades any who would follow. Squnks are curious and non-aggressive, but they will not hesitate to spray for defense when threatened. Binders that can stand the smell of a Squnk will find it lovable and cuddly, nearly to a fault. Binders that can adjust to the smelliness of a beloved Squnk often say they can barely smell it anymore, but this is little reassurance to those around them.

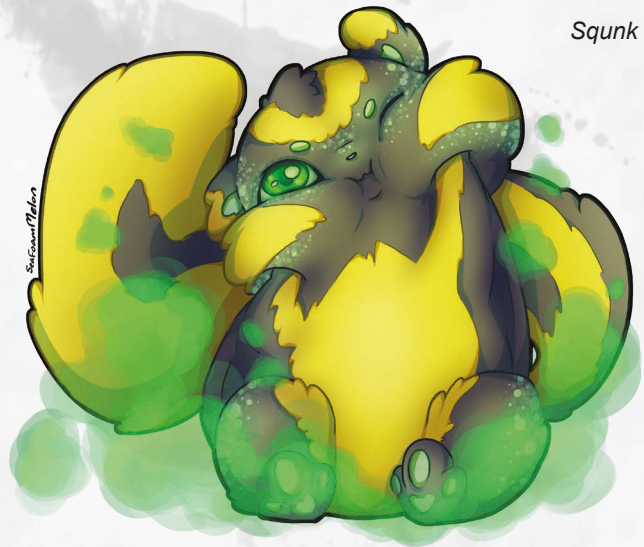
Because of their natural aroma, Squnks do not have to worry about threats larger than they are. Squnks often play in groups for fun, chasing each other around trees and happily gnawing on nuts without a care in the world. If encountered by humans, the humans will barely be able to stop themselves from saying “aww” before retching as the smell hits them.

VOLTURE

Thunder and lightning storms often bring flocks of Voltures to Klifhafen. These bizarre-looking birds seem to be made more from metal than flesh, their shining copper feathers gleaming in any flash of light. Voltures are attracted to the lightning of the storm and will swoop in just the right place to catch a bolt on its way to earth. Lightning doesn’t seem to harm Voltures, but their own strikes can do quite a bit of damage to anyone that steps in their way. Voltures tend to travel in groups called squalls, and the size of the squall is generally dictated by the size of the storm.

Voltures make good companions to binders, as they follow commands easily and directly with precision and poise. The one complaint from binders who keep Voltures is that they don’t have much personality, but some binders enjoy the professional nature of them. Voltures do not show affection; instead, they are purely methodical.

Squnk



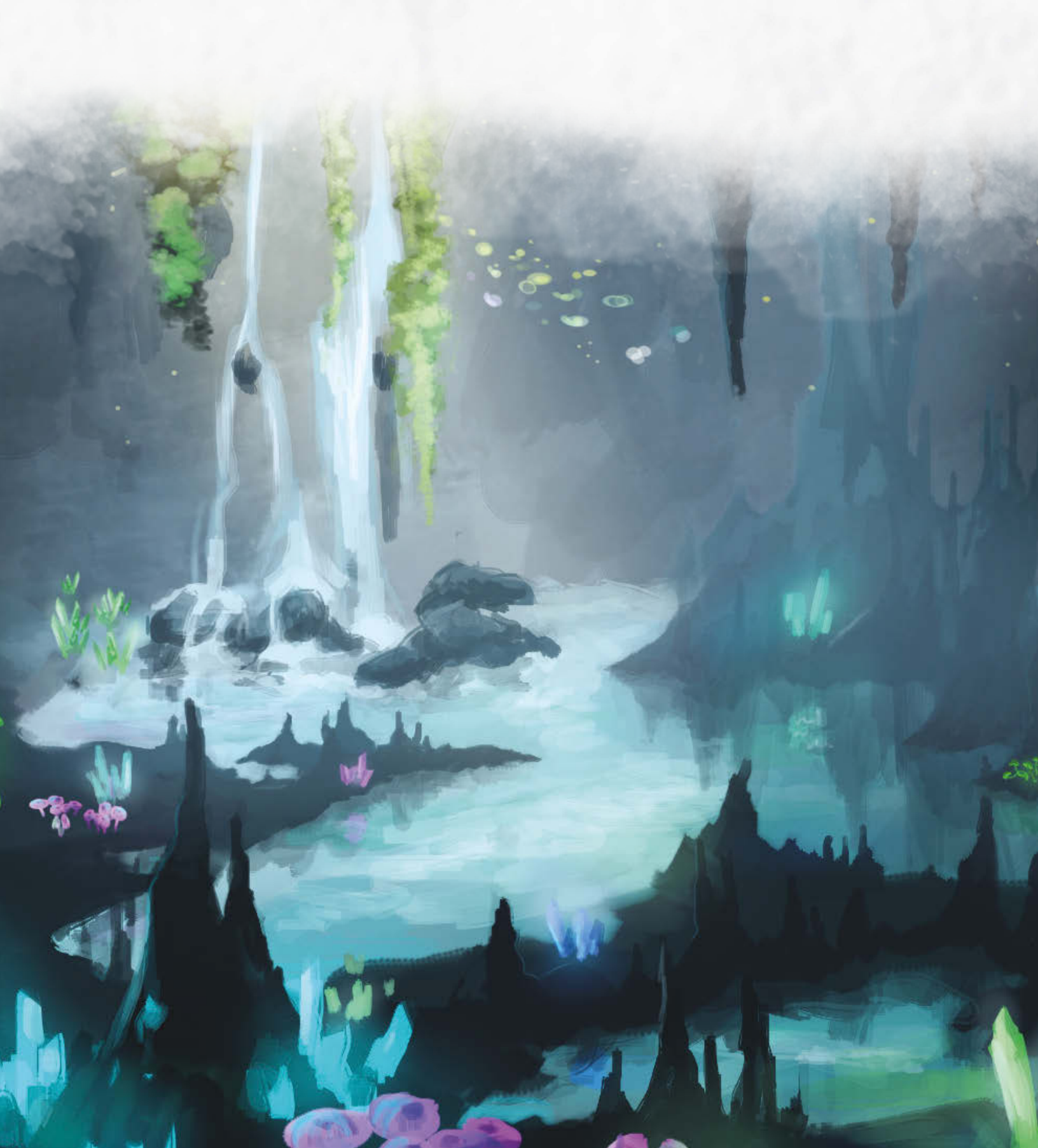
RANDOM ENCOUNTERS

Klifhafen’s mountainous terrain and seasonal weather favors Monsters of the wind and earth affinities. The scarcity of bodies of water (water is obtained from rain and melting snow) make aquatic and many varieties of verdant Monsters less likely to encounter. Whenever you may need a random encounter with a wild MajiMonster, consult the table below. For some results, you will need to consult the Monster’s Bestiary entry in the *Core Rulebook*. You will want to adjust the number of Monsters appearing to suit your party, or perhaps use a variant to create a MajiMonster swarm or more challenging Monster.

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13	Mander of the Way
14	Groundlog
15	Brushpyre
16	Antipode
17	Ossifist
18	Mercurious
19	Mysticac
20	Myriadra

NEW BESTIARY ENTRIES



Character sheet for a 4th-level Mystic. The sheet displays five stats: Health (4), Strike (2), Protection (10), Magic (4), and Discipline (10). It also shows Speed (7) and Brawn (2). The character has two resistances (Basic and Mystic) and one vulnerability (Basic). The hit points by level table shows 24 hit points at level 4.

HIT POINTS BY LEVEL					
01	04	08	12	16	20
24	36	52	68	84	100

AETHERSURGE



ARCOSMOS

Habitat: Arcosmos are attracted to magical ley lines. They are particularly active on clear nights, but are difficult to spot on such occasions.

Diet: Unknown.

Grouping: Arcosmos sometimes appear in clusters, but it's not believed they associate with each other. Scholars believe these Monsters reproduce by splitting, like an amoeba, and groups of Arcosmos are purely coincidental.

Temperament: Docile unless provoked.

This Monster appears as an amorphous, pitch-black field, dotted with sparkling lights like stars in the night sky. In fact, they're nearly invisible in the dark of night, their natural camouflage allowing them to seamlessly blend in. Arcosmos can move the twinkling lights on its form to create enchanting displays, even swirling them in concentric circles that leave onlookers spellbound.

The Arcosmos are truly one of the most mysterious MajiMonsters ever observed. Unlike animal-shaped Monsters, Arcosmos are incredibly hard to study and understand. They are only observed at night, when they are incredibly hard to spot as they blend in with the night sky. Their behavior mainly consists of the unique patterns they make with their lights. It could be some type of communication, though no scholar has yet deciphered it.

HEALTH
6

STRIKE
3

PROTECTION
9

MAGIC
3

DISCIPLINE
11

SPEED
6

MYSTIC

BRAWN
2

SIZE: MEDIUM

TALENT
3

RESISTANCES

Fury

VULNERABILITIES

Basic

HIT POINTS BY LEVEL

01	04	08	12	16	20
26	44	68	92	116	140

STARTING TRAIT

Shadow Cloak: While in an area of dim light or darkness the Monster gains a +1 bonus to its Discipline score.condition.

OPTIONAL TRAIT (Grade 3)

Wild Magic: When the Monster deals damage to an opponent with a mystic technique, randomly determine a new affinity for the damage type dealt. The Monster always applies its affinity bonus to this damage, but the target resolves the damage as the randomly determined type for the purposes of vulnerabilities, resistances, or other effects.

Haunt

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster conjures ghostly images of itself to horrify its enemy. A hit target is frightened and sealed until the end of its next turn.

Mystic • Ranged

Maji Bolt

Combat action

Attack: Magic vs. Discipline

Target: Up to three creatures within 30 feet

Three beads of mystical force materialize around the Monster, and then streak towards its foes. The user makes three attack rolls against one or more opponents in range. Each hit deals 1 mystic damage. Only apply the user's affinity bonus to one hit (vulnerabilities and resistances apply to each individual hit).

Mystic • Ranged

Cure

Combat action

Target: The user or an ally within 15 feet

The Monster uses its magic to cure an ally. The user selects a target within range, including itself. The target recovers 3 hit points per Grade of the user, and can immediately make one check to end a condition affecting it that a check can end.

Basic • Ranged • Healing

Curse

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster invokes a horrible curse to plague its foe. A hit target suffers one of the curses selected, chosen at the time the technique is used.

- The target suffers a -1 penalty to its Strike and Magic scores.
- The target suffers a -1 penalty to its Protection and Discipline scores.
- The target moves at half its speed.
- Whenever the target suffers damage, it takes an additional 2 damage.

A single target can be affected by multiple unique curses at a time, but never more than one instance of the same curse. The target is subject to the effects of each curse affecting it until it passes a Normal (7) check.

Mystic • Ranged

Occult Ward

Combat action

The Monster wards itself with a powerful magic, making it less vulnerable to mundane damage. Until the end of the Monster's next turn, it gains resistance to basic and fury damage, and loses any vulnerability it may have had to either type.

Maintain: The Monster can use its utility action to maintain the effect.

Mystic

TECHNIQUES

Barred Descriptors Bite, Claw, Horn, Tail, Wing

Starting

Curse
Haunt
Maji Bolt

Grade 1

Deflect
Inspiring Aura
Occult Ward
Telekinesis

Grade 2

Cauterize
Mist
Moonbeam
Shadowmeld
Theurge Strike

Grade 3

Black Fire
Cure
Drain
Life Tap
Mirage

Grade 4

Exclude
Omega Strike
Reinvigorate
Sanctuary
Shadow Breath

Grade 5

Cosmic Might
Mystic Power
Occult Storm
Paragon
Revivify

HEALTH 4 STRIKE 2 PROTECTION 10 MAGIC 3 DISCIPLINE 11 SPEED 7

BASIC

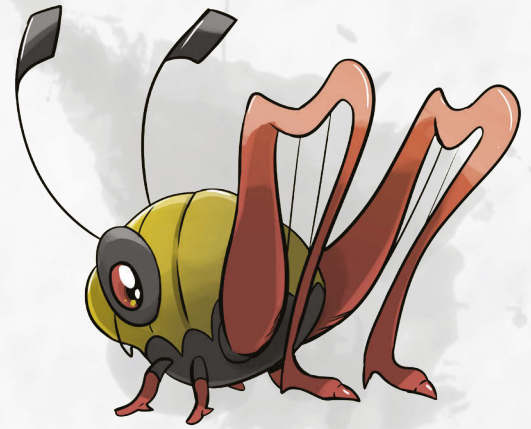
RESISTANCES: Mystic

VULNERABILITIES: Fury

HIT POINTS BY LEVEL

01	04	08	12	16	20
24	36	52	68	84	100

BRAWN 2 SIZE: TINY TALENT 4



CHIRPET

STARTING TRAIT

Diminutive: Ranged attack rolls against this Monster cannot be empowered.

OPTIONAL TRAIT (Grade 2)

Crescendo: The Monster increases the range of its Magic-based ranged techniques by 10 feet.

Habitat: Chirpets prefer temperate grasslands and forests but can survive in harsher environments.

Diet: Omnivore. Chirpets will hunt small insects, but mostly scavenge for food. They love rotting leaves, fruits, and vegetables.

Grouping: Solitary or mated pairs. Groups consisting of more than 2 are usually comprised entirely of female Chirpets.

Temperament: Skittish. Chirpets are accustomed to human activity but flee if confronted.

The miniscule Chirpet is among the smallest MajiMonsters discovered, about twice the size of normal crickets. Fibers run between their bowed legs like strings in a harp, which Chirpets can "play" by vibrating their abdomens quickly. The result is a melodic sound not unlike those made by group of crickets, though Chirpets can alter the rhythm to scare off aggressors or lull prey to sleep.

Chirpets' size, diet, and temperament have led these MajiMonsters to infesting human towns, living off scraps and hunting mundane insects that frequent the same areas. Such Monsters may be met with caution but are rarely considered dangerous. Binders that train Chirpets, however, learn that MajiMonster is capable of unleashing blasts of sound with great skill and precision... all from a beast that can sit comfortably on their shoulders.

Heightened Senses

Combat action

The Monster boosts its awareness, giving it preternatural insight and reflexes. Until the end of its next turn, when an enemy moves within 10 feet of it, the user can move up to 10 feet in response. This movement does not provoke withdraw strikes.

Maintain: The Monster can use its utility action to maintain the effect.

Mystic • Ranged

Strange Spittle

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The user spits a sticky, viscid substance that burns like acid. A hit target suffers 1d6 + Talent basic damage.

Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the technique's affinity and damage type changes to one of the user's affinities. This change lasts for 1 minute, or until the user spends another point of Grit to change it back, or to another affinity type it possesses.

Basic • Ranged • Grit

Leap

Movement

The Monster jumps into the air, leaping past enemies and hazards. The user makes a Very Easy (3) check. On a success it jumps 5 feet, plus an additional 5 feet for every point past the check threshold, landing in the closest unoccupied space. This movement ignores ground hazards, obstacles, and other creatures up to one size larger than the user. This movement does not provoke withdraw strikes. The Monster can exceed its normal amount of movement with this technique.

Grit: If the Monster spends a point of Grit when using this technique, it is used as a utility action instead of its movement. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Grit

Cleanse

Combat action

The Monster douses itself in cleansing water. When the Monster uses this technique, it recovers from each bleeding, burning, and poisoned condition affecting it, and recovers hit points equal to its Grade + its Talent score.

Water • Healing

TECHNIQUES

Barred Descriptors Claw, Horn, Tail, Wing

Starting

Heightened Senses
Leap
Strange Spittle

Grade 1

Duelist
Soil Spray
Steadfast Strike
Teleport

Grade 2

Air Burst
Cleanse
Deft Assault
Lullaby
Soothing Beam

Grade 3

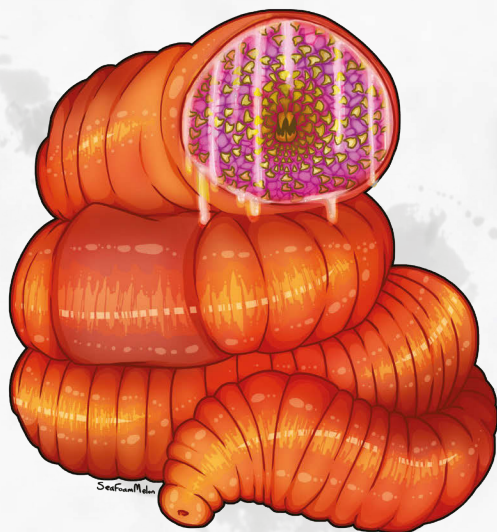
Amped Strike
Blindvision
Haste
Leaping Strike
Uproar

Grade 4

Cacophony
Counter Attack
Howling Wind
Refresh
Verdant Blast

Grade 5

Basic Power
Excluding Strike
Glaciate
Iron Seed
Swift Strike



ERG WORM

Habitat: Caverns and underground. Ergworm prefer cold climates but can survive anywhere.

Diet: Carnivore. Ergworm mostly feed on small creatures in their habitat, but have been known to feed on rocks to sate hunger.

Grouping: Small groups of 4 - 7 called a *bed*.

Temperament: Indifferent.

This slow, slimy creature resembles a mundane earthworm, though much bigger. Ergworms are sometimes found in mining activities, but tend to leave humans alone, even if provoked. As they lack eyes, they do not pursue prey, but consume the Earth that they burrow through. The true danger of these creatures is their resilience. Like an earthworm, if cut in half, wild Erg BASICworms do not die, but each half becomes a new entity. As such, if left to its own devices in a fairly empty space with plenty of rich earth to eat, wild Ergworms will multiply to a grotesque level, eventually consuming everything in their path.

Ergworms are a menace wherever they appear. They can disrupting mining, or even hollow out the foundation of a town. On top of that, their appearance is not favorable to most binders. Ergworms are seldom bound, and much more often just battled by weary binders on the payroll of a town. Sometimes it is suggested it's easier just evacuating the town and finding a new settlement than trying to get rid of an Ergworm infestation.

HEALTH 7	STRIKE 3	PROTECTION 9	MAGIC 3	DISCIPLINE 10	SPEED 4
BASIC	EARTH			BRAWN 3	SIZE: MEDIUM
				3	TALENT
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL	
Lightning Mystic		Fury Verdant		01	04
				08	12
				16	20
				27	48
				76	104
				132	160

STARTING TRAIT

Tremorsense: The Monster can pinpoint the location of all grounded creatures within 15 feet of it, and can attack these creatures without penalty even if it is blinded. The Monster gains a +1 bonus to its Protection and Discipline scores against withdraw strikes from grounded creatures.

OPTIONAL TRAIT (Grade 2)

Strong Constitution: When the Monster regains hit points, it regains an additional amount of hit points equal to its Grade plus its Brawn.

Burrow

Movement

The Monster tunnels its way through the ground for a distance up to its maximum speed. While burrowing, the user can ignore difficult terrain and hazards on the Earth's surface. The tunnel it creates collapses behind the user as it passes, so other creatures cannot follow behind it. This technique can only be used to travel through natural earth, sand, and stone.

Earth

Fang Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks with its sharp fangs against an opponent. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Bite

Stone Tail

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster pummels its foe with its stony tail. A hit target suffers 1d6 + Brawn earth damage.

Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Earth • Melee • Tail

Latch

Combat action

Target: One creature in melee range

The Monster latches onto an opponent larger than itself, making it difficult to be targeted by its foe and making its own attacks more advantageous. The user moves into the space of a target at least one size larger than it and latches onto the target. When the target moves, the user moves with it. While latched onto the target, the Monster gains a +1 bonus to its Strike and Brawn to any melee techniques used against the target. The Monster also gains a +1 bonus to its Protection score versus the latched target's attacks against it.

A latched target can make a Normal (7) check at the end of each of its turns to end the condition. When the target succeeds the check, the user is moved into an unoccupied space of its choosing within 5 feet of the target.

Basic

Hammer Tail

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster hammers its opponent with its tail. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Tail

TECHNIQUES

Barred Descriptors Claws, Gaze, Horn, Wings

Starting

Burrow
Fang Strike
Stone Tail

Grade 1

Strange Spittle
Trembling Earth
Venomous Bite
Whip Strike

Grade 2

Devour
Earth Bolt
Hammer Tail
Latch
Strength of Stone

Grade 3

Blindsight
Cannon
Iron Strike
Upheaval
Stoneskin

Grade 4

Inter
Landslide
Monstrous Tail
Water Cannon
Swell

Grade 5

Earthquake
Monstrous Bite
Mountain's Fury
Refresh
Revivify

HEALTH

6

STRIKE

4

PROTECTION

10

MAGIC

3

DISCIPLINE

9

SPEED

6

WIND

2

3

SIZE: MEDIUM

2

TALENT

RESISTANCES

Earth

VULNERABILITIES

Ice

HIT POINTS BY LEVEL

01	04	08	12	16	20
26	44	68	92	116	140



Foulcon

STARTING TRAIT

Undead: The Monster cannot suffer the bleeding, confused, disoriented, frightened, poisoned, and sleeping conditions. When the Monster would regain hit points as the result of an item, technique, or any effect other than natural healing, the amount of hit points regained is halved.

OPTIONAL TRAIT (Grade 3)

Flight: The Monster is not grounded unless it chooses to become so, or an effect causes it to become grounded. The Monster can take its movement through the air, unimpeded by ground hazards or difficult terrain.

Habitat: Foulcons generally nest in the peaks of mountaintops and other high places, meaning they're rarely seen in the lowlands.

Diet: Carnivore. Foulcons will eat anything they can hunt, and will scavenge for carrion if necessary.

Grouping: Pairs or in flocks of 6 - 8.

Temperament: Aggressive and unfeeling. Foulcons will attack anything they perceive as food or a threat to their food.

When foul winds blow in from the south, they often bring flocks of Foulcons, putrid birds of prey with wicked claws and beaks. The older the Foulcon, the more skeletal it becomes, eventually becoming totally devoid of flesh and feathers. Foulcons are aggressive creatures and will often target farm animals to feed their numbers.

Foulcons are apex predators that live for nothing but the hunt. As their bodies devolve into skeletal visages, any sense of compassion or companionship that might be viewed among other birds, is completely gone in a group of Foulcons.

Aerial Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks its foe, bolstered by the sheer winds behind it. A hit target suffers 1d8 + Brawn wind damage.

Wind • Melee

Acid Breath

Combat action

Attack: Magic vs. Discipline

Area: 20-foot line emanating from the user

The Monster spews a gout of caustic acid at its enemies that burns their flesh. Each hit target in the area suffers 1d8 verdant damage and is subject to the technique's trigger effect.

Trigger (6): The target is burning until it passes a Normal (7) check.

Verdant • Area • Line • Breath Weapon

Crosswind

Combat action

Attack: Magic vs. Discipline

Target: One creature in 5 feet

The Monster beats its targets with a volley of winds that swiftly shift in one direction. A hit target is disoriented until it passes a Normal (7) check.

Wind • Ranged

Flight

Utility action

The Monster harnesses the power of the wind to fly effortlessly through the air. The Monster is not grounded unless it chooses to be so or an effect causes it to become grounded. The Monster can take its movement through the air, unimpeded by ground hazards or difficult terrain. The effect lasts until the beginning of the user's next turn. If the effect ends while the user is airborne, the Monster falls to the ground and suffers falling damage.

Wind

Wind Scythe

Combat action

Attack: Magic vs. Protection

Target: One creature within 10 feet

The Monster shapes the winds into a weapon and uses it to carve through its foe. A hit creature suffers 1d6 wind damage and is subject to the technique's trigger effect.

Trigger (6): The target is bleeding until it passes a Normal (7) check.

Wind • Melee

TECHNIQUES

Barred Descriptors Healing, Horn, Tail

Starting

Aerial Strike
Crosswind
Flight

Grade 1

Feather Storm
Horrific Grimace
Mindless Rage
Wind Scythe

Grade 2

Acid Breath
Acid Burst
Death's Door
Expel
Swooping Strike

Grade 3

Bad Breath
Blindvision
Sky Crash
Skyfall
Storm Breath

Grade 4

Gale Force
Life Tap
Monstrous Wing
Rain of Ashes
Tornado Strike

Grade 5

Devastation Breath
Essence Tap
Hurricane Strike
Medusa's Gaze
Wind Power



FUNGBLADE

Habitat: Temperate forests and caves

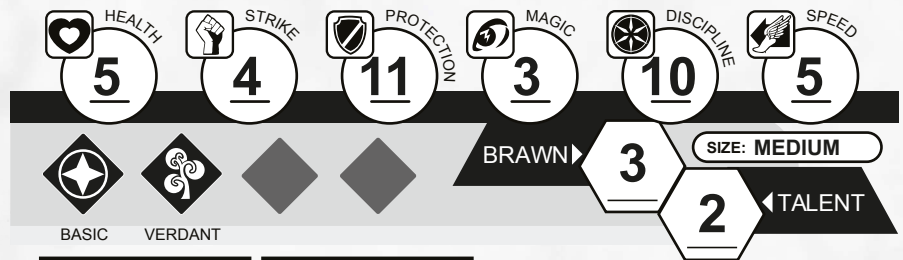
Diet: Fungblades do not eat but are able to absorb nutrition by breaking down non-living organic matter as common mushrooms do.

Grouping: Solitary or in groups up to 6 called a *troop*.

Temperament: Defensive. Fungblades are not outright hostile to humans but will defend themselves if threatened.

Fungblades resemble bipedal Mushrooms, ranging in height between 3 to 5 feet tall and sporting various color patterns. A Fungblade's coloration varies with its environment, though the most common of the species have a maroon hide with pale white undersides. When standing perfectly still, this Monster is easily mistaken for a giant mushroom.

Each Fungblade grows one or more appendages as strong and sharp as a sword (which is what the MajiMonster is named for). These natural weapons serve as the Monster's first line of defense and utility. Fungblade troops are sometimes found occupying rudimentary "huts" created by felled trees and lumber carved by their scything limbs.



RESISTANCES

Mystic
Water

VULNERABILITIES

Fury
Wind

HIT POINTS BY LEVEL

01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Fungal: The Monster cannot suffer the bleeding or poisoned conditions. When a verdant technique heals this target, it regains additional hit points equal to its Grade.

OPTIONAL TRAIT (Grade 3)

Sharp: When an enemy Monster grabs this Monster or leaves its melee range, it suffers basic damage equal to the Monster's Grade + 2. The Monster does not apply an affinity bonus to this damage.

Claw Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster viciously claws an opponent. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Claw

Photosynthesis

Combat action

The Monster uses the ambient light to nourish it, and heal its wounds, although the process is taxing. The user regains hit points equal to 5 times its Grade.

Recoil: The user cannot use this technique again until it passes a Hard (9) check.

Verdant • Healing • Recoil

Puncture

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster punctures its opponent with a horn or spiked appendage. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Horn

Duelist

Combat action

The Monster changes its fighting stance, increasing its aptitude against a foe when it is free of distractions. Until the end of the Monster's next turn, when it is in the melee range of only one target and none of its allies are in melee with the target, it gains a +1 bonus to its Strike and Protection scores against that target.

Maintain: The Monster can use its utility action to maintain the effect.

Fury

Verdant Blast

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster fires a ray of energy at its foe that blossoms into a mass of vines and tree limbs. A hit target suffers 2d8 + Talent verdant damage.

Empower: If the technique's attack roll becomes empowered, a hit target is also grabbed by the effect until the beginning of the user's next turn. A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case substitute the user's Grade for its Brawn score for the user's check.

Verdant • Ranged

TECHNIQUES

Barred Descriptors Bite, Breath Weapon, Horn, Tail, Wing

Starting

Claw Strike
Duelist
Photosynthesis

Grade 1

Combat Roll
Ferocious Assault
Spores
Toxic Barbs

Grade 2

Absorbing Strike
Provoke
Puncture
Riposte
Roots

Grade 3

Combat Focus
Mirage
Purge
Store Power
Timber Strike

Grade 4

Bolstered Strike
Excluding Strike
Fertile Ground
Verdant Blast
Viridescent Strike

Grade 5

Inter
Paragon
Swift Strike
Verdurous Strike
Wind Prison

HEALTH 6	STRIKE 2	PROTECTION 11	MAGIC 2	DISCIPLINE 11	SPEED 5												
BASIC	WIND			BRAWN 2	SIZE: SMALL TALENT 2												
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL													
Earth Mystic		Fury Ice		<table> <tr> <td>01</td><td>04</td><td>08</td><td>12</td><td>16</td><td>20</td></tr> <tr> <td>26</td><td>44</td><td>68</td><td>92</td><td>116</td><td>140</td></tr> </table>		01	04	08	12	16	20	26	44	68	92	116	140
01	04	08	12	16	20												
26	44	68	92	116	140												

STARTING TRAIT

Inner Peace: If the Monster does not deal damage during its turn, at the end of its turn it regains hit points equal to its Talent.

OPTIONAL TRAIT (Grade 3)

Healer: When this Monster uses a healing technique to restore a friendly creature's hit points, the target regains an additional number of hit points equal to this Monster's Grade.

Habitat: Unknown. Holy Moleys may be able to survive in any environment, but so few have been discovered it's hard to say for sure.

Diet: This Monster has never been observed actively eating. It is said that one can survive for months at a time on nothing but the dew of a single tree leaf and the energy of the universe.

Grouping: Always solitary.

Temperament: Peaceful. These creatures do not seem to mind human activity and do not appear to have natural predators.

Among the most elusive of MajiMonsters are the Holy Moley, named so for their passive demeanor and angelic appearance. Holy Moleys resemble blue, winged moles, capable of flying short distances of tufts of clouds. A dim radiance constantly sparkles from them, making them easy to identify in dark places.

Holy Moleys are natural pacifists, and thus do not naturally develop combat techniques that cause harm to others. In fact, such is their nature that this is the only known MajiMonster to resist the aggressive magic of Monsters' Night. While a Monster that abstains from fighting may appear to be of limited use to binders at first glance, Holy Moley's impressive selection of healing techniques make it an invaluable asset to a team once bound.

Deflect

Response

The Monster quickly deflects an incoming attack. This technique is used in response to being targeted by an enemy ranged attack that is not an area attack, before the enemy makes its attack roll. The user gains a +2 bonus to its Protection score versus the attack roll against it.

Basic

Inspiring Aura

Combat action

Aura: 10-foot radius aura emanating from user

The Monster's presence inspires its allies. Until the beginning of the user's next turn, when an allied creature begins its turn within the aura, it can choose to replace its Brawn or Talent score with the user's once during its turn.

Maintain: The Monster can use its utility action to maintain the effect.

Basic • Aura

Windstep

Combat action

The Monster summons a tailwind to hasten its movement. Until the end of its next turn, it gains a +2 bonus to its Speed score.

Maintain: The Monster can use its utility action to maintain the effect.

Wind



HOLY MOLEY

Flight

Utility action

The Monster harnesses the power of the wind to fly effortlessly through the air. The Monster is not grounded unless it chooses to be so or an effect causes it to become grounded. The Monster can take its movement through the air, unimpeded by ground hazards or difficult terrain. The effect lasts until the beginning of the user's next turn. If the effect ends while the user is airborne, the Monster falls to the ground and suffers falling damage.

Wind

Sanctuary

Combat action

Zone: 15-foot square zone centered on a point within 30 feet of the user, filling a cube 15 feet long in each dimension

The Monster hallows an area to bolster its allies and relieve harmful conditions. When the user and allies end their turn in the zone, the affected creature chooses to end one condition. When the user and allies begin their turn in the zone, they gain a +1 bonus to their Magic score until the end of their turn.

Maintain: The Monster can use its utility action to maintain the zone.

Mystic • Zone

TECHNIQUES

Barred Descriptors Bite, Breath Weapon, Fury, Horn, Tail

Starting

Deflect
Flight
Inspiring Aura

Grade 1

Burrow
Cloud Form
Iron Resolve
Heightened Senses

Grade 2

Cleanse
Illuminate
Mist
Premonition
Windstep

Grade 3

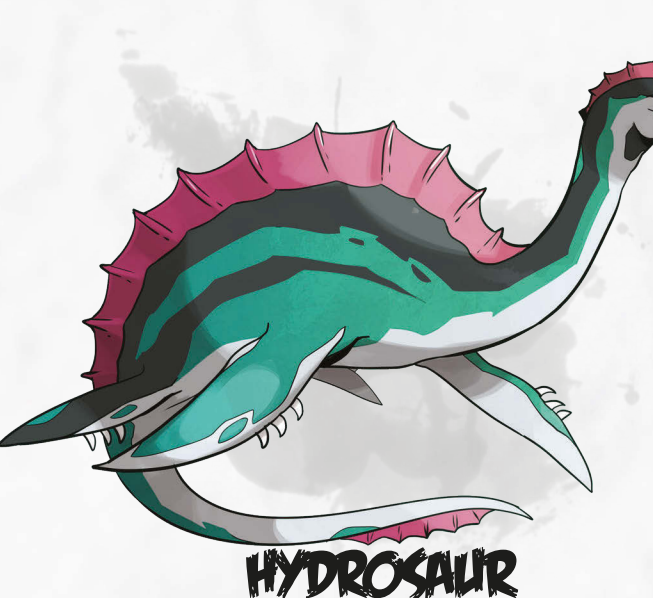
Cure
Haste
Hopeful Aura
Mist Aura
Wind Wall

Grade 4

Fertile Ground
Iron Seed
Nourish
Sanctuary
Sedative

Grade 5

Eye of the Storm
Invigorating Aura
Lifeflow
Paragon
Revivify



HEALTH 6	STRIKE 4	PROTECTION 11	MAGIC 2	DISCIPLINE 9	SPEED 5
FURY	WATER			BRAWN 3	SIZE: HUGE
					TALENT 3
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL	
Basic Fire		Lightning Mystic			
01	04	08	12	16	20
26	44	68	92	116	140

STARTING TRAIT

Aquatic: The Monster can breathe underwater and does not treat water as difficult terrain.

OPTIONAL TRAIT (Grade 2)

Imposing: The Monster cannot be frightened. When an enemy in the Monster's melee range makes an attack that does not include the Monster as a target, that enemy provokes a withdraw strike from this Monster.

Habitat: Oceans and bodies of water large enough to support them.

Diet: Omnivore. Hydrosaur eat what they want and are not choosy about what that may be. They move from vegetation to fish to mammals without a second thought.

Grouping: Usually solitary. Hydrosaur occasionally appear in pairs when mating, but such pairings do not last long. Neither parent watches a clutch of Hydrosaur eggs once they've been laid.

Temperament: Hydrosaur care very little about what goes on around them. They fear no predators, nor lack of prey.

Hydrosaur are usually the top of the food chain in any area they settle in. Huge in size, with an appetite to boot, they spend much of their day eating whatever is around them. Hydrosaur are a big fish in a big pond and will freely feast on anything smaller than themselves, which is basically everything but large trees. And, if it comes to it, they'll still eat the trees—it just takes longer.

When a Hydrosaur is in an area, humans tend to give it a wide berth out of necessity. Since they are often solitary creatures, nearby humans will often nickname the Hydrosaur that is near them something related to the body of water the Hydrosaur reigns over. For instance, tale is told about an old Hydrosaur living in a large lake named Lake Nessapeake, and the locals call the Hydrosaur "Old Peaky."

Binding Tail

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster's tail wraps around an enemy to restrain it. If this technique hits a target the same size or smaller than the user, then the target becomes grabbed by the user.

Basic • Melee • Tail

Savage Bite

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster bites its foe with menacing fangs. A hit target suffers 1d6 + Brawn fury damage. If the user is a higher level than the target, then the target suffers additional fury damage equal to the level difference.

Fury • Melee • Bite

Monstrous Tail

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks its opponent with its monstrous tail. A hit target suffers 2d10 + Brawn basic damage. If the target was at its maximum amount of hit points, this damage cannot be reduced by effects or techniques and is not subject to resistances.

Basic • Melee • Tail

Bubble

Response

The Monster surrounds itself with a membrane of water that violently bursts when punctured, pushing away a nearby foe. The Monster can use this technique as its response when it takes damage from an attack that targets its Protection. One creature within 5 feet of the user is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.

Water

Water Jet

Combat action

Attack: Magic vs. Discipline

Area: 20-foot line emanating from the user

The Monster unleashes a violent torrent of water that knocks foes senseless. Hit targets in the area suffer 1d6 water damage and cannot use their responses until the start of the user's next turn. This technique gains a cumulative +1 bonus to damage to each target for each creature hit.

Grit: The Monster can choose to spend a point of Grit before declaring targets for this technique. If it does, it increases the area to a 40-foot line. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Water • Area • Line • Grit

TECHNIQUES

Barred Descriptors Horn, Wing

Starting

Binding Tail
Bubble
Savage Bite

Grade 1

Hydro Breath
Inspiring Aura
Intimidating Gaze
Momentum

Grade 2

Deft Strike
Mist
Rage Strike
Static Aura
Water Jet

Grade 3

Bloodied Breath
Bully
Ire Strike
Swell
Water Crash

Grade 4

Flood Strike
Monstrous Tail
Ravage
Riptide
Wrath Strike

Grade 5

Fury Power
Paragon
Shadow Breath
Tsunami
Unstoppable

HEALTH **5** STRIKE **3** PROTECTION **10** MAGIC **3** DISCIPLINE **11** SPEED **6**

BRAWN **3** **SIZE: MEDIUM** **TALENT** **3**

RESISTANCES
Fire (Fireproof)
Ice

VULNERABILITIES
Wind

HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120



INFERNO

STARTING TRAIT

Fireproof: The Monster is resistant to fire damage and cannot suffer the burning condition.

OPTIONAL TRAIT (Grade 2)

Regrowth: Whenever this Monster regains hit points, it regains an additional number of hit points equal to twice its Grade.

Habitat: Warm, dry climates. Homes of Inferno are easily marked by swathes of burnt vegetation.

Diet: Carnivore. Inferno prefer to “cook” their food with fire techniques before eating.

Grouping: Usually in groups up to 5 called a *tinder*.

Temperament: Territorial. Once a group of Inferno have claimed an area they defend it fiercely.

Infernos are mobile, plant-like MajiMonsters roughly the size of a dog. A sinister face can be seen in the portion of the plant that makes the Monster’s main body, and it uses flowerless, fronded appendages to move about. The creature secretes a flammable, oily substance it can ignite with friction, like striking a match. Though Inferno are responsible for many wildfires, the Monsters themselves seem unharmed by the blaze. What portions of their bodies that may get burned in the process regenerate quickly.

Infernos can be dangerous when encountered, but the creatures are generally tame in an area they consider home. Wily binders who happen upon nests of Inferno have set up bases of operation around them, letting the creatures act as a natural defense system for intruders.

Blaze Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster lashes out at its opponent with a blazing limb or appendage. A hit target suffers 1d8 + Brawn fire damage.

Fire • Melee

Fire Stride

Movement

The Monster leaves a trail of fire in its wake. The user must be grounded to use this technique. The Monster moves up to its maximum speed when the technique is used, leaving a line of blazing fire in its path. The fire lasts until the beginning of the user’s next turn. Creatures that pass through the fire suffer 1d6 fire damage.

Fire

Flame Assault

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster unleashes a volley of flames at its foe in hopes to burn it. A hit target suffers 1d8 + Talent fire damage.

Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Fire • Ranged

Photosynthesis

Combat action

The Monster uses the ambient light to nourish it, and heal its wounds, although the process is taxing. The user regains hit points equal to 5 times its Grade.

Recoil: The user cannot use this technique again until it passes a Hard (9) check.

Verdant • Healing • Recoil

Siphon

Combat action

Target: Allied creatures within 20 feet

The Monster siphons some of its power to its allies. The user selects a number of targets up to its Talent score or Grade (whichever is higher). Each target regains hit points up to the user’s Talent score or Grade (whichever is higher). The user can decide to heal any target for less than this amount.

Recoil: The user loses hit points equal to half the amount hit points restored (round down). This includes bonus healing from any additional effects. This loss of hit points cannot be prevented and is not subject to resistances.

Verdant • Ranged • Healing • Recoil

TECHNIQUES

Barred Descriptors Claw, Horn, Tail, Wing

Starting

Blaze Strike
Fire Stride
Photosynthesis

Grade 1

Fireball
Floral Strike
Ignite
Heat Wave

Grade 2

Burning Blade
Cauterize
Flame Assault
Siphon
Vengeful Strike

Grade 3

Ash Cloud
Flame Strike
Force Beam
Nourish
Scorching Breath

Grade 4

Black Fire
Combust
Ire Strike
Fire Purge
Verdant Blast

Grade 5

Catastrophe
Fire Power
Inferno Strike
True Flame
Verdant Power



LANDSCRYED

Habitat: Though they've only been observed in the Broken Vale, Landscryed may inhabit other areas of great magical influence.

Diet: None. Landscryed do not need to eat.

Grouping: Solitary or in groups of 3 - 6 called *motes*.

Temperament: Passive. Landscryed do not seem to take notice of other creatures unless provoked.

This Monster is comprised of floating chunks of earth that orbit about a crystalline sphere. Those in the Broken Vale know that if you look into the sphere long enough, you can see images of far off places and people. Of course, getting close enough to a Landscryed to peer within is no simple task.

It has been theorized that the crystalline sphere at the center of a Landscryed is merely a reflection of what they are looking at themselves. Others believe that these reflections show the viewer wherever he or she wishes to go. Or, it could be that there are Landscryed located in these far away landscapes and they act as a visual portal between each other. More study is definitely required.

Landscryed fit in perfectly with the environment of the Broken Vale. Floating pieces of earth litter the landscape and Landsryed appear to just be more of the background, rather than actual Monsters. However, these creatures are quick to defend if approached. Despite their natural camouflage, Landscryed view anything that gets too close to them as a threat

HEALTH 7	STRIKE 2	PROTECTION 11	MAGIC 2	DISCIPLINE 10	SPEED 5
EARTH	MYSTIC			BRAWN 3	SIZE: MEDIUM
					TALENT 2

RESISTANCES

Fury
Lightning

VULNERABILITIES

Basic
Verdant

HIT POINTS BY LEVEL

01	04	08	12	16	20
27	48	76	104	132	160

STARTING TRAIT

Thick Skinned: The Monster does not suffer additional damage from critical hits (other effects still apply).

OPTIONAL TRAIT (Grade 3)

Veil Sight: The Monster may always choose to target an enemy's Discipline with the techniques it uses, even if the technique would normally target its Protection.

Iron Resolve

Response

The Monster's will is as hard as iron. If the user fails a check to prevent or cure a condition, it can use this technique as a response. If it does so, it can reroll the check, gaining a bonus equal to its Brawn score.

Earth

Rock Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb. A hit target suffers 1d8 + Brawn earth damage.

Earth • Melee

Premonition

Response

The Monster's otherworldly perception gives it a premonition of an incoming attack, allowing it to react just in time to soften the blow. This technique is used as a response after suffering damage from an enemy attack. The damage is reduced by the user's Talent score + its Grade.

Mystic

Maji Bolt

Combat action

Attack: Magic vs. Discipline

Target: Up to three creatures within 30 feet

Three beads of mystical force materialize around the Monster, and then streak towards its foes. The user makes three attack rolls against one or more opponents in range. Each hit deals 1 mystic damage. Only apply the user's affinity bonus to one hit (vulnerabilities and resistances apply to each individual hit).

Mystic • Ranged

Dispel

Combat action

Target: One creature within 30 feet

The Monster attempts to dispel the effect of its opponent. The user and the target make a contested check; each adds its Grade to the result. This check can be empowered. If the user's check result is equal to or higher than the target's, then the target immediately loses the effect of each technique it is maintaining or has the ability to maintain.

Mystic • Ranged

TECHNIQUES

Barred Descriptors Bite, Breath Weapon, Claw, Horn, Tail, Wing

Starting

Iron Resolve
Maji Bolt
Rock Strike

Grade 1

Teleport
Trembling Earth
Soil Spray
Stone Shield

Grade 2

Boulder Assault
Clutch of Earth
Mystify
Premonition
Tremor

Grade 3

Dispel
Polarize
Sand Strike
Spikes
Volatle Earth

Grade 4

Essence Tap
Inter
Landslide
Mud Spray
Sanctuary

Grade 5

Earth Power
Earthquake
Iron Seed
Mystic Power
Occult Storm

HEALTH **4** STRIKE **2** PROTECTION **10** MAGIC **4** DISCIPLINE **11** SPEED **5**

BRAWN **2** **SIZE: SMALL** **TALENT** **3**

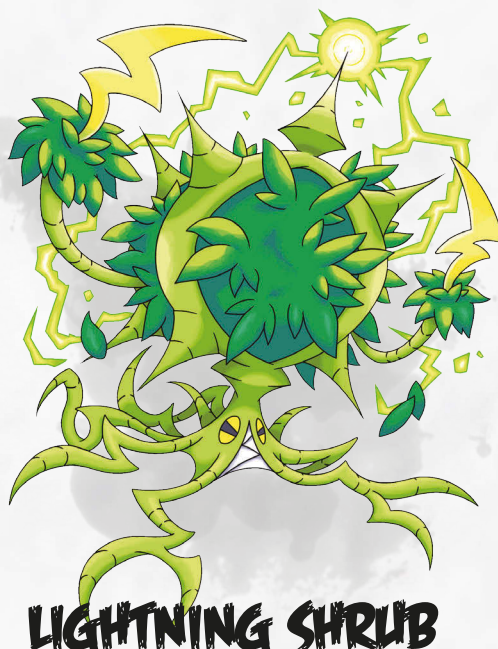
LIGHTNING VERDANT

RESISTANCES	VULNERABILITIES
Verdant Water	Earth Wind

HIT POINTS BY LEVEL					
01	04	08	12	16	20
24	36	52	68	84	100

STARTING TRAIT

Mischief (Disoriented): The Monster reduces the target number to trigger the disoriented condition with its techniques by 1.



LIGHTNING SHRUB

Habitat: Temperate and tropical areas prone to thunderstorms.

Diet: Lightning Shrubs absorb nutrients through photosynthesis.

Grouping: If conditions are right for one to grow, others will often gather in the area for the optimal growing conditions.

Temperament: Varies. Lightning Shrubs do not fear other creatures and will often ignore them. However, Lightning Shrubs have been observed shocking other creatures for no discernable reason.

The Lightning Shrub resembles a small shrub that crackles with electricity. Its roots and branches are the shapes of lightning bolts. Lightning Shrubs find the wet soil of swamps favorable. They also seem to like the extra water around, which allows them to have greater range for their low-level shocks.

In swamps where Wisps often frequent and try to lead travelers off their path, Lightning Shrubs might seem like welcome sources of light in the darkness. However, once one gets close to them, they're in for a nasty shock—literally. Shocks from Lightning Shrubs do not do real damage; rather, they are more an annoyance than anything else, but it does hurt like a powerful static shock. After humans are shocked by Lightning Shrubs and retreat to a safe distance, the Lightning Shrubs will shake, rustling their leaves. The current theory for this behavior is that this is how Lightning Shrubs laugh. If that is the case, they must find shocking humans very funny.

Lightning Blast

Combat action

Attack: Magic vs. Discipline

Area: 15-foot cone emanating from the user

Forks of lightning crackle forth from the Monster. Each hit target in the area suffers lightning damage equal to the user's Talent and is subject to the technique's trigger effect.

Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Area • Cone

Bolt Beam

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster fires a ray of electricity at its target that shocks it and leaves it dazed. A hit target suffers 1d10 + Talent lightning damage.

Critical: On a critical hit, the target is also disoriented until it passes a Normal (7) check.

Lightning • Ranged

Overgrow

Combat action

Area: 10-foot radius sphere emanating from the user

Vines, grass, and roots jut forth from the user in a wild tangle. Until the end of the user's next turn, other creatures treat the area as difficult terrain.

Maintain: The Monster can use its utility action to maintain the effect.

Verdant • Area • Sphere

Bramble

Combat action

The Monster covers its body with sharp, thorny bramble. Until the end of the user's next turn, whenever it scores a critical hit with a melee attack, the hit target is also bleeding until it passes a Normal (7) check. While the Monster is affected by this technique, a foe that grabs the Monster or hits it with a melee attack suffers verdant damage equal to the user's Grade + its Talent score. Do not apply the user's affinity bonus to damage caused in this manner.

Maintain: The Monster can use its utility action to maintain the effect.

Verdant

Roots

Combat action

The Monster ingrain its roots into the earth, drawing nourishment from the ground. Until the end of its next turn, the user becomes grounded if it was not already, and cannot be moved or knocked prone by opponents unless it chooses to be. While benefiting from this technique, the user regains hit points equal to its Grade at the start of each of its turns.

Maintain: The Monster can use its utility action to maintain the effect.

Verdant • Healing

TECHNIQUES

Barred Descriptors Bite, Horn, Tail, Wing

Starting

Bramble
Overgrow
Lightning Blast

Grade 1

Electrify
Photosynthesis
Sparking Claw
Thunderburst

Grade 2

Bolt Beam
Chain Lightning
Crackling Surge
Roots
Tendrils

Grade 3

Bloom
Ionize
Stunning Shock
Thorn Wall
Timber Strike

Grade 4

Lightning Aura
Lightning Wall
Iron Seed
Verdant Blast
Viridescent Strike

Grade 5

Heart Sight
High Voltage
Lifeflow
Lightning Power
Thunderstorm



MYSTIC VERDANT

Slither: The Monster moves at full speed while prone. Being prone does not impose a penalty on the Monster's melee attack rolls.

Grappler: The Monster gains a +2 bonus to contested checks to grab a target, and to keep a target grabbed.

Temperament: Aggressive. Manavores that go too long between meals attack with ravenous vigor.

Using thick overgrowth as a hiding place, a Manavore can snap at prey that passes it by, or lure in prey with its large flowerlike mouth. A Manavore's flowery jaws can trick unsuspecting animals, and dim-witted humans.

HEALTH 4	STRIKE 3	PROTECTION 10	MAGIC 3	DISCIPLINE 10	SPEED 7
WIND	VERDANT			BRAWN 3	SIZE: TINY 3
					TALENT 3
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL	
Earth Water		Ice Wind			
				01	04
				08	12
				16	20
				24	36
				52	68
				84	100

STARTING TRAIT

Bloodsucker: Whenever the Monster hits a bleeding target with a technique with the bit descriptor, it regains hit points equal to Grade plus its Talent.

OPTIONAL TRAIT (Grade 3)

Swarm: The Monster can use a response an additional time between its turns. Once per round when the Monster deals damage to a creature, it gains a bonus to that damage equal to its Grade.

Habitat: Swamps and areas of standing water.

Diet: Blood.

Grouping: Almost always in swarms of at least 4. Colonies of up to 20 Mudsuckers have been reported in the past.

Temperament: Mudsuckers are opportunistic predators, meaning they will ambush prey if they have the chance.

The Mudsucker is a small winged insect that has suction cups on its feet and long needle like nose that it uses to suck blood from unsuspecting victims. The suction cup feet can be used to climb on almost any surface and even walk on water. This Monster is difficult to spot and even harder to get off, and once they latch on, these things suck...

Mudsuckers travel in swarms looking for any large creature with lots of blood. Swarms of Mudsuckers can hide in mud and erupt like smoke from a volcano when a large creature steps in their hiding hole. Binders who catch a Mudsucker have found that, as the creature gains experience from training, it can sometimes turn into a very small swarm of Mudsuckers that act as one unit, similar to a Beetallion.

Assimilate
Response

The Monster quickly adapts to a damaging strike. The user can activate this technique in response to taking damage. After resolving damage, change all of the Monster's resistances to the affinity type of the damage suffered until the end of its next turn.

Maintain: The Monster can use its utility action to maintain the effect.

Basic

Venomous Bite

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster bites its foe to deliver a deadly toxin. A hit target suffers 1d6 + Brawn basic damage and is subject to the technique's trigger effect.

Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Melee • Bite

Wind Scythe

Combat action

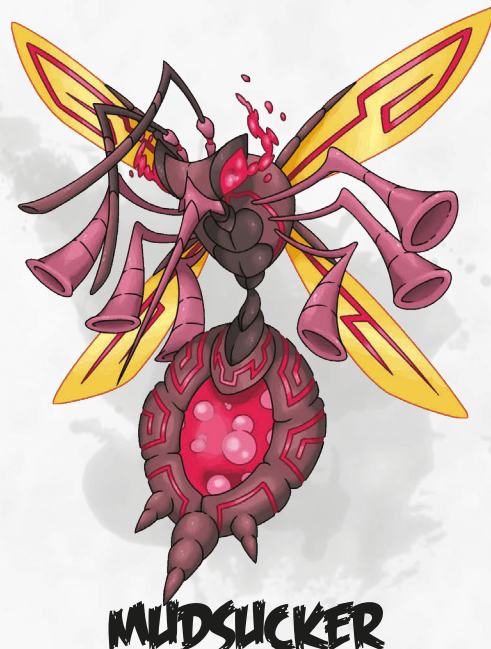
Attack: Magic vs. Protection

Target: One creature within 10 feet

The Monster shapes the winds into a weapon and uses it to carve through its foe. A hit creature suffers 1d6 wind damage and is subject to the technique's trigger effect.

Trigger (6): The target is bleeding until it passes a Normal (7) check.

Wind • Melee



Mud

Combat action

Zone: 20-foot square zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster creates a zone covered with thick mud. Grounded creatures moving through the zone treat the area as difficult terrain. The zone stays in effect until the beginning of the user's next turn.

Maintain: The Monster can use its utility action to maintain the zone.

Earth • Zone

Sting

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster stings its enemy, injecting a powerful toxin. A hit target suffers 1d12 + Brawn basic damage and is subject to the technique's trigger effect.

Trigger (6): The target is poisoned until it passes a Normal (7) check. While poisoned, the target cannot apply its Brawn as bonus damage to techniques.

Basic • Melee

TECHNIQUES

Starting

Mud
Venomous Bite
Wind Scythe

Grade 1

Assimilate
Gale Bite
Mindless Rage
Spoil

Grade 2

Air Burst
Earth Bolt
Imperviousness
Latch
Windstep

Grade 3

Life Tap
Skyfall
Sting
Volatile Earth
Wind Wall

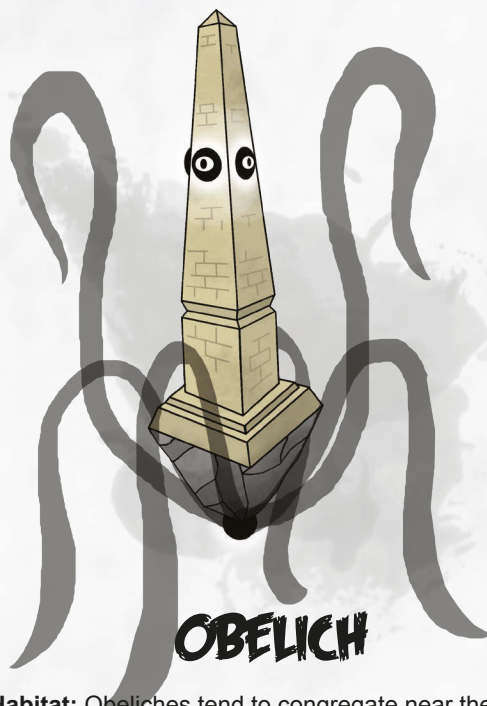
Grade 4

Confounding Gaze
Counter Attack
Eye Bite
Medusa's Gaze
Mud Spray

Grade 5

Earth Power
Eye of the Storm
Fury Power
Swift Strike
Wind Power

Barred Descriptors
Claw, Horn



OBELICH

Habitat: Obeliches tend to congregate near the ruins of maji structures.

Diet: Unknown.

Grouping: Obeliches always appear in prime number groups called *monuments*.

Temperament: Steadfast. Obeliches rarely stray too far from their location and only strike out in defense of their territory.

These Monsters appear to be obelisks constructed of bricks, sculpted from stone, or carved from wood, each varying from 3 to 8 feet tall. Their true form is revealed when prey approaches or they feel threatened, and tendrils of darkness flare from their forms to reach out to attack. These tendrils can reach down to create “legs,” giving the otherwise unmoving creature terrifying mobility.

Obeliches appear to arrange themselves in specific patterns. The pattern can be unique for individual groups of Obeliches, straight lines, circles, “X” shaped patterns have all been observed. Interestingly, if a monument of Obeliches is attacked, and each MajiMonster survives the battle, each Obelich will return to the exact spot it had occupied before the battle began.

HEALTH 6	STRIKE 2	PROTECTION 10	MAGIC 3	DISCIPLINE 11	SPEED 5
BASIC	MYSTIC			BRAWN 2	SIZE: LARGE
				4	TALENT

RESISTANCES

Mystic

VULNERABILITIES

Basic

HIT POINTS BY LEVEL

01	04	08	12	16	20
26	44	68	92	116	140

STARTING TRAIT

Panoptic: So long as the Monster is not blinded, it cannot be outnumbered.

OPTIONAL TRAIT (Grade 3)

All Seeing Gaze: When the Monster uses a technique with the *gaze* descriptor, it can choose two targets in range instead of one. At Grade 5, the Monster can choose three targets in range instead of two.

Eldritch Horn

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster stabs its opponent with a horn imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.

Trigger (6): The target is confused until it passes a Normal (7) check.

Mystic • Melee • Horn

Arcane Beam

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster fires a dark purple beam of arcane power at its enemy that often displaces the foe from its location. A hit target suffers 1d8 + Talent mystic damage.

Critical: On a critical hit, the target is teleported up to 10 feet from its current location to an unoccupied space. The user selects where the target is teleported to. The selected location cannot contain any obstructions or hazards, and must have enough unoccupied area for the target to arrive safely. If no such location exists, this effect fails. This effect ignores any intervening hazards and does not provoke withdraw strikes.

Mystic • Ranged

Solidify

Combat action

The Monster increases its density, becoming as hard as iron. Until the end of the Monster's next turn, it gains resistance to basic and fury damage, and loses any vulnerability it may have had to either type.

Maintain: The Monster can use its utility action to maintain the effect.

Basic

Evil Eye

Utility action

Target: One creature within 30 feet that can see the user

Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster bedevils its opponent with an evil glare. The target makes a Normal (7) check. If it fails, the target reduces its Talent to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Talent score.

Mystic • Gaze

Stoneskin

Combat action

The Monster protects itself with a hide as hard as rock. Until the end of the user's next turn, it gains a +1 bonus to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Earth

TECHNIQUES

Barred Descriptors Bite, Claw, Wing

Starting

Eldritch Horn
Evil Eye
Solidify

Grade 1

Centered Strike
Maji Bolt
Mending
Tendrils

Grade 2

Arcane Beam
Heat Vision
Imperviousness
Puncture
Sigil of Denial

Grade 3

Automate
Ensorcelled Strike
Explosion
Hypnotic Gaze
Stoneskin

Grade 4

Eye Bite
Glaciate
Medusa's Gaze
Monstrous Horn
Sanctuary

Grade 5

Basic Power
Catastrophe
Cosmic Power
Mystic Power
Occult Strike

HEALTH

6

STRIKE

4

PROTECTION

10

MAGIC

2

DISCIPLINE

9

SPEED

5

FURY

WATER

BRAWN

4

SIZE: MEDIUM

TALENT

2

RESISTANCES

Basic

Fire

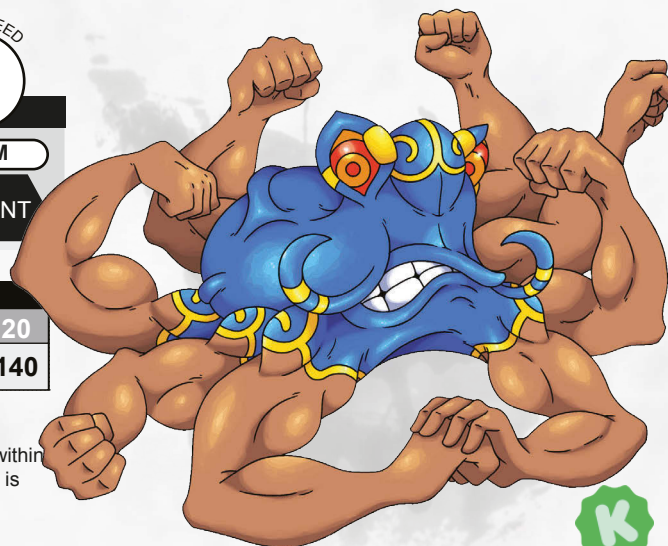
VULNERABILITIES

Lightning

Mystic

HIT POINTS BY LEVEL

01	04	08	12	16	20
26	44	68	92	116	140



OCTOPUNCH

STARTING TRAIT

Many Arms: Whenever the Monster scores a critical hit with a melee attack, all enemies within 5 feet of the Monster suffer basic damage equal to the Monster's Grade + 3. This damage is not subject to resistances or vulnerabilities but may be empowered.

OPTIONAL TRAIT (Grade 2)

Aquatic: The Monster can breathe underwater and does not treat water as difficult terrain.

Habitat: Tropical and temperate oceans.

Diet: Carnivore. An Octopunch's diet consists of small to medium fish.

Grouping: Usually solitary, but can sometimes be seen with a partner and pre-adolescent children

Temperament: Defensive and short-tempered. Generally not aggressive until attacked or provoked.

Despite their impressive physique, Octopunches are generally rather docile creatures. They can be seen building sandcastles, dancing in the water, and happily swimming when no threats are around. An Octopunch loves a good nap in the shade on a sunny day.

The movement of an Octopunch is interesting, both on land and in the sea. When swimming, they push off from all their arms like a mundane octopus, but seeing them use humanlike arms instead of tentacles is a sight. On land, Octopunches get around by walking on their hands in what looks like a crowded group of people doing handstands.

Octopunches are very friendly when they trust a human, prone to giving bearhugs. In combat, they are a flurry of fists and punching that no one would like to face.

Enrage

Combat action

The Monster enters a frenzied state, making its physical blows more lethal but leaving itself open to attack. Until the end of the Monster's next turn, it gains a +2 bonus to its Brawn score, but suffers a -1 penalty to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Fury

Swell

Combat action

The Monster swells with water, increasing its bulk and strength. Until the end of the user's next turn, it gains a +1 bonus to its Health score and water damage it deals with its techniques gains a bonus equal to its Grade. (Remember, creatures that temporarily increase their Health score increase their hit point maximum by an amount equal to their level, and immediately gain that amount of hit points).

Maintain: The Monster can use its utility action to maintain the effect.

Water

Clobber

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster beats on its opponent with a meaty fist or limb. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee

Haymaker

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster strikes a telling blow that can leave its opponent seeing stars, although it leaves the user somewhat exposed. A hit target suffers 2d8 + Brawn basic damage.

Critical: On a critical hit, the target is also disoriented until the end of its next turn.

Recoil: Until the beginning of the user's next turn, the user suffers a -1 penalty to its Protection score.

Basic • Melee • Recoil

Wave Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like an ocean wave. A hit target suffers 1d8 + Brawn water damage.

Water • Melee

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Clobber
Enrage
Wave Strike

Grade 1

Duelist
Ferocious Strike
Vice Lock
Water Rush

Grade 2

Brute Strength
Double Strike
Haymaker
Heedless Strike
Tow Strike

Grade 3

Combat Focus
Detain
Knock-Out Strike
Swell
Torrent Strike

Grade 4

Flood Strike
Omega Strike
Ravage
Refresh
Triple Strike

Grade 5

Frenzy
Paragon
Swift Strike
Tidal Strike
Water Form



OWL-O-GATOR

Habitat: Wetlands and sparse forests near water.
Diet: Carnivore. Owl-o-gators feed on fish, birds, and small mammals.

Grouping: Younger Owl-o-gators may be seen in groups, but older Owl-o-gators prefer to have their own hunting grounds.

Temperament: Owl-o-gators are lurkers that wait for the perfect opportunity to strike at their prey.

Owl-o-gators are a curious blend of the airborne owl and the ground-confined alligator. They possess elements of each species in their behaviors. Similar to owls, Owl-o-gators are primarily nocturnal hunters. They have excellent eyesight in the dark and can detect the movement of their prey at long distances away. Like alligators, Owl-o-gators spend much of their time waiting for the perfect moment to strike. They are at home both in trees and in the water, always watching for prey to pass by so they can swoop in with an amazing dash of speed. Owl-o-gators have extremely strong jaws which they clamp down on their victims with.

During the day, Owl-o-gators enjoy basking in the sun. Their sleep is light and they are easily woken by noises or movement. You can tell when they are sleeping by the way they tuck their long-jawed beak under one of their wings.

HEALTH 6	STRIKE 3	PROTECTION 10	MAGIC 3	DISCIPLINE 10	SPEED 6
WATER			WIND		
RESISTANCES			VULNERABILITIES		
Earth Fire			Ice Lightning		
BRAWN			3		
SIZE: MEDIUM			TALENT		
3			3		

STARTING TRAIT

Flight: The Monster is not grounded unless it chooses to become so or an effect causes it to become grounded. The Monster can take its movement through the air, unimpeded by ground hazards or difficult terrain.

OPTIONAL TRAIT (Grade 2)

Ravenous: Whenever the Monster hits a target with a technique with the *bite* descriptor, the target is subject to the following trigger effect: *Trigger (6): The target is bleeding until it passes a Normal (7) check.*

Aqua Bite

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster rends into its target with its aqueous fangs, moving back and forth with its attack like the ocean tide. A hit target suffers 1d6 + Brawn water damage. If the attack hits, the user can move up to 5 feet after rolling damage. This movement does not provoke withdraw strikes.

 Water • Melee • Bite

Swooping Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster swoops down on its prey, delivering a blow before retreating back to the sky. A hit target suffers 1d8 + Brawn wind damage. After resolving the technique, the user can move up to 10 feet. This movement does not provoke withdraw strikes.

Critical: On a critical hit, the target is also knocked prone.

 Wind • Melee

Gale Tail

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster pummels its foe with its zephyrous tail, soaring through its attack. A hit target suffers 1d6 + Brawn wind damage. After the technique is resolved, any movement made by the user does not provoke withdraw strikes from the target.

 Wind • Melee • Tail

Vice Lock

Utility action

After making a strike against its foe, the Monster clamps down onto it. The Monster uses this technique as a utility action after it hits a target up to one size larger than it with a melee attack. The target becomes grabbed.

 Basic

Monstrous Bite

Combat action

Attack: Strike vs. Protection

Target: One creature within melee range

The Monster attacks its opponent with a monstrous bite. A hit target suffers 2d10 + Brawn basic damage. If the target was at its maximum amount of hit points, this damage cannot be reduced by effects or techniques and is not subject to resistances.

 Basic • Melee • Bite

TECHNIQUES

Barred Descriptors Horn

Starting

Aqua Bite
 Gale Tail
 Vice Lock

Grade 1

Aerial Strike
 Hydro Breath
 Spoil
 Wind Blast

Grade 2

Anchor
 Devour
 Latch
 Strength of Tides
 Swooping Strike

Grade 3

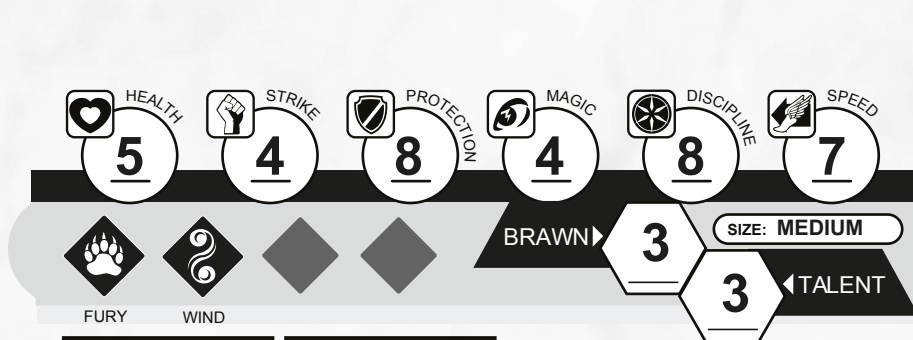
Haste
 Leaping Strike
 Suffocate
 Swell
 Water Crash

Grade 4

Flood Strike
 Howling Wind
 Monstrous Bite
 Spiteful Strike
 Tidal Force

Grade 5

Eye of the Storm
 Swift Strike
 Tidal Strike
 Typhoon
 Water Power



RESISTANCES

Basic
Earth

VULNERABILITIES

Ice
Mystic

HIT POINTS BY LEVEL

01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Flight: The Monster is not grounded unless it chooses to become so or an effect causes it to become grounded. The Monster can take its movement through the air, unimpeded by ground hazards or difficult terrain.

OPTIONAL TRAIT (Grade 2)

Predator: If the Monster deals damage to a target that is grabbed, frozen, sleeping, or is suffering a penalty to its Speed score or movement, it deals additional damage equal to its Grade +2.

Habitat: Mountaintops and canyons.

Diet: Carnivore. Ravens take great delight in stalking and outwitting their prey.

Grouping: Small groups up to 5 called *massacres*.

Temperament: Calculating. Ravens do not always react when in the company of humans or hostile creatures, but they are always formulating a plan.

While a flock of mundane crows is colloquially known as a “murder,” a flock of Ravens often results in one. The figure of the Ravenger, with its glossy black coat and scream-like caw is so synonymous with death for the citizens of Klifhafen that it has become their symbol of the grim reaper on murals and carvings.

Ravengers are fierce Monsters, liable to attack other creatures (including humans) just for the fun of it. However, they are also intelligent, and may follow prey for days, waiting for the perfect opportunity to attack. The brave soul that binds a Ravenger will find it a loyal and uncannily-clever companion, often able to anticipate its binder’s needs before they do.

Savage Wing

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster pummels a foe with its menacing wings. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique’s trigger effect.

Trigger (6): The target is disoriented until it passes a Normal (7) check.

Fury • Melee • Wing

Wind Blast

Combat action

Attack: Magic vs. Discipline

Area: 15-foot cone emanating from the user

The Monster expels a swirling blast of wind to cause havoc against its enemies. Each hit target in the area suffers wind damage equal to the user’s Talent and is subject to the technique’s trigger effect.

Trigger (6): The target is confused until the end of its next turn.

Wind • Area • Cone

Ire Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster delivers a menacing strike fueled by its powerful ire. A hit target suffers 2d8 + Brawn fury damage.

Fury • Melee

Overwhelm

Combat action

The Monster changes its fighting stance, capitalizing its effectiveness against surrounded foes. Until the end of the Monster’s next turn, once each round when it makes a melee attack against an outnumbered opponent, it can make the attack roll twice and choose the desired result.

Maintain: The Monster can use its utility action to maintain the effect.

Fury

Shadowmeld

Combat action

The Monster blurs and distorts until it is indistinguishable from shadows. Until the end of the user’s next turn, the Monster reduces all damage it suffers by an amount equal to its Talent + its Grade. While affected by this technique, Guile checks the Monster makes are empowered without needing to spend Grit. If the Monster enters into an area of bright light, or into an effect that would reveal invisible objects, this effect ends.

Maintain: The Monster can use its utility action to maintain the effect.

Mystic

TECHNIQUES

Barred Descriptors Horn, Tail

Starting

Overwhelm
Savage Wing
Wind Blast

Grade 1

Curse
Gale Claw
Intimidating Gaze
Wind Scythe

Grade 2

Chilling Aura
Cold Stare
Dark Wind
Heedless Strike
Shadowmeld

Grade 3

Icy Veins
Ire Strike
Storm Aura
Wall of Bones
Whipping Wind

Grade 4

Eye Bite
Howling Wind
Ravage
Reinvigorate
Shadow Breath

Grade 5

Eye of the Storm
Freezing Aura
Frenzy
Unstoppable
Wind Power



ROTTENMOUTH

Habitat: Any. Rottenmouths are believed to spawn from graveyards and battlefields.

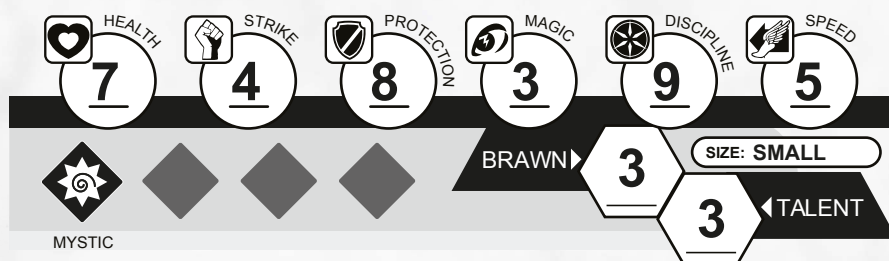
Diet: Carrion. Rottenmouths are strict scavengers.

Grouping: Solitary or in groups of as many as 10.

Temperament: Hostile. Rottenmouths attack most other creatures on sight.

Rottenmouths are undead snake Monsters. Their wide mouths are filled with fangs, a rotted tongue, and maggots. Resembling a decaying viper, Rottenmouths slither and search for any type of decay. They devour things that would sicken any other creature.

Infestations of Rottenmouths can be found in overgrown graveyards and often in swampland where water is stagnant and rot is abundant. Rottenmouths prefer to make homes in rotting logs and trees or temporary dwellings in animal carcasses until they consume their fleeting shelter.



RESISTANCES
Fury

VULNERABILITIES
Basic

HIT POINTS BY LEVEL					
01	04	08	12	16	20
27	48	76	104	132	160

STARTING TRAIT

Undead: The Monster cannot suffer the bleeding, confused, disoriented, frightened, poisoned, and sleeping conditions. When the Monster would regain hit points as the result of an item, technique, or any effect other than natural healing, the amount of hit points regained is halved (rounded down).

OPTIONAL TRAIT (Grade 2)

Slither: The Monster moves at full speed while prone. Being prone does not impose a penalty on the Monster's melee attack rolls.

Venomous Bite

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster bites its foe to deliver a deadly toxin. A hit target suffers 1d6 + Brawn basic damage and is subject to the technique's trigger effect.

Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Melee • Bite

Horrific Grimace

Response

The Monster contorts its face in a horrifying expression after taking a telling blow. A Monster uses this technique as a response to taking damage it is vulnerable to from an opponent's melee attack. The opponent must make a Normal (7) check. If it fails, the target is frightened of the user until the end of the target's next turn.

Fury

Vengeful Strike

Response

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster strikes its opponent in revenge. This technique is used in response to being dealt damage by a creature still in melee range. A hit target suffers 1d6 + Brawn basic damage.

Basic • Melee

Curse

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster invokes a horrible curse to plague its foe. A hit target suffers one of the curses selected, chosen at the time the technique is used.

- The target suffers a -1 penalty to its Strike and Magic scores.
- The target suffers a -1 penalty to its Protection and Discipline scores.
- The target moves at half its speed.
- Whenever the target suffers damage, it takes an additional 2 damage.

A single target can be affected by multiple unique curses at a time, but never more than one instance of the same curse. The target is subject to the effects of each curse affecting it until it passes a Normal (7) check.

Mystic • Ranged

Slice

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster slices into an opponent and may leave bleeding wounds. A hit target suffers 1d10 + Brawn basic damage.

Empower: If the technique's attack roll becomes empowered, a hit target is also bleeding until it passes a Normal (7) check.

Basic • Melee

TECHNIQUES

Barred Descriptors Claw, Healing, Horn, Wing

Starting

Curse
Horrible Grimace
Venomous Bite

Grade 1

Eldritch Bolt
Intimidating Gaze
Maji Bolt
Occult Ward

Grade 2

Acid Breath
Shadowmeld
Slice
Strange Spit
Vengeful Strike

Grade 3

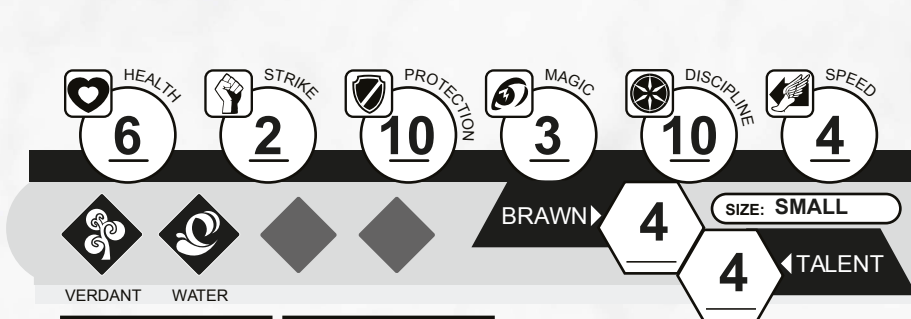
Envenomed Strike
Envenom
Hypnotic Gaze
Icy Veins
Life Tap

Grade 4

Cryptic Strike
Essence Tap
Eye Bite
Monstrous Bite
Wall of Bones

Grade 5

Basic Power
Cosmic Might
Medusa's Gaze
Mystic Power
Sedative



RESISTANCES

Fire
Water

VULNERABILITIES

Lightning
Wind

HIT POINTS BY LEVEL

01	04	08	12	16	20
26	44	68	92	116	140

STARTING TRAIT

Tidal Push: When the Monster pushes a target with a technique, the target is pushed an additional 5 feet. At Grade 3 the target is pushed an additional 10 feet and at Grade 5 the target is pushed an additional 15 feet. Once per round when the Monster scores a critical hit with a water technique, the target is pushed 5 feet.

OPTIONAL TRAIT (Grade 3)

Defensive: When the Monster uses the Defend action, it gains an additional +1 bonus to its Protection and Discipline scores.

Habitat: Coastal regions. Sea Monkys rarely stray far from a "home" body of water.

Diet: Omnivore. Sea Monkys eat fruit, fish, crustaceans and many varieties of sea plants including kelp and other kinds of seaweed.

Grouping: Rarely is more than one Sea Monkys encountered at a time, though they often associate with other kinds of MajiMonsters and mundane creatures.

Temperament: Mild. Sea Monkys generally appear jovial, and gauge newcomers with an experienced eye before deciding how to act.

The Sea Monkys is a monkey like monster, with a body resembling a pygmy marmoset that can stand on two or four feet. It has fur colored like the seas, and a beard similar to Admiral Yi's. It has a large shell in it's center, with spikes coming out of the back, and its tail is twisted into the shape of a dragon's head.

Sea Monkys are known for their wisdom and battle prowess. A Sea Monkys can control a battlefield like an artist creates a masterpiece. Sea Monkys are known for using zones and walls to affect the outcome of a battle, even controlling the tides according to legend.

Sea Monkys can make good generals over other MajiMonsters willing to follow direction. It has been said that a Sea Monkys will never lose a battle at sea. Strong on defensive maneuvering, a Sea Monkys can win a battle even when outnumbered by foes. A Sea Monkys is a valuable ally to any binder and is much sought out by binders despite the fact that they are extremely rare.

Aqua Horn

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster drives its aqueous horn into its foe, knocking it with the force of the ocean. A hit target suffers 1d6 + Brawn water damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.

Water • Melee • Horn

Luminous Beam

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster fires a beam of intense, bright light at its foe. A hit target suffers 1d10 + Talent verdant damage.

Trigger (6): The target is blinded until it passes a Normal (7) check.

Verdant • Ranged

Cure

Combat action

Target: The user or an ally within 15 feet

The Monster uses its magic to cure an ally. The user selects a target within range, including itself. The target recovers 3 hit points per Grade of the user, and can immediately make one check to end a condition affecting it that a check can end.

Basic • Ranged • Healing



Entangle

Combat action

Zone: 10-foot square zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster creates a zone of wildly growing vines that whip out to entangle those that enter. Grounded creatures in the area must pass a Normal (7) check or become grabbed. Grounded creatures moving into the zone must make this check as well. A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case substitute the user's Grade for its Brawn score for the user's check. The zone stays in effect until the beginning of the user's next turn.

Maintain: The Monster can use its utility action to maintain the zone.

Verdant • Zone

Hydro Breath

Combat action

Attack: Magic vs. Discipline

Area: 15-foot cone emanating from the user

The Monster spews forth a tide of water. Each hit target in the area suffers water damage equal to the user's Talent. Each hit target is pushed up to 10 feet away from the user and must succeed a Normal (7) check or be knocked prone. This movement does not provoke withdraw strikes.

Water • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors Wing

Starting

Aqua Horn
Entangle
Hydro Breath

Grade 1

Deflect
Inspiring Aura
Tail Strike
Water Cloak

Grade 2

Geyser
Luminous Beam
Thorn Wall
Water Blade
Water Wall

Grade 3

Bloom
Cure
Hopeful Aura
Nourish
Swirling Wave

Grade 4

Befuddle
Fertile Ground
Riptide
Tidal Force
Verdant Blast

Grade 5

Lifeflow
Paragon
Tsunami
Verdant Power
Water Form



SQUNCK

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	3	10	6
BASIC	WIND			BRAWN	3
					3
					TALENT

RESISTANCES

Earth
Mystic

VULNERABILITIES

Fury
Ice

HIT POINTS BY LEVEL

01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Foul Winded: When the Monster triggers a condition with a wind technique, the affected target is also poisoned until it passes a Normal (7) check.

Habitat: Temperate grasslands and caves. A Squnck's lair is often smelled before it's seen.

Diet: Herbivore. Squncks prefer fruits and nuts but will consume grass and leafy vegetables when their favorite foods are scarce.

Grouping: Usually in small groups of 3 - 5 called an *yech*.

Temperament: Playful. These MajiMonsters are social by nature, but have a difficult time making friends with creatures outside their species.

One of the cutest creatures to be found in Klifhafen is also the smelliest. Taking on traits of both flying squirrels and skunks, the Squnck is a swift foe that can swoop down from trees, but the smell it leaves in its wake dissuades any who would follow. Squncks are curious and non-aggressive, but they will not hesitate to spray for defense when threatened. Binders that can stand the smell of a Squnck will find it lovable and cuddly, nearly to a fault. Binders that can adjust to the smelliness of a beloved Squnck often say they can barely smell it anymore, but this is little reassurance to those around them.

Because of their natural aroma, Squncks do not have to worry about threats larger than they are. Squncks often play in groups for fun, chasing each other around trees and happily gnawing on nuts without a care in the world. If encountered by humans, the humans will barely be able to stop themselves from saying "aww" before retching as the smell hits them.

Clobber

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster beats on its opponent with a meaty fist or limb. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee

Dizzying Wind

Combat action

Attack: Magic vs. Discipline

Area: 20-foot line emanating from the user

The Monster blasts a stream of wind at its foes that twists and turns them, leaving them confused. Each hit target in the area suffers 1d8 wind damage and is subject to the technique's trigger effect.

Trigger (6): The target is confused until it passes a Normal (7) check.

Wind • Area • Line

Befuddle

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster uses its magic to baffle its opponent. A hit target suffers 1d12 + Talent basic damage and is subject to the technique's trigger effect.

Trigger (6): The target is confused until it passes a Normal (7) check.

Basic • Ranged

Wind Blast

Combat action

Attack: Magic vs. Discipline

Area: 15-foot cone emanating from the user

The Monster expels a swirling blast of wind to cause havoc against its enemies. Each hit target in the area suffers wind damage equal to the user's Talent and is subject to the technique's trigger effect.

Trigger (6): The target is confused until the end of its next turn.

Wind • Area • Cone

Cloud Cover

Combat action

Zone: 20-foot square zone centered on a point within 30 feet of the user. The zone fills a cube 20-foot long in each dimension.

The Monster conjures a dense cloud that obstructs vision. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures not inside the zone but have the zone between them.

Maintain: The Monster can use its utility action to maintain the zone. When it does, it can expand the area of the zone by 5-feet in each dimension.

Wind • Zone

TECHNIQUES

Barred Descriptors Horn, Wing

Starting

Clobber
Cloud Cover
Wind Blast

Grade 1

Gale Bite
Rabid Bite
Spores
Tail Strike

Grade 2

Air Burst
Dizzying Wind
Lullaby
Shred
Soil Spray

Grade 3

Bad Breath
Storm Breath
Suffocate
Wind Wall
Wither

Grade 4

Befuddle
Cacophony
Confounding Gale
Monstrous Bite
Wind Prison

Grade 5

Basic Power
Catastrophe
Combust
Typhoon
Wind Power

HEALTH **6** STRIKE **4** PROTECTION **10** MAGIC **2** DISCIPLINE **10** SPEED **6**

EARTH

BRAWN **3** SIZE: SMALL TALENT **2**

RESISTANCES		VULNERABILITIES	
Lightning		Verdant	

HIT POINTS BY LEVEL					
01	04	08	12	16	20
26	44	68	92	116	140



STEELTOED NEWT

STARTING TRAIT

Nimble: The Monster does not provoke withdraw strikes by leaving the threatened area of a Monster at least one size larger than it is.

Habitat: Underground and in caves. Steeltoed Newts like warm, damp habitats and often lair near subterranean bodies of water.

Diet: Carnivore. Steeltoed Newts eat water dwelling invertebrates, worms, small fish, and even mundane newts.

Grouping: Usually in small groups up to 4 called *ustens*.

Temperament: Curious. Steeltoed Newts tolerate humans long enough to decide if they are helpful or harmful, then flee or attack.

These MajiMonsters gain their name from rock hard digits on their hands and feet. Small in stature, a Steeltoed Newt may only grow to about 2 feet high. As the Monster ages, the stony protrusions on their fingers and toes become as strong as steel, and long, crystalline growths embellish their faces, tail, and spine.

Steeltoed Newts are accomplished climbers, able to ascend sheer surfaces and even cling to ceilings. They use the strength of their fingers and toes to both hunt and defend. A Steeltoed Newt can easily crack an oyster's shell in its bare hand, and kick from its foot could put a hole in a stone wall. Given this considerable power, this MajiMonster is prized by binders for both its combat and adventuring versatility.

Assimilate

Response

The Monster quickly adapts to a damaging strike. The user can activate this technique in response to taking damage. After resolving damage, change all of the Monster's resistances to the affinity type of the damage suffered until the end of its next turn.

Maintain: The Monster can use its utility action to maintain the effect.

Basic

Stoneskin

Combat action

The Monster protects itself with a hide as hard as rock. Until the end of the user's next turn, it gains a +1 bonus to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Earth

Clobber

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster beats on its opponent with a meaty fist or limb. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee

Stone Claw

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster swipes at its enemy's eyes with claws of stone. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.

Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Melee • Horn

Unyielding Form

Combat action

The Monster merges itself with the earth, making it as unyielding as a mountain. Until the end of its next turn, the user becomes grounded if it was not already, and cannot be moved or knocked prone by opponents unless it chooses to be. While benefiting from this technique, the user gains a +1 bonus to its Protection score.

Maintain: The Monster can use its utility action to maintain the effect.

Earth

TECHNIQUES

Barred Descriptors Wing

Starting

Assimilate
Clobber
Stone Claw

Grade 1

Mud
Rift
Solidify
Stone Assault

Grade 2

Anchor
Boulder Assault
Granite Strike
Hammer Tail
Unyielding Form

Grade 3

Blindvision
Iron Strike
Slow Strike
Spikes
Stoneskin

Grade 4

Diamond Strike
Landslide
Reinvigorate
Monstrous Tail
Mud Spray

Grade 5

Earth Power
Frenzy
Iron Seed
Paragon
Tectonic Strike



HEALTH 5	STRIKE 4	PROTECTION 10	MAGIC 3	DISCIPLINE 10	SPEED 6
LIGHTNING		WIND		BRAWN 3	
				SIZE: MEDIUM	
				TALENT 3	

RESISTANCES

Verdant

VULNERABILITIES

Ice

HIT POINTS BY LEVEL

01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Flight: The Monster is not grounded unless it chooses to become so, or an effect causes it to become grounded. The Monster can take its movement through the air, unimpeded by ground hazards or difficult terrain.

OPTIONAL TRAIT (Grade 2)

Electric Wings: The Monster can choose to treat techniques it uses with the *wing* descriptor as lightning techniques. If it does so, damage from these techniques is lightning damage.

Habitat: Mountains or high areas prone to storm clouds.

Diet: Carnivore. Voltures primarily feed on small animals, preferring to electrify their prey before eating.

Grouping: Solitary in a group of up to 3 called a *squall*. A Volture squall grows larger as the weather grows more violent.

Temperament: Callous. Voltures strike quickly, efficiently, and without compassion.

Thunder and lightning storms often bring flocks of Voltures to Klifhafen. These bizarre-looking birds seem to be made more from metal than flesh, their shining copper feathers gleaming in any flash of light. Voltures are attracted to the lightning of the storm and will swoop in just the right place to catch a bolt on its way to earth. Lightning doesn't seem to harm Voltures, but their own strikes can do quite a bit of damage to anyone that steps in their way. Voltures tend to travel in groups called squalls, and the size of the squall is generally dictated by the size of the storm.

Voltures make good companions to binders, as they follow commands easily and directly with precision and poise. The one complaint from binders who keep Voltures is that they don't have much personality, but some binders enjoy the professional nature of them. Voltures do not show affection; instead, they are purely methodical.

Bluster

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster creates a fierce wind that pummels its foe and knocks it away. A hit target suffers 1d6 + Talent wind damage.

Empower: If the technique's attack roll becomes empowered, a hit target is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Ranged

Static Aura

Combat action

Aura: 10-foot radius aura emanating from user

The Monster projects an aura of static electricity to hamper its foes. Until the beginning of the user's next turn, when an enemy creature begins its turn within the aura, it must move at least 10 feet before its turn ends. If it fails to do so, then the target is disoriented until the end of its next turn.

Maintain: The Monster can use its utility action to maintain the effect.

Lightning • Aura

Electrify

Response

Target: One creature which has hit the user with a melee attack

The Monster immerses itself in a field of crackling electricity. This technique is used in response to being hit by a melee attack. The target suffers 1d6 lightning damage.

Lightning

Sparking Wing

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks an enemy with its sparking wings. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.

Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Wing

Sonic Speed

Utility action

The Monster harnesses the speed of lightning to zoom past its foes at the speed of sound. The user moves up to its 20 feet. This movement does not provoke withdraw strikes. After this technique is used, the Monster's turn ends.

Lightning

TECHNIQUES

Barred Descriptors Horn, Tail

Starting

Bluster
Electrify
Sparking Wing

Grade 1

Crackling Strike
Crosswind
Sonic Speed
Static Charge

Grade 2

Chain Lightning
Conduction
Slice
Static Aura
Windstep

Grade 3

Automate
Electric Sight
Static Field
Stunning Shock
Wind Rush

Grade 4

Flash
Gale Force
Howling Wind
Lightning Aura
Thundering Strike

Grade 5

Eye of the Storm
High Voltage
Hurricane Strike
Lightning Power
Thunderstorm

HEALTH

7

STRIKE

4

PROTECTION

9

MAGIC

1

DISCIPLINE

10

SPEED

6

FURY

ICE

BRAWN

4

SIZE: LARGE

TALENT

1

RESISTANCES

Basic
Ice (Iceproof)
Wind

VULNERABILITIES

Fire
Mystic

HIT POINTS BY LEVEL

01	04	08	12	16	20
27	48	76	104	132	160



STARTING TRAIT

Iceproof: The Monster is resistant to ice damage and cannot suffer the frozen condition.

STARTING TRAIT

Thick Skinned: The Monster does not suffer additional damage from critical hits (other effects still apply).

Habitat: Arctic regions. Wooly Rammoth that inhabit milder areas grow less fur.

Diet: Herbivore. Wooly Rammoths are natural grazers, able to sort grass from their snowy environs by clearing patches with their horns.

Grouping: Usually in herds of 3 - 5.

Temperament: Defensive. A Wooly Rammoth's first instincts if threatened is to flee unless its mate or young is nearby. If so, they become violent.

Previously thought to be an extinct MajiMonster from the time of the original maji, Wooly Rammoths have recently been re-discovered in arctic regions. This Monster resembles a furry elephant with imposing horns. The fur on the creature is so thick it's difficult to see its features—in fact, some scholars claim what appear as horns are actually the Monster's tusks, and much of its snout is hidden beneath tangles of hair.

Wooly Rammoths are generally too far removed from human affairs to be much concern to the populace. These creatures inhabit great stretches of snowy regions in nomadic herds. Each herd has an established leader that determines where the group will go for food and rest. If dominance is challenged by a contestant, both Monsters ram each other and lock horns, the victor emerging as leader.

Iron Resolve

Response

The Monster's will is as hard as iron. If the user fails a check to prevent or cure a condition, it can use this technique as a response. If it does so, it can reroll the check, gaining a bonus equal to its Brawn score.

Earth

Freezing Horn

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster stabs its opponent with its freezing-cold horn. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.

Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Horn

Capitalize

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster takes advantage of its opponent with a strike that's more powerful against a foe suffering from a weakening condition. A hit target suffers 1d10 + Brawn fury damage. If the hit target was suffering a condition a check can end, it instead suffers 2d10 + Brawn fury damage.

Fury • Melee

Savage Horn

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster punctures a foe with its menacing horn. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.

Trigger (6): The target is bleeding until it passes a Normal (7) check.

Fury • Melee • Horn

Red Line

Movement

The Monster throws caution to the wind to charge a foe, risking its own safety. The user moves up to twice its maximum speed in a straight line. If this movement would cause the Monster to move beyond its normal maximum, the first target it hits with a melee attack that deals damage before the end of its turn suffers an additional 2d6 fury damage.

Recoil: The user loses hit points equal to the same amount of additional fury damage caused by this technique.

Fury • Recoil

TECHNIQUES

Barred Descriptors Claw, Gaze, Tail, Wing

Starting

Iron Resolve
Freezing Horn
Savage Horn

Grade 1

Ferocious Assault
Ice Beam
Icy Grasp
Whip Strike

Grade 2

Brute Strength
Chilling Aura
Frost Strike
Ice Wall
Red Line

Grade 3

Capitalize
Icy Veins
Knock-Out Strike
Refrigerate
Winter Strike

Grade 4

Blizzard
Freezing Aura
Monstrous Horn
Polar Strike
Wrath Strike

Grade 5

Arctic Strike
Cold Blooded
Earthquake
Unstoppable
Vex Strike

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