

MAJI MONSTERS

MONSTER-CATCHING ROLE-PLAYING GAME



ECHOES OF THE LOST EMPIRE

GRADE 1 ADVENTURE
23 - 25 XP



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TODAY IS A NEW DAY

For centuries, mankind hid in remote towns and cities scattered about the kingdom, erecting huge walls in order to protect themselves from the Monsters that lurk on the other sides.

These Monsters are the modern descendants of those once created by the ancient sorcerers known as maji. The maji dreamed of combining magic with common beasts to create a weapon that would make their rivals shrink in its shadow. They tried, and they failed; their binding ritual was weak and they could not control the Monsters that they had created—the MajiMonsters that rule the lands to this day. The maji withered and mankind retreated to their scattered, walled towns, leaving the Old Empire to fall to ruin. All that is left to it is an overgrown morass and collection of dilapidated buildings that make up the Wildlands, the present home of the much-feared Monsters.

For many, a life behind walls was all they had ever known. Travel between settlements was rare and dangerous, and those who attempted it were either incredibly brave or foolish. In those days, the only certain thing was fear.

But today is a new day.

It has been nearly two decades since Zarusul the Renewer proclaimed himself Emperor. For nearly two decades, bold men and women have taken strides at reclaiming what was lost. For nearly two decades, mankind has been afforded a new hope. Today is a day in the Age of Binders, and each new day the New Empire grows stronger.

Today, MajiMonsters are as much allies as foes. Some of the deepest bonds are forged between man and Monster. But something villainous is still at play. Something old and awful has survived to disrupt this balance. Though fallen to ruin centuries ago, echoes of the lost empire still persist to threaten mankind's recent progress.

And where villains loom, heroes must arise.

ABOUT THE ADVENTURE

Echoes of the Lost Empire is an introductory adventure designed for new binders. The adventure teaches the basics of the **MAJIMONSTERS** game and provides players and Game Masters a chance to experience this special world.

This module is intended for the Game Master running the adventure. It assumes that the GM is familiar with and has access to the **MAJIMONSTERS Core Rulebook**.

USING THIS MODULE

Echoes of the Lost Empire is appropriate for newly-created characters. It is ideal for parties of 3 to 4 players, although it can accommodate more or fewer players if necessary. Story material contains references to death and blood magic, and may not be appropriate for young children.

Tutorial Text

Specific portions of *Echoes of the Lost Empire* are intended to teach players and Game Masters essential game rules such as the use of skill checks, the combat system, awarding and distributing experience points, and more. These portions are further explained in text boxes such as this one as a reference to the GM.

The adventure module is divided into the following sections:

ADVENTURE OVERVIEW

This section has a broad description of the events of the adventure, covering its major events. It is intended to give the Game Master a sense of familiarity with the events that take place, as well as provide the motivations for the adventure's antagonists and other NPCs.

EXPLORING DEEPFLUSSE

The majority of the adventure's action and intrigue takes place in and around *Deepflusse*, a modest river village that hosts binder training. The geography and demographics of *Deepflusse* may come into play at several points in the adventure. This section details the village's layout, points of interest, prominent residents, and statistics.

SCENES

Specific groupings of events, locations, and encounters in *Echoes of the Lost Empire* are referred to as *scenes*. Some scenes are scripted in order to progress the adventure, while others are provided to be used ad hoc as random encounters or additional material. A scene might take place over one specified event, or over the course of an overarching event such as exploring the town, the environment, or dungeon.

Scene read aloud text:

Some text for scenes is intended to be read aloud by the GM to the players. This text is always provided in teal italics, such as this example text.

EPILOGUE

Once the adventure is finished, what does the party do? Suggestions for moving forward to new adventures after the events of *Echoes of the Lost Empire* are provided in this section.

NPC BINDER STATISTICS

The statistics of significant NPC binders and their MajiMonsters can be found in this appendix. NPC binders that do not have special statistics have information contained within their scene description, including how much Grit each MajiMonster has while controlled by the binder.

NEW BESTIARY ENTRIES

Each new MajiMonster introduced in *Echoes of the Lost Empire* has its Bestiary entry included in this appendix.

ADVENTURE OVERVIEW

Echoes of the Lost Empire chronicles the New Empire's early initiative to train new binders, as well as the emergence of the *Word of Dhargma*—a secret cult of binders with roots reaching back to the Old Empire.

PLAYER CHARACTERS

This adventure is made for newly-created characters in the Humble Beginnings tier of play as detailed in the **MAJIMONSTERS Core Rulebook**. You can advance the MajiMonsters presented in this adventure if the characters possess higher-level Monsters for an appropriate challenge.

In the adventure, the player characters begin just after finishing months of grueling binder training in order to learn the precepts of their craft. Allow each player to adjust their background and details of their character history for this.

STORY

The narrative arc of the adventure is broken up into four distinct parts. Each part is ideally played in a single gaming session, (though it's ok if the players stretch out a scene and find another stopping point) meaning *Echoes of the Lost Empire* will likely take four (or possibly more) sessions to complete in its entirety.

PART ONE: DEEPFLUSSE

Part One introduces the party and the walled town of *Deepflusse*. The party has recently finished new binder training under the tutelage of *Titus Matthews*.

This part teaches the basics of MajiMonsters combat, introduces the major NPCs for the party to interact with, and provides a red herring for the adventure's villain.

PART TWO: THE VAGABOND

Part Two covers the party's first task as official binders of the New Empire: delivering a drajule to *Randel Root*, a hermit better-known as "The Vagabond." It covers the party's first experience in the Wildlands while traveling to The Vagabond's location in the Narrow Pass, as well as their return to Deepflusse.

The trip is littered with encounters for the party to overcome. The party members are given the opportunity to bind new MajiMonsters, gain XP to advance their Monsters, and learn more about the world.

Upon meeting The Vagabond, he shows the party a strange structure bearing a mysterious set of glyphs. The glyphs glow with some magic, which The Vagabond informs them actively is drawing MajiMonsters to it.

PART THREE: HOMECOMING

Part Three consists largely of the party's return to Deepflusse, where they learn of a MajiMonster incursion happening in the mines and catacombs beneath the town. To stop it, the party ventures underground and discovers nefarious work at play.

Echoes of the Lost Empire

Deepflusse's catacombs are presented in a structured tier of exploration, similar to exploring a dungeon in traditional fantasy role-playing games. It is filled with wild encounters and duels, giving the party ample opportunities to bind new MajiMonsters, gain XP, and discover treasure.

PART FOUR: CONFRONTATION

Part Four is the adventure's climax. The party must track down the villain responsible for the ill deeds discovered in Part Three, and learn the secret of the mysterious structures they first encountered in Part Two.

Part Four is the shortest and most direct part. It pits the party face to face with the adventure's antagonists, and reveals the presence of the Word of Dhargma as well as the cult's plans.

LOCATIONS

The events of *Echoes of the Lost Empire* take the party from the town of Deepflusse into the Wildlands and back again. Short descriptions of major locations are provided below; more detailed information for these environments is provided in each encounter scene.

DEEPFLUSSE

Deepflusse is a moderately-sized river town currently hosting emissaries from the Capitol. For detailed information on Deepflusse, refer to *Exploring Deepflusse*. For details regarding the plots happening in the town, refer to the section *Plots in Deepflusse*.

THE NARROW PASS

About six days march northwest of Deepflusse, in the heart of the Wildlands, is a small canyon called the *Narrow Pass*. The Narrow Pass is currently frequented by *Randel Root*, *The Vagabond*. A map of the Narrow Pass is provided in *Scenes: Part Two*.

THE DEEPFLUSSE CATACOMBS / MINE

Beneath the town of Deepflusse is an Old Empire ruin known as the catacombs. Recently, a mine has been discovered by way of the catacombs, which has spurred a drive to work the iron excavated from it into weapons and tools. The catacombs serve as an adventure location eventually; a map of the catacombs is provided in *Scenes: Part Three*.

HILLSIDE CAVE

The adventure's final showdown takes place in a concealed cave, accessible from the hills south of town. The cave serves as the future base of operation for the Word of Dhargma's cell in Deepflusse. A map of the cave is provided in *Scenes Part Four*.

THE WILDLANDS

The Wildlands is a catch-all term for any stretch of wilds inhabited by MajiMonsters. The party must travel into the Wildlands to get to the Narrow Pass and find The Vagabond, and again as they travel to the Riverside Cave. There are no specific maps for the Wildlands provided in the content of this adventure; the details of the environment are up to the GM to improvise.

PLOTS IN DEEPLUSSE

Several factions operate in Deepflusse, each serving its own interests in working for or against the party.

BINDER TRAINING INITIATIVE

Emissaries from the Capitol currently reside in Deepflusse. Their task over the past several months has been to recruit and train new binders to serve the New Empire. The initiative has strained the patience of the local authorities, who are more concerned with the discovery of the rich iron mine lurking beneath the town than the whims of the Emperor.

Deepflusse was chosen for its size, proximity to other smaller settlements, and relative ease of travel. Quite a few trained binders from the Capitol are employed in securing the roads to Deepflusse along check points from other locations.

Binder training has attracted many to the town, including those unfit to become binders. As a result, Deepflusse is experiencing an economic boom from the recent influx of coins and goods. It also means there are more people in Deepflusse now than ever before, including those that might work against the initiative.

UNEARTHED MINE

Deepflusse was constructed over the ruins of an ancient city of the Old Empire, one that fell centuries ago. Most of the old ruin lies in rubble underground; its catacombs can be entered by way of the river docks. The catacombs are safe, if not arduous, to enter. The local townsfolk are familiar with them, but most live and die in the town without ever seeing them. Occasionally, soldiers travel to the catacombs in effort to salvage resources hidden there.

Recently, on one such expedition, a mine rich in iron ore was discovered underground by way of the catacombs. This discovery has prompted miners to be sent from the New Empire to travel to Deepflusse and recover these resources. This is another mark of irritation with the authorities of Deepflusse; its baron would rather claim the iron for himself than see the New Empire collect it out from under him.

THE WORD OF DHARGMA

The *Word of Dhargma* is a secret cult that operates in the shadows of the empire. A cell of cultists have operated in and around Deepflusse for a while, using its catacombs and a nearby cave for their meetings.

The discovery of the iron accessed via the catacombs and the arrival of the Capitol's miners to work it has forced the cultists in Deepflusse to act. Unknown to the other residents in town, the cultists have secured an *oculus* in the catacombs—a magical relic that allows them to communicate and attract MajiMonsters to its location. However, an *oculus* requires blood magic, which is forbidden by the New Empire and the binders that represent it. The cult must work to rid Deepflusse of binders, old and new, as well as keep prying eyes away from their hovel in the catacombs.

The origins and motivations of this cult go back to the Old Empire, living on through each generation of cultists to the present day. More information about the cult can be found in the section *Understanding the Word of Dhargma*.



THE UNBOUND

A nomadic group of binders called *The Unbound* discovered the binder training in Deepflusse. The Unbound have been practicing magic and binding MajiMonsters for decades before the rise of the New Empire; they have kept their abilities secret for ages. They choose not to serve the Emperor, although they do not work against him either.

Members of The Unbound reside in Deepflusse in secret, observing the binder training with a watchful eye. They may make a move to filch a promising new recruit from the hands of the Capitol if given the chance, but—above all—will do anything to prevent the New Empire from discovering their group.

UNDERSTANDING THE WORD OF DHARGMA

Dhargma was a prominent maji during the height of the Old Empire, perhaps one of that helped with the first creation of MajiMonsters. Who he was or what he was responsible for (or indeed, if he was a “he” at all) has been lost to obscurity and the ravages of time. It’s widely believed that Dhargma was a teacher in some fashion; at the very least, he commanded groups of pupils who passed on his teachings in secret since the ruin of the Old Empire. These modern-day pupils have formed a far-reaching cult, the Word of Dhargma.

BLOOD MAGIC

All the members of the Word of Dhargma are indoctrinated through blood magic; magic that requires ritualistic blood-letting, sacrifices, and death. Blood magic is considered savage and crude—far from the refined binding magic practiced by modern binders. Its use is banned by the New Empire, a primary reason the cult is forced into secrecy.

Despite its stigma, blood magic is an effective practice; members of the Word of Dhargma have been using blood magic to bind MajiMonsters to drajules long before the New Empire’s scholars developed the present binding ritual. However, a blood

magic binding requires a blood sacrifice by the user. Members of the cult often sever a finger or ear in the process.

Blood magic is also used to power relics forged by the maji of the Old Empire. Relics whose secrets were once thought lost to time come to life when exposed to the blood of a true maji, such as the arcane *oculi* the cultists use to communicate across the land. Whenever a cultist of the Word of Dhargma is given full privileges, he or she undergoes a blood-mingling ritual, said to tinge the recipient's blood with that of the maji of old.

CULT HIERARCHY

The Word of Dhargma's influence and membership reaches far beyond Deepflusse and the NPCs described in the events of *Echoes of the Lost Empire*. The cult is divided into cells of members spread throughout the empire, its central leadership constantly shifting position.

Once initiated, a member of the cult abandons his or her given name for a new one. These new names are often derived from old words of magic and ritual. Each cell is appointed a *tongue*, the title given to a cell's leader. The tongue is responsible for overseeing the cell's practices and recruitment.

Tongues report to a body of high-ranking officials known as *The Collective*. This secretive group is made up of no more than seven members at a time, who direct the cult's cells like moving pieces on a chess board. A member of The Collective usually serves until death, at which point the group promotes another well-performing tongue to join them.

If The Collective itself has an internal leadership structure, it's unknown to anyone but The Collective's members. It's conceivable the cult may have a supreme overseer, although how he or she (or it) attains the position is a mystery.

PHILOSOPHY & OVERARCHING GOALS

The Word of Dhargma promotes the free use of blood magic to the defeat and subjugation of its enemies. For a time, these cultists only concerned themselves with MajiMonsters and reclaiming magical relics lost in the ruins of the Old Empire. With the rise of Zarasul and return of magic, however, their eye turned to the power of the Emperor and the many new binders popping up across the world.

Officially, the cult's goal is to remove Zarasul from power, and replace him with one of their own, so that the cult may operate more freely. This is what most members of the Word of Dhargma are taught when they first gain membership, but the cult's true motives are much older and much more insidious.

Known only to The Collective, a deeper goal is the recovery of Dhargma's drajule known as *Phage*. Phage is said to contain an undocumented MajiMonster of unspeakable power, and it can only be operated by blood magic. The Collective has guided its cells in searches throughout the Wildlands for generations to find it, and just as they felt close, the resurgence of binders stymied them. This creates a natural enmity between the authority of the Word of Dhargma and binders serving the New Empire, which is why they promote the destruction of these rivals when possible.

The Word of Dhargma must operate in secret, something they have done extremely well for ages. They hide in remote locations or pose as common folk throughout towns, meeting every so often to carry out their agenda. If there's one thing the Age of Binders has provided them, it's an excuse for having MajiMonster companions they've gained through blood magic. Many members of the cult pose as binders for the New Empire, though they secretly serve the cult's cause.



EXPLORING DEEPFLUSSE

Much of *Echoes of the Lost Empire* takes place in *Deepflusse*, a walled river town with an approximate population of 2,630 people. Prior to the adventure's beginning, player characters should be familiar with the following information:

- Deepflusse is over 180 years old, and is entirely self-sufficient. Most of its food is fished from the river, although its citizens have a few safe areas within its limits to grow food and raise livestock. The town is surrounded on all but its western side by a 30-foot high wall. Its western side is exposed to the river. Should the town require it, it can barricade this exposed area at a moment's notice.
- The town is built upon *Aiden's Lance*, a river that runs through the center of the New Empire. It is not the largest town or city in the empire, but its location along the river has made it a prime spot for binder training. An emissary from the empire, *Titus Matthews* (see *Deepflusse NPCs*), has been sent to Deepflusse to train any would-be binders. This has been an on-going effort for the past four months. (The player characters are assumed to be trainees and eventual graduates of this initiative).
- The town is governed by *Lord Forelle Rotte* (see *Deepflusse NPCs*). While Lord Rotte has been awarded the title of baron of Deepflusse by the New Empire, he's scornful of the empire's multiple activities here—its binder training initiative and the miners sent to recover the iron from the mine he believes, by all rights, belongs to him. He's actively trying to rid his town of the empire's agents so he can focus on other matters at hand.
- A constant watch is kept around the city wall by a rotating set of guardsmen, generally ten at a time. A bell is housed in a cathedral at the town's center. In the event of danger, the bell is rung to alert the residents of Deepflusse. This bell is the signal that every able-bodied man able to bear arms should take up a weapon and prepare to defend the town, while women and children secure buildings and hide. Deepflusse can muster a militia of about 400 men in such an event.

POINTS OF INTEREST

AIDEN'S LANCE

Aiden's Lance is the river that occupies much of the town's western border. Docks built out onto the river allow for fishing as well as the launching of boats. The river flows south and slightly east. Though the river does leave the town accessible from its western side, Deepflusse does not see much MajiMonster activity from it. If necessary, residents are able to erect barricades along the wall that cut off access to the river.

1. DEEPFLUSSE WALL

A 30-foot wall encircles the majority of Deepflusse. It's been repaired with each generation, like many walled cities in the world. Ten guard towers are posted along its limits; each is manned constantly with a lookout.

2. BARON'S ESTATE

Lord Forelle Rotte enjoys the largest building in the town, prominently rising above all other structures and visible throughout Deepflusse. The baron bides most of his time here, though the estate also serves the town guard, his servants, and family. Most are denied entrance unless the baron is expecting them.

3. THE WATERING HOLE

Amelia Beatrice's tavern is the first of its kind in Deepflusse, and business is booming as more and more people take the trek between towns. Here patrons can enjoy a warm meal, a stiff drink, and a soft bed for a couple suls. The Watering Hole is currently hosting eighteen men from the New Empire, a mix of novices under Titus Matthew's tutelage and a group of miners.

4. MARKET

Deepflusse has a modest market at the center of the village. Here, characters can sell equipment or treasure worth up to 400 suls in value. Additionally, characters can purchase items worth of up to 250 suls in value. The GM may decide the rarity and affected cost of equipment purchased here, keeping in mind that it is a fairly significant outpost of the Capitol.

5. DOCKS

The docks occupy much of Deepflusse's western side. Boats infrequently travel up and down Aiden's Lance to and from the Capitol, making Deepflusse a popular docking spot for those brave enough to make the trip. A retinue of fishermen can typically be found here to keep the market stocked with fresh seafood.

6. THE CATHEDRAL

The cathedral at the center of town is dedicated to *Nir*, goddess of rivers. Attendants of the cathedral provide aid to those in need and, recently, shelter to travelers that cannot find another place to sleep. The cathedral houses a great bell in its tower, which is rung should the town ever come under attack.

7. FORGE

Lord Rotte insisted this area be transformed into a forge upon the discovery of the iron mine in the catacombs. It becomes the location of the blacksmith Robert Steiner, once he arrives in town.

8. TRAINING GROUNDS

This large, open area has become the New Empire's binder training grounds. Led by Titus Matthews, scores of emissaries from the Capitol congregate here during daylight hours. Would-be binders have been going through grueling physical and mental training, a process that has weeded out all but the hardiest of them. The training grounds have been set up in an area occupied by the town's few farmers.

Deepflusse



Aiden's Lance



9. ENTRANCE TO THE CATACOMBS

A cave under the docks leads to the catacombs beneath the village. To get there, one must descend from the docks to the shore, walking underneath the dock steps and into an exposed area. The entrance to the catacombs is typically manned by guardsman and kept lit by torches, especially since miners have been accessing the catacombs to collect resources from the mine within.

DEEPFLUSSE NPCs

The following NPCs can be found in Deepflusse. NPCs that are also binders have their statistics recorded in the appendix *NPC Binder Statistics*.

AMELIA BEATRICE

Although most towns its size do not see regular travelers, Deepflusse has hosted more outsiders in the past half-decade than it ever has. This gave Amelia Beatrice, a childless woman in her early thirties, cause to transform her home into Deepflusse's first inn. She's appropriately named it The Watering Hole. Amelia is savvy, frugal, and employs a staff of six to ensure the place is clean, the meals are cooked, and the patrons are attended to.

DOLPH "SKIPPER" GORDON

The most recognizable man about town, Dolph "Skipper" Gordon is a seasoned fisherman and is well respected for it. Skipper is a man in his early fifties, with graying hair and a face starting to sag with wrinkles. He wears an eyepatch over his left eye; it's well known he lost his eye to a Foilfin in his youth. He also has a brass pin in the shape of a swordfish upon his cloak. Skipper despises MajiMonsters, but is affable and well-received among the humans of Deepflusse. Even though he mistrusts the binders of the New Empire, he gets along with the player characters.

SPOILER: Skipper is actually a binder, and the driving antagonist of *Echoes of the Lost Empire*. Skipper is the tongue of Deepflusse's cell of the Word of Dhargma. He was indoctrinated and taught blood magic and binding when he was introduced to the cult at a young age, well before the New Empire rose. He keeps a drajule the size of a grape hidden in his eye socket, covered by his eye patch.

GRAM GREENGROVE

Gram is the current captain of the Deepflusse guard, a young up and comer who inherited the position after the former captain, his father, passed away. Gram was unanimously elected among his peers for his kind heart and skill with a blade. The young captain is 25, athletic and tall. He takes his new duties seriously, but is stymied by the baron's orders. He's suspects Lord Rotte's mind is occupied by something other than the safety of his town, and believes he's scheming at something.

TOPHER MARA

With the Age of Binders coming into being alongside the New Empire, towns have grown accustomed to men such as Topher Mara. Called "runners," these men deliver messages from town to town, to and from the Capitol. Topher is 29 years old, lean and lanky with sharp features. He has made several trips from Deepflusse to the Capitol and back over the past four months to

report on the binder training. He owns an auburn steed named *Copperbuckle*.

TITUS MATTHEWS

Titus is a man in his early forties, and has served the New Empire as a ranger for the past two decades. He wears a muted green traveler's cloak and earth-toned clothing. Titus is almost entirely bald, the last vestiges of his hair rimmed behind his ears and the back of his head, and he has a prominent graying beard. Titus is in charge of training new binders in Deepflusse.

LORD FORELLE ROTTE

Deepflusse's baron has overseen the town for sixteen years now. Lord Rotte is a man in his mid-forties, short and plump with a scraggly goatee and silver-rimmed spectacles. He is often accompanied by at least two guardsmen at all times. He doesn't seem to be too concerned with the binder training initiative in town, although he does consider it a nuisance.

SPOILER: Lord Rotte loathes the miners sent from the empire to extract the iron from the newly discovered mine. The baron wants to use the iron for himself, to create items for trade in a time of burgeoning commerce. He's looking for a way to carry out a plan without the emissaries from the New Empire being any wiser.

ROBERT STEINER

The newest resident of Deepflusse is Robert Steiner, as blacksmith sent from the New Empire to make use of the newly found iron here. Robert is in his early fifties. He's a broad, muscular man that doesn't speak much. He's been instructed to begin training apprentices and forging the iron into steel.

AMBER VALENTINE

Amber is young woman in her late-twenties. She dresses ostentatiously in flashy colors, often barefoot with gaudy jewelry and bracelets. She has olive skin and dark hair, and speaks with an accent. Amber comes and goes as she pleases—a trait that has made many residents of Deepflusse suspicious of her. She ostensibly lives out of the wagon she travels with, and sells esoteric goods she collects among her travels.

SPOILER: Amber is actually a binder. She was born with the ability to bind MajiMonsters, and quickly found camaraderie with The Unbound. The events in Deepflusse have attracted the group here, and she's infiltrated Deepflusse by taking the guise as a traveling merchant. Amber tries to keep a low profile—she doesn't want to officially associate with the New Empire, but she is curious about the goings-on of the binder training initiative and the events that happen in town.

SCENES: PART 1



The first part of the adventure establishes the roles of the player characters in the New Empire’s binder training initiative, introducing Deepflusse and its various NPCs. It jumps right into the action with a tutorial duel, and then sets the stage for later drama by allowing the party to become familiar with the village and its residents.

Before beginning the adventure, you can read the following introduction aloud to the players:

The past four months have been a journey. You’ve always known you were a cut above the common folk, and a summer of intense training has proved it. Now, as the fair winds of autumn dance across the field of the training ground, what had been dozens of men and women have been weeded down to the small handful that stand with you this afternoon. You’ve proven that you have what it takes to command Monsters. All your training, all your scars, all the headaches and sleepless nights, and all the times you’ve struggled, have led up to this moment.

The moment you become a binder.

Titus Matthews, your teacher over the past four months, currently stands before you, droning on about the importance of the profession, the respect Monsters are due, and the duty you now have to the Empire. Of course, your hearts are beating too fast with anticipation to really catch every word. Titus is a haggard old man entering old age, his hair has retreated from his head to make room for wrinkles, and he tends to be long-winded.

Normally, the hum of everyday life would cloud the air, but today Titus’ commencement speech is the only sound that can be heard—even the steadfast guards posted along the wall occasionally turn to stare wistfully at the affair.

The ceremony has attracted the attention of almost all of Deepflusse, the river village and nearby region that has served as your home for training. Many of the village’s residents, emissaries from the Capitol, and those that had been dismissed from training have now gathered around to observe, hopeful to catch a glimpse of this magical process and a live MajiMonster.

Monsters—you’ve learned more about them than you ever thought there was to learn. Titus Matthews had you recite countless mnemonics to learn the wild and wonderful traits of creature you’ve only dreamt of, as well as how to care for and train these mysterious beasts.

But beyond books and theories, your training has been hands-on. In the outskirts of town, in a more private and ultimately more meaningful ritual, Titus guided you in carefully choosing, luring, and binding a Monster that would be your closest companion.

This bond is something deeper than any relationship you have had before and more valuable than any wealth you could ever acquire. You have trained hard to get to know your Monster and to earn its trust, learning the most important lesson a binder can learn—that to be true to your Monster is to be true to yourself.

Finally, Titus produces a bundle of cloth, unwrapping it to reveal a set of translucent stones that twinkle in the sunlight. These are drajules, the dragon-jewels once made by maji of old, designed to bind a Monster’s essence. You can pick out your own from the set—the one that Titus had given you to bind your Monster—but notice that it is now set with a finely-wrought steel clasp and chain. Titus moves to each of you, placing the drajule firmly in your hand. It’s heavy with the weight of significance, and you can feel its familiar power beating like a drum through your core. When he’s finished, the old ranger turns to face the lot of you one last time.

“You’ve learned as much as I can teach you, my pupils, and the New Empire is stronger for your service. Let these stones be your shields, not your death warrants; the life of a binder is a dangerous one. Many will come to oppose you who will think nothing of killing you to deny you this power. At least, on this day, I can offer you an opponent who will not seek your head. On this day, your opponent is me.”

With that, Titus unveils his own drajule, affixed to a cord of leather and stowed up his sleeve. He utters a word and a nova of sparks shoots from the stone. When it recedes, a seven-foot behemoth stands before you. Stalag Maul, Titus’ personal MajiMonster, a grizzly bear with rock claws and a stony horn. Its eyes are orbs of molten amber. When it is summoned, it unleashes a roar that makes the onlookers recoil and gasp in fear and awe.

“Now!” Titus shouts from behind the creature, “Show me what you’ve learned! Prove to me that you’re worthy of those drajules! Prove to me that you’re truly binders!”

The drajules the characters receive contain their starting MajiMonsters selected at character creation. This introduction dovetails right into the action in the adventure’s first scene, *Graduation Day*. You can proceed directly to that scene once the introduction is finished.

1A: GRADUATION DAY

This scene begins immediately after the introductory text is read aloud to the players. The players summon their MajiMonsters and make initiative checks. You can describe the process and appearance of each, or allow each player to do so, before reading:

Making your way to the makeshift arena, Stalagmaul stares menacingly in your direction. Your party of MajiMonsters is staring back at it. This is it—the duel has begun!

DUEL: TITUS MATTHEWS (2XP)

MajiMonsters:

Stalagmaul (*Appendix A*) – level 5

Titus could easily overwhelm the party’s MajiMonsters with his own, but that’s not his goal here. Instead, the old ranger is looking to test the party of their individual skills and ability to work as a team. To this end, Titus pulls his punches. He’s willing to rough up the party a little bit, but only to make sure his points hit home.

Keep the following in mind during the duel:

- Stalagmaul doesn’t use Grit to empower attack or damage rolls, although it will spend it for the Brace for Impact action if the Monster is receiving damage more quickly than anticipated.
- If Stalagmaul badly wounds a player’s MajiMonster, it will refrain from attacking the Monster with future attacks unless it has no other targets.
- Stalagmaul does not activate its Reckless trait.
- Titus will only use his *not today!* tactic to keep Stalagmaul standing if he feels the party is capable of finishing the fight. If it’s too close to call, he won’t use the tactic and will allow Stalagmaul to be dismissed.

Throughout the fight, Titus shouts at the party members as different events occur. Refer to the sidebar *Duel Events* for dialogue you can use for the ranger.

The battle concludes when Stalagmaul reaches 0 hit points (without Titus prompting a use of *not today!*) or when only one player’s MajiMonster remains. When the duel ends you can read the following aloud:

The crowd of people erupts in applause. For many, this will be the only MajiMonster fight they’ll ever see. Titus walks through the cloud of settling cloud of dust to approach you.

“Well fought, my pupils. But others will not be as kind as I. There’s much left to learn that I can’t teach you, knowledge you can only gain from cutting your teeth in the Wildlands. Take the rest of the day, and prepare your things; I have a task for you. Meet me by the gate at first light tomorrow.”

Titus dismisses the party and retires to his room at The Watering Hole. The party has the rest of the day to do as they please.

Describing Player Actions

It’s your job as Game Master to describe most of the events that happen throughout the course of the adventure, but there are times when you can hand the job over to the players. This introductory fight is an early opportunity to let players describe how they summon their MajiMonsters, how they handle their drajules, and how they react to the events unfolding. Let them add their own flair—this ultimately deepens their connection to their characters and Monsters.

Duel Events

Titus uses events in the duel to spur the players to work as a team and use strategy. When these events occur, he shouts the following to the players:

A damage roll is empowered against Stalagmaul

“That’s right! Don’t hold anything back!”

Two Monsters enter within 5 feet of Stalagmaul

“Ha! It’ll take more than that to put me on the ropes!”
(referring to Stalagmaul’s Attentive trait)

Stalagmaul suffers damage it is resistant to

“Is that the best you can muster? Just a scratch! You best choose a different attack.”

Stalagmaul suffers damage it is vulnerable to

“Wise choice, that’s how you win! Find your enemy’s weakness and make it suffer for it!”

Stalagmaul uses the Brace for Impact action

“Focus! When I focus, Stalagmaul’s skin is as hard as steel!”

Stalagmaul damages one or more MajiMonsters

“Wounds heal. Thank your Monsters for suffering them in your stead. Now, how will you deal with them?”

Stalagmaul recovers from Titus’ *Not Today!* tactic

“Don’t ever underestimate your foes. This fight isn’t over yet. Stalagmaul, find your feet!”

Introductory Combat & XP

The first duel is designed to give players combat experience in *MajiMonsters*. It allows them to play with different attacks, become familiar with how affinity bonuses work as well as resistances and vulnerabilities, the use of traits, actions in combat, and using Grit. It also shows how XP is distributed to MajiMonsters (though at this point each player only has one MajiMonster to assign it to).

1B: DEEPFLUSSE

After the party finishes its duel with Titus, the players are free to explore the village of Deepflusse and meet its residents. These events take place in the town at any time until the next morning, when the players are expected to meet up with Titus by the town's gates.

The party can interact with almost any NPC in Deepflusse during this scene, but three distinct events should occur: the players meet Lord Forelle Rotte, they're given a gift by Skipper, and a celebratory feast is thrown in their honor at The Watering Hole.

Ideally, the events happen in the order they are presented, but you can adapt them as needed. The players should be given time before, in between, and after each event to deal to any business they have in town as well.

THE BARON'S ADDRESS

While the players are in town, the baron of Deepflusse seizes upon the opportunity to greet them and address the citizenry. You can interrupt one or more player's actions in the town with the baron's arrival.

The clamoring of the village streets drops to a murmur, allowing heavy footsteps and a gentle clopping sound to grab your attention. Villagers move aside as armored men with swords walk past, followed by a spotted palomino. Atop the horse is a round and sour man, covering his protruding gut with fine raiment edged with delicate lace. His silver-rimmed spectacles rest on his bulbous nose above a carefully-trimmed goatee. Even behind the lenses, you can see the disdain in his eyes. This is Baron Forelle Rotte, Lord of Deepflusse, a rare sight beyond the walls of his estate. Throughout all the months you've spent here, you've never seen him in person.

"Good people of Deepflusse," he says to the crowd while looking your way, "today is a marvelous day for the New Empire! We are honored to have heroes among us, the new binders who grace our presence within our walls. I am given word they're to leave us tomorrow, and after so many endless weeks with their company, I feel like family is being sent away. Pray to whichever gods you keep that they do not meet their untimely end in the Wildlands in the teeth of some beast, like so many before them."

The crowd is silent, unsure how to react to Lord Rotte's words. The baron gives a half-hearted smile before continuing. "Worry not, citizens, for we have another new friend sent to us from The Capitol. Allow me to introduce Robert Steiner, our new resident blacksmith. How kind of our glorious emperor to decide how to make use of our iron for us. Master Steiner is going to set up his forge and begin training apprentices. He'll be looking for able-bodied boys and men able to swing a hammer, no doubt."

Emerging from behind the baron's horse is broad and muscular man in his early fifties wearing a laborer's outfit. His face is wind-burnt and covered with salt and pepper stubble. He

advances slowly, guiding a stallion with bags of equipment strapped to it. He doesn't say anything as he scans the crowd in quiet contemplation.

"Ahem," Lord Rotte utters, clearing his throat, "Anyway, carry on now, do not let seeing your good lord distract you from your duties!" With that, Rotte's guardsmen continue to clear a path, as the baron and blacksmith pass through it.

The address is an introduction to both Lord Forelle Rotte and Robert Steiner. An Easy (5) Knowledge (Intuition) check reveals that the baron's passive aggressive comments are based off his annoyance with The Capitol; the baron believes the iron discovered in Deepflusse by all rights belongs to him, and the binder training over the past several months has severely tested his patience.

Lord Rotte escorts the blacksmith through town before leaving him at his forge, then he returns to his estate with his company of soldiers and bodyguards. A party member that observes this can make a Hard (9) Knowledge (Intuition) check. On success, the character believes the baron's actions to be suspicious; this is a man who was not bothered to leave his estate when binders from the Capitol arrived in town, but did so for a blacksmith.

If the party observes Robert Steiner, he begins setting up his forge in the area indicated on the map. If the players approach, will not be willing to discuss much with the party. Steiner is a man of few words; getting his forge ready has him occupied.

A GIFT FROM SKIPPER

Dolph "Skipper" Gordon approaches and may interrupt one or more of the player characters while they are about town to present them with a gift and some advice.

You feel a tap on your shoulder, and after spinning around you are greeted by a warm, smiling face. You recognize it—the face belongs to a man who is something of a legend here, an old sailor turned hero when he saved some children from a MajiMonster that came out of the river. He lost his left eye in the process, and to this day he wears a worn, leather eyepatch. The man may be older than Titus, but he seems as spry as he was in his youth. The man's name is Dolph, but you and everyone in Deepflusse know him as Skipper.

"I saw the show yous put on fer us," he says, his smile revealing yellowing teeth. "Not much of a secret that I hate the things. Trust 'em as far as I can throw 'em, and I know from experience that ain't very far. But this is a new generation fer yous, and without lads like yourselves no one would ever see the green beyond these walls."

Skipper pulls a handkerchief from his pocket, unwrapping it to reveal a barbed and brass hook, intricately carved with strange glyphs. He hands it to you.

"It's old, you can feel its age jest holdin' it, right? Magic too. One of them relics from the Old Empire. Can't find a better hook



A triton's hook

if yous 're fishin' here, and if yous ever find youself aboard a ship it'll put a sailor's head on yer shoulders. I found two of 'em years back on a expedition, and I been waitin' for the right folk to come around to give one to."

Skipper points to his cloak as he finishes explaining. A hook identical to the one he gave you pierces it at both ends around his collar, fastening it together as would a brooch.

The relic that Skipper gives the party is a *triton's hook* (see below). Skipper stays a little while to converse with the party members present. He'll recount his life as a sailor and his days in Deepflusse, but he'll avoid speaking any further about MajiMonsters or the event he's famous for—Skipper believes it to be in poor taste.

New Relic: Triton's Hook

This barbed hook is fashioned from brass and shaped like a Foilfin. While it is on your person, you reduce the difficulty of any check you make related to watercrafts by 1 step. If tied to the end of a fishing line, the hook magically conjures its own bait, a bloody gray chunk of animal flesh. You gain a +1 bonus to Knowledge (Survival) checks you make while fishing with it.

TONIGHT, WE FEAST

In the late evening, Amelia Beatrice prepares a feast in honor of the party and the imperial emissary departing the next morning. The party members are honored guests, and most of the prominent NPCs in the town come to join in the food and revelry.

Deepflusse's tavern, The Watering Hole, is humming with the sounds of merriment and hungry patrons. Tables spill out of the humble building into the streets, with serving maids rushing outside and in to cater to the many gathered here. When you are spotted, one rambunctious boy stands on his chair and shouts "Ere they are, ev'ryone! The binders are 'ere!"

Skipper's Introduction & Relics

The party doesn't know it yet, but Skipper is the driving antagonist in the events of *Echoes of the Lost Empire*. He's the tongue of the Word of Dhargma cell that's infiltrated Deepflusse, and he's patiently waiting for the party and the emissaries from the Capitol to leave town.

The party shouldn't have a reason to mistrust Skipper. He's friendly and helpful, shows them respect, and is well-regarded by the other townsfolk. If the party acts suspicious, Skipper acts like his feelings are hurt and leaves them to their own devices. He doesn't engage in any cult activity while the party is still in town.

Skipper also provides the party members with their first relic. In addition to showing players how the mechanics of magical items work, this foreshadows events to come in the adventure. It's important that the party makes the connection that Skipper uses a similar relic to fasten his cloak, as this will come up later.

The party is given a complimentary meal and the chance to meet most of the major players in the adventure. Amelia has prepared fresh fish, loaves of bread, cooked vegetables, honeyed fruits, and apple mead for the feast. All the food is fresh and delicious.

Scores of people (with the coin to afford it) attend the feast; so many that Amelia is forced to set up makeshift tables outside the inn. If the party asks about who is in attendance, the following NPCs stand out.

Amelia Beatrice

You're well acquainted with the woman in charge—her name is Amelia Beatrice, an unwed and childless woman thirty-some years old. Amelia is sharper than a sword's edge and as hard as tack; it's no wonder her business at The Watering Hole has done well. Tonight, she's busy walking back and forth from tables to help serve food along with an occasional ribald joke. She's generously offered you a free meal tonight; though you're sure the rest of the revelers here will be parting with a fair share of suls tonight.

Amelia is quite busy with the affair, but she's happy to share some words with the party if they wish to speak with her. Amelia knows nearly everyone in attendance, and can point out some of the other NPCs the party may be unfamiliar with.

Gram Greengrove

A young man in well-crafted leather armor stands by the door; his left hand is occupied with the steel helmet of the town guard, while his right is never too far from a sword he wears at his hip. You're not sure if the young guard is still on duty, but he's certainly not as enthusiastic as most of the others here tonight.

Gram is annoyed. He feels that Lord Rotte doesn't take him seriously in his position as the captain of the guard, a role he inherited from his late father. What's more, the baron has

assigned many of Gram's guardsmen to assist Robert Steiner in anything he should need. Gram is worried Rotte is up to something that doesn't have Deepflusse's best interests in mind. He keeps that detail to himself, but he'll hint at it and reveal other information if the party members approach him. Gram is cordial and proper, and perhaps a little naïve. He admires binders, and wishes the best of luck to any party member he speaks with.

Topher Mara

You've occasionally seen this young man gulping down a hearty flagon of ale by the steps. He's a runner, a message boy from the Capitol. He's always to and from Deepflusse on some imperial errand, moving as fast as he can on horseback. It's not the dangerous job it once was, decades ago, but it's still a job saved for brave men and women. It appears no duty tonight calls him away from the feast, as he shares the meal and laughter with many other emissaries in attendance.

As a runner, Topher has plenty of inside information about the goings-on in the New Empire. He's had a couple drinks in him already, and he's not afraid to share his knowledge to impress the party or any young woman in attendance. If a party member approaches him amicably, Topher may reveal any or all of the following information.

- There's been some unrest at the Capitol with a new group of philosophers calling themselves The Weary. These men are petitioning the Emperor for a ruling council to preside over law-making and enforcement, instead of being left to the Emperor's fiat.
- The imperial emissaries in Deepflusse, including Titus Matthews, are returning to the Capitol, leaving the next morning. The party will be sent on another task, though Topher does not know what it is. Topher, however, is supposed to stay in town until the party returns.
- Other towns hosting binder training are performing with mixed results. A town called Lernaia was overrun by a Monster that defeated the trainees and instructor there. Binders from the Capitol have been sent to dispatch it.

Skipper

An old sailor with an eye patch over his left eye is leading a crowd in a bawdy song by the bar. Folks seem to be drawn to him, and occasionally a patron will approach him to offer him a drink.

Party members who were present when Skipper offered his gift to them will recognize Skipper. The old man is surrounded by many villagers, sharing in drinks and song. He prefers the crude lyrics of sailor songs sure to get a laugh from the crowd. If the party was amicable to Skipper when he gave his gift to them, then he talks them up to the other patrons.

Amber Valentine

There's a foreign girl here, a beautiful young lady whose words are tinged with the accent of somewhere far away. She wears loose, colorful clothing and ostentatious jewelry over her olive skin, keeping her dark black hair tied behind a scarf. She's

attracted the attention of several young men eager to impress her, but she keeps stealing glances in your direction between sips of her drink.

Amber is a member of The Unbound, a group of nomad binders unassociated with the New Empire. She keeps the fact that she is a binder a secret, although she does have her drajules hidden among the normal ornamentation of her outfit. She's not ready to reveal her abilities or her affiliation to the party yet, but she does want to converse with them to learn more about the method of binding they learned through in training. Her questions are pointed in this direction, though she feigns it all under the guise of innocent interest.

Amber claims to be a traveling merchant, and invites party members to visit her wagon sometime to buy her goods. If a party member takes Amber up on her offer, she has a mishmash of items collected from different regions available to sell, although nothing worth more than 25 suls in value. She does, however, have a single empty drajule she's willing to part with for 80 suls. The drajule is carved from quartz and woven into a white scarf.

The party can spend the evening interacting with the NPCs. Once they retire for the night, they awake the next morning and you can move on to the next scene.



Skipper

1C: THE RANGER'S TASK

Titus

The next morning, Titus and the rest of the imperial emissaries have gathered by the village's gates to head back towards the Capitol. When the party arrives, you can read the following aloud to the players:

Dawn greets you, and already you can see a bustle of activity at the gates of Deepflusse. Townsfolk are watching and helping as a group of about a dozen men that had accompanied Titus are packing equipment onto horses in preparation for the long ride back to the Capitol. Among them is Titus Matthews, already packed and mounted on a jet black steed. He gallops over in your direction.

Titus is here to give the party his farewell, his regards, and his final task as their instructor. The party is to deliver a drajule to the reclusive scholar Randel Root, better known as The Vagabond. The Vagabond is investigating an artifact discovered in the Narrow Pass, a small canyon in the Wildlands six days march northwest, along the river.

Titus slides off his horse, takes a gulp from his canteen, wipes the water from his mouth and sweat from his brow as he walks over to you.

"Well met, friends. Today we stand together not as teacher and students, but as binders," he says, freeing one arm of his backpack so that it sloughs over his chest. "We'll be leaving back for the Capitol, and I'm sure the baron will be happy to be rid of us. I'm afraid matters will be sending you in a different direction, however. Here."

Titus removes another drajule from his backpack and offers it to you. It's crude and yellow-green, and fastened to a string bound with thistle.

When a party member touches the drajule, he or she immediately is aware that it contains a MajiMonster, and that he or she does not have control over it. It cannot be summoned by the players.

Titus gives a gruff laugh as you examine it. "That belongs to Randel Root, though you may have heard of him as The Vagabond. Your task is to return it to him. He's in the Narrow Pass, the canyon northwest of here. I have no idea what demons drive him so far from the rest of civilization—I know rangers twice my skill that wouldn't want to spend more than few days in the part of the Wildlands that Randel occupies."

With that, Titus gives a whistle, and an emissary scuttles over to him carrying several leather bags, one for each of you. Titus hands them out, and inside you discover traveling rations wrapped in paper, a waterskin, and an empty drajule. Each drajule is opaque white with yellow flecks, bound to a clasped chain bearing the mark of the New Empire.

These new drajules are intended to be the additional drajule received during character creation.

Echoes of the Lost Empire



"There's 14 days' worth of food in there, though it should only take you six to reach the Narrow Pass, where The Vagabond awaits you. Follow Aiden's Lance northwest until you see the ravine, and with any luck you'll find Randel before anything else does.

In a perfect world, I'd be giving you horses, though I'm afraid I have none to spare. I pray those drajules serve you well. Hopefully, the next time we meet you'll have some new Monsters to show me!"

After Titus gives the party the task and equipment, he shakes each party member's hand and wishes them well.

XP REWARD (1XP)

Once the party accepts the task and leaves Deepflusse, award each player 1 XP for role-playing the events of the prior evening and morning. This will be enough to make each of their starting MajiMonsters reach level 2.

MajiMonster Control & Advancement

This scene serves to teach the players how MajiMonster control works; they cannot summon the Monster in the yellow-green drajule Titus gives to them because no party member has control of it.

Additionally, this scene is the first opportunity for the players to advance their MajiMonsters. When a MajiMonster reaches level 2, it increases its hit point maximum by an amount equal to its Health score, and can learn a fourth technique (selected from the Grade 1 techniques on its technique roster).

As MajiMonsters gain additional levels, they gain new benefits. For more information about MajiMonster advancement, refer to Chapter 6 in the *MajiMonsters Core Rulebook*.

SCENES: PART 2

The second part of the adventure chronicles the party's journey through the Wildlands. It's filled with wild encounters, allowing each player to bind a new MajiMonster. It also unveils The Vagabond and his research, which foreshadows the adventure's climax.

2A: THE WILDLANDS

After the party departs Deepflusse, they should head northwest through the Wildlands for approximately six days before they'll reach the Narrow Pass and find Randel Root. There are no roads in this direction, but fortunately the river, Aiden's Lance, flows in that direction. The party can stay on track simply by following it.

DESCRIBING THE WILDLANDS

The path between Deepflusse and the Narrow Pass is a mix of forests and plains that run along the river bank, before giving way to a more arid clime that hosts the canyon the party seeks. There's no read aloud description for the long trip ahead of the characters; you can improvise what the terrain looks like, taking a cue from the environment generated from the Travel Conditions table for guidance.

TIME AND PACE

The party will reach the Narrow Pass on the morning of their sixth day of travel assuming they spend at least 8 hours a day traveling. The remaining time may be spent stopping to rest, take meals, and setting up camp for the evening.

It's also possible that an encounter or traveling conditions will delay the party's arrival. If either would affect the party's pace of travel, the delay is indicated in its description.

KEEPING WATCH

It's assumed that the party is stopping to sleep for the evenings, creating a campsite and taking turns keeping watch for Monsters or otherwise. Bound Monsters might also be used for this purpose. During each night, roll 1d20. On a result of a 1 or a 2, the party is approached by one or more wild MajiMonsters.

In the event this occurs, select one of the wild encounters listed under *Random Encounters* and use those MajiMonsters. Only read aloud the description if a party member is awake for the encounter. While their binders are asleep, Monsters will not roam far, but may revert to some natural behaviors unless well-trained to do otherwise. This is up to the GM's discretion. Also, Monsters may be less specific or coherent in communicating what they have seen, though their general emotions will be easy for their own binder to read. MajiMonsters will always do their best to protect their binders, but they may not always know the best way to do so.

If a wild encounter would result during the next day, you can treat it as no encounter.

TRAVEL CONDITIONS

It's early autumn, and the days are still hot and often rainy. The heat can cause the party to advance at a slower pace, since sudden showers have created quagmires. Additionally, the general tangle that is the Wildlands presents numerous difficulties.

After the first day of travel, which has no adverse conditions, for each day of travel, roll 1d20 and consult the table below for the effect. Each effect has a description you can read aloud to the players. It's possible that the party may experience the same travel condition throughout multiple days of their journey.

TRAVEL CONDITIONS

D20 Result	Condition
1 – 10	No adverse conditions
11 – 13	Rain
14	Mud
15 – 16	Dense growth
17 – 18	Windy
19 – 20	Heat

No Adverse Conditions

The party manages to travel the entire day without experiencing any adverse conditions. They are not delayed unless an encounter they had during the day took up a significant amount of time. If there are no other events, the party may engage in some simple training exercises with their Monsters while traveling.

The sun hangs in the sky all day, the air is crisp, and the ground is easy to traverse. It's a beautiful autumn day and you find that time and distance passes swiftly. Soon you are ready to break and make camp for the night under a clear starry sky.

Rain

A lingering rainstorm clouds the party's vision but it does not delay their arrival. All Interaction (Perception) checks to see have their difficulty increased by 1 step. Knowledge (Survival) checks to light a fire and keep a fire lit are also increased by 1 step. The party may consider finding shelter at night.

You wake in a puddle of water and a constant, pouring rain. Gray clouds blot out the sun and the rain in your eyes makes it difficult to see very far. The soft ground is slippery and miserable to walk through.

Mud

Either due to rain or areas where the river flooded, large stretches of the party's route are covered with thick mud. The party is delayed by one-half day. Any combat that happens during the day has a 50% chance of occurring in a muddy area, in which case all creatures treat the ground as difficult terrain.

During your march, you hear a gentle squelch and feel a tug at your heel. A quick glance down reveals that your boots are enveloped in thick mud—mud that seems to stretch as far as you can see. It will be a slog to get through this mess.



Dense Growth

The party travels through an area that is densely overgrown with scrub trees and thick patches of briar. The party is delayed by 1 half day. Any combat that happens during the day has a 50% chance of occurring in an overgrown area, in which case all creatures treat the area as difficult terrain, or else place obstructions within the battlefield.

Here the Wildlands are truly wild. Time and nature have joined forces to fill this land with dense overgrowth that impedes your progress. You'll need to take some time clearing away the thick tangles of plants in order to pass through the terrain.

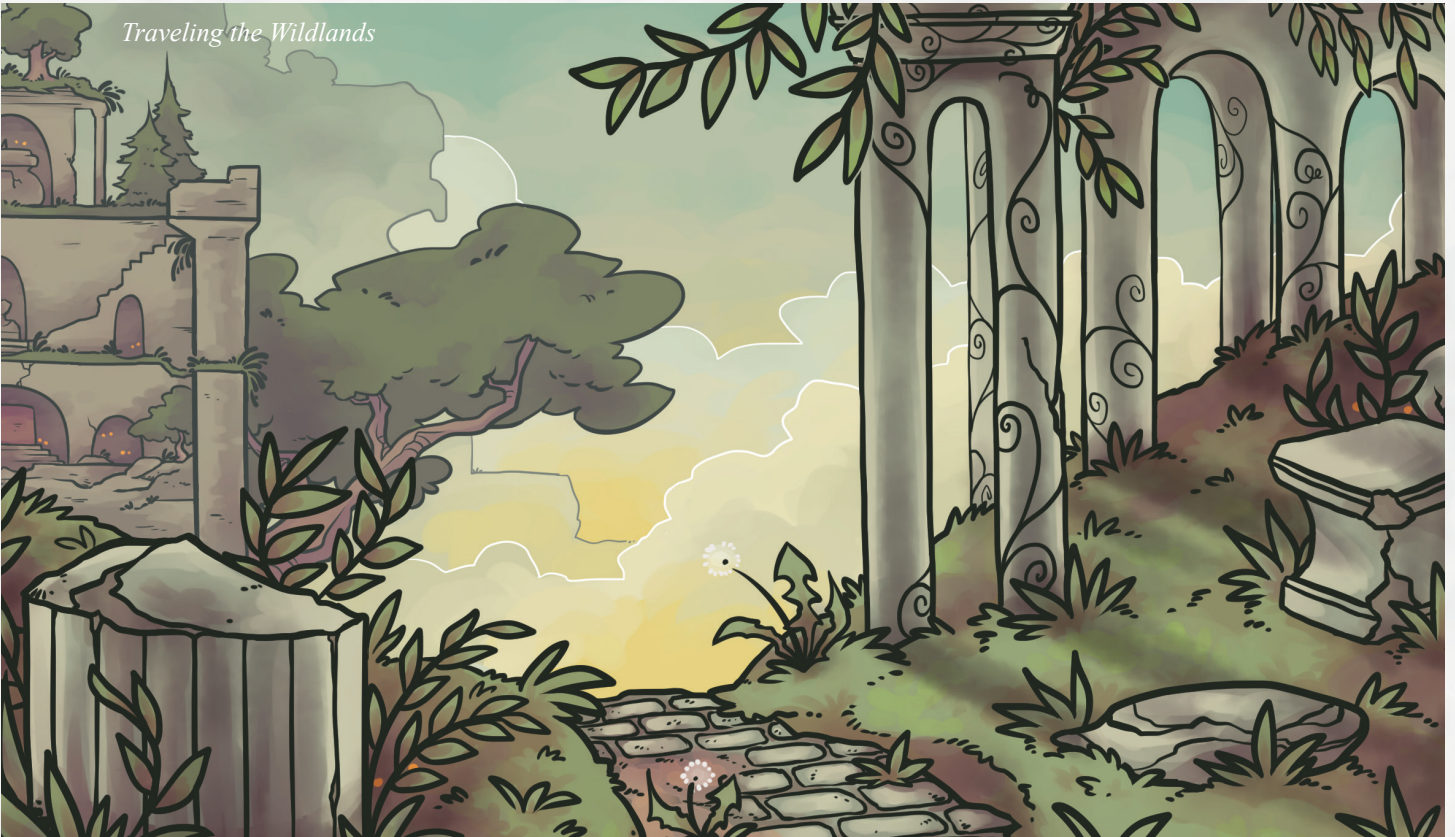
Windy

A persistent wind sweeps across the land all day, making it difficult to hear. All Interaction (Perception) checks to hear are increased by 1 step. The party must shout to communicate.

A relentless wind bites at your face, beats at your back, and swirls all around you. It's forced you to have to shout to hear each other.

Heat

A heatwave full of humid air makes travel sweaty and miserable, and delays the party by 1 half day. During the day, each party member must consume twice as much food and water as normal.



It may be autumn, but summer's shadow lingers. It's unbearably hot today, causing sweat to stream down your forehead and creep into your clothing. You feel like you need a break to cool down and refresh yourself every hour. It doesn't look like you're making it very far today.

RANDOM ENCOUNTERS (4–6 XP RECOMMENDED)

Several different random encounters are possible throughout the party's travel. Each day of travel you can decide whether the party has an encounter or not, or determine it randomly from the table below. Once the party has one of the encounters from the table below, you can remove it from the possible encounters in the future, rerolling any result that would lead to a previous encounter.

RANDOM ENCOUNTERS

D20 Result	Encounter
1 – 4	No encounter
5 – 10	Wild encounter (1 XP)
11	Odd rock formation (1 XP)
12 – 14	Scorched earth (1 XP)
15 – 17	Sudden thunderstorm (1 XP)
18 – 19	Duel: Maisy von Stark & Co. (2 XP)
20	Ancient device (2 XP)

Wild Encounter (1 XP each)

The party encounters a group of wild MajiMonsters. Whether the party is surprised by the Monsters, the Monsters are surprised by the party, both sides are surprised, or neither side is surprised is up to you.

When a wild encounter occurs, use any of the following groups of MajiMonsters. These groups are matched for four party members. You might decide to use more or fewer Monsters depending upon the amount of players in the party. For MajiMonsters beyond level 1, remember to factor in each Monster's additional hit points and new techniques. At the end of each wild encounter, you can award each player 1 XP.

Group 1 MajiMonsters:

- 2 Groundlog (*Bestiary*) – level 1 each
- 1 Puddypus (*Appendix B*) – level 2

Group 2 MajiMonsters:

- 2 Hibisticuffs (*Bestiary*) – level 1 each
- 1 Hibisticuffs (*Bestiary*) – level 2

Group 3 MajiMonsters:

- 4 Doomwing (*Bestiary*) – level 1 each

Group 4 MajiMonsters:

- 3 Aquadukt (*Bestiary*) – level 1 each
- 1 Owler (*Bestiary*) – level 1

Group 5 MajiMonsters:

- 2 Lylybogg (*Bestiary*) – level 1 each
- 2 Statick (*Bestiary*) – level 1 each

Using Random Encounters

In the course of engaging with these random encounters it's recommended that the party gains 4 to 6 XP to distribute to their MajiMonsters before they reach the Narrow Pass. This may allow them the chance to bind a new MajiMonster, and advance their starting MajiMonsters to level 3.

Odd Rock Formation (1 XP)

The party comes across a rocky outcropping, jutting out into the earth bearing odd crystals. These crystals are a manifestation of natural magic: *primal drajules*. The party has an opportunity to harvest one or more of the drajules for their own use.

Clearing the path before you, you come across a large boulder, half buried in the earth. Its exposed side runs with ruptured, glittering veins, each leading to a beautiful crystal jutting out from the rock. It's a precious gemstone, to be sure, and it throbs with magical power.

A character that succeeds a Hard (9) Knowledge (Education) check recognizes the stones as primal drajules, and knows they must be carefully excavated. If the party wants to excavate the drajules, their arrival to the Narrow Pass is delayed by one-half day.

Excavating the drajules requires appropriate tools, ideally a scribe's kit. A scholar of the scribe archetype with a scribe's kit may use their drajulecraft skill to carefully carve the crystal from the rock. After spending the time to study and, the scribe must make a Normal (7) Knowledge (Proficiency) check to avoid shattering the drajules.

Lacking a scribe, the party may work together to assist the most skilled character in the drajules' extraction. At least one character must have some metal tool, such as a metal weapon, a tool from an artisan's kit, or—at least—a crowbar. At the end of the time spent, one character must make a Hard (9) Knowledge (Proficiency) check (this check does not gain a bonus for being assisted).

On a success, the character extracts 1 primal drajule + 1 for each additional difficulty step passed (to a maximum of 3 drajules on a 12 or higher). If the result fails, the drajules are destroyed in the process and cannot be recovered.

The drajules are attuned to the earth, verdant, water, or basic affinity (you can determine randomly for each one successfully excavated).

Whether the party succeeds or fails in excavating the primal drajules, you can award each player 1 XP for the attempt.

Scorched Earth (1 XP)

The party discovers an area of charred earth with strange stone fragments at its center.

You happen upon a black circle spread over the land some fifteen feet in diameter. Waves of heat warp the air above this mysterious ring, and the distinct smell of smoke fills your nostrils. In the exact center there are several shards of what appear to be volcanic glass.

The temperature in the area is hotter than normal, though it can be traversed and explored without consequence. The obsidian

shards are actually fragments of Cinderscale eggs, and can be pieced back together with a little time. A character that spends time examining the fragments can make a Normal (7) Knowledge (Education) check to know the fragments are actually hatched eggs belonging to the MajiMonster.

A clutch of Cinderscale has recently hatched here, resulting in a swarm the party encounters shortly after examining the area. Before the party leaves this area, the swarm converges upon them.

A hissing sound penetrates the air and your attention darts to a three-headed snake, its scales glowing orange with heat, slithering towards you from the east. It's joined by another to from the south. Then another emerges, and another, and another...

CINDERSCALE (SWARM OF 6)

Medium MajiMonster (Fire)

Level 1 / Grade 1

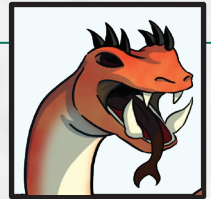
Affinity Bonus: +2

Hit Points: 12 each

Grit Pool: 3

Resistances (-2): Ice

Vulnerabilities: Water



5

oo



4

oo



10

oo



4

oo



9

oo



6

oo

Brawn: 3

Talent: 2

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Many Headed. The Monster counts as two creatures for the purpose of outnumbering opponents and being outnumbered.

SWARM

Grit Pool. MajiMonsters in the swarm do not spend Grit individually; instead, the entire swarm has a pool of Grit that any member of the swarm can spend Grit from.

TECHNIQUES

Fire Breath ♦ (Fire)

Searing Bite ♦ (Fire)

Tail Strike (Basic)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

Encountering Swarms

This is likely the party's first experience with a MajiMonster swarm, described in Chapter 8 of the *MajiMonsters Core Rulebook*. Remember, if a character binds a Cinderscale from the swarm, its combat statistics become those of a normal MajiMonster of its species and level.

Sudden Thunderstorm (1 XP)

A sudden thunderstorm sweeps over the area, forcing the party to rely on wits and survival sense to find shelter.

In minutes, the sky darkens with ominous clouds and rumbling roils in the heavy air. A crack of lightning and the burst of thunder herald a downpour of rain—you'd best find shelter as soon as possible!

The thunderstorm extinguishes open flames, obscures vision beyond 20 feet, and makes it difficult to speak without shouting.

A character attempting to find shelter can make a Normal (7) Knowledge (Survival) check to find a suitable area to keep the party safe from the storm. The check takes about 30 minutes to perform, and each character can perform a different check for such at the same time. If the party finds shelter, they are able to continue onward as soon as the storm passes and are not delayed. If the party cannot find shelter, they become fatigued, waterlogged, and off-course. They are delayed by one-half day.

Whether the party succeeds or fails in finding shelter from the storm, you can award each player 1 XP for the attempt.

Duel: Maisy von Stark & Co. (2 XP)

MajiMonsters:

Wombatant (*Bestiary*) – level 3

Puddypus (*Appendix A*) – level 2

Doomwing (*Bestiary*) – level 2

The party comes across a band of traveling binders led by the tenacious *Maisy von Stark*. Maisy is heading in the opposite direction of the party, southeast towards Deepflusse.

It's about midday when you see a group of people traveling in your direction. Each brazenly has a drajule visible on their person. They're led by a young woman with short, brown hair sporting leather armor and a wicked smile. She waves you down immediately.

"Oy! Looky here? An' I thought we were the only dolts foolish enough to be puttin' our lives on the line out in the Wildlands. You must be binders as well, I suspect. The name's Maisy von Stark, leader of this little troupe 'ere. Tell me, where ya headin' friends?"

Maisy's party is equal in size to the adventuring party. Maisy is happy to chat and may exchange information and trade goods. She also likes to spar, and will challenge the party to a friendly—or otherwise—duel under the stipulation that each binder is limited to 1 MajiMonster (no more may be summoned after the first is dismissed). She's willing to wager 200 suls on her party winning, but she's also more than happy to battle without the coins at stake.

Maisy controls Wombatant, while the others in her party control Puddypus and Doomwing. For each additional party member, add another Puddypus or Doomwing to the encounter until Maisy's side is equal to the party's. Maisy von Stark & Co.'s MajiMonsters have 3 points of Grit each.

If there was a wager and the party duels and defeats Maisy per her stipulation, she graciously hands over the 200 suls she promised. If the party is defeated, she expects to be paid by them. Whether the party wins or loses, you can award each player 2 XP for the attempt. If the party has been friendly to Maisy, she also provides them with directions to a short cut to the Narrow Pass, which reduces their travel time by one day.

Duels With Stipulations

Maisy insists on a fair fight, as do most binders that would engage in a friendly duel. This is likely the party's first experience in a battle with rules or money at stake.

Ancient Device (2 XP)

The party comes across an old and mysterious device in an Old Empire ruin. Examining the device provides an opportunity for the party to find some treasure.

Cobblestones are present in the ground beneath you, sporadic at first until your journey leads you to the ruin of a small building where glossy slate tiles what was once its floor. An odd device protrudes from the middle of the ruin. A stone pedestal, rising three feet high, holds a spoked, iron wheel parallel to the ground.

The wheel is rusted onto the device. If the party wishes to operate the wheel, a character must succeed a Hard (9) Vigor (Strength) check to do so. Each check takes about a minute of time, and can be retried if failed.

Once the wheel is loosened, it can be turned clockwise or counterclockwise. Doing so doesn't appear to have any effect, but each character must make a Hard (9) Interaction (Perception) check the first time the wheel is turned. On a success, the character notices the sound of something mechanical occurring, muffled from the ground below. A character aware of this noise can continue to listen as the wheel is turned, at which point he or she hears a distinct "clicking" noise every so often from the ground as well. A successful Normal (7) Knowledge (Intuition) check informs a character that hears the sound that it is similar to a tumbler falling into place on a combination lock.

The party must work together to spin the wheel in alternate directions until it reaches three consecutive "clicking" noises, at which point the entrance to a secret area is revealed. Doing so requires at least one character to spin the wheel while the others listen for the clicking noise, at which point they instruct the character to spin the wheel in the opposite direction. Any character listening must succeed a Hard (9) Interaction (Perception) check to hear the noise and respond, and the character turning the wheel must succeed a Normal (7) Interaction (Wits) check to react accordingly. If the groups of listeners all fail their checks or the character turning the wheel fails his or hers, the process must be restarted.

If the party is able to complete the task presented, part of the ground in the ruin collapses to reveal a secret area.

The stones scream for a moment and a hiss of air and dust spray outward from the floor. The dilapidated ruin you occupy trembles for nearly a minute as parts of the ground fall inward, creating a staircase leading down into a small lit room. Faded paintings cover the walls. On a raised dais, at the center of this vault is a coffin.

If players choose to take a closer look at the ancient carvings, they find a faded fresco of a magnificent city with large, ornate buildings, bridges, windmills, and aqueducts on a grander scale than you have ever seen. Party members who have been to the

Capitol know that this does not depict the Capitol of the New Empire. Besides that, flying beasts are depicted above the city. Closer investigation reveals that these beasts are lizard-like, with dual-colored wings. Anyone may make a Normal (7) Knowledge (Education) check to identify the city as the capitol of the Old Empire, and a scholar with MajiMonster Lore may make a Normal (7) Knowledge (Education) check to identify the flying creatures as Bestigur, rare Monsters believed to be myth.

If the characters care to open the coffin, they can easily lift the ornate clay lid. Inside the coffin are the skeletal remains of a human covered in what were once sumptuous silks, now reduced to mere threads. Upon its skull are 2 imperials—one over each eye socket. Scattered within are 12 gemstones worth 25 suls each and 1 blood-red gemstone over the breastbone valued at 150 suls. The torch on the wall is an *everflame torch*.

2B: THE VAGABOND

Whenever the party arrives at the Narrow Pass you can read the following aloud to the players:

You've finally come upon the canyon you seek. The air here is dryer, and much of the vegetation has receded to reveal brown and orange earth around you. Six tents stand at the floor of the canyon, huddled together in a grassy area under a trio of ponderosas.

Despite all the tents, the only person here is Randel Root, The Vagabond. Randel has been studying an old maji device called an *oculus*, which he discovered in a cave at the bottom of the ravine. The party can find him there, pouring over his texts and notes. When the party first finds The Vagabond, you can read the following aloud:

Inside one of the tents you find an impossibly big man, close to seven feet tall, round-faced and barrel-chested. He's sitting at a small, makeshift desk covered with unfurled scrolls, lost in thought. Suddenly sensing your arrival, he looks up from his study, giving you a warm smile and a chuckle.

"You'll have to forgive me," he says to you, "I'm not used to visitors and I must have lost track of the weeks I've been out here. You must be Titus' lads, I suspect?"

The party can take the opportunity to converse with The Vagabond. He's happy to share his knowledge with the party; Randel is an imperial scholar studying the MajiMonsters in this region. Recently, there's been a rise in MajiMonster activity in a nearby area, something The Vagabond expects is related to his mysterious find.

Randel has plenty of food and water on hand to share with the party and to refresh their supplies. If asked, The Vagabond can provide each party member with up to 5 days' worth of rations.

DELIVERY (1 XP)

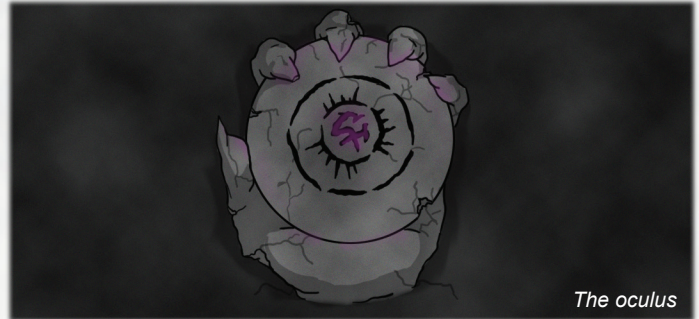
When the party delivers The Vagabond's drajule to him you can award each player 1 XP for completion of the task.

"Ah, thank you, friends!" The Vagabond says as he takes his drajule back from you, staring at it reverently for a moment. "I lent the use of Grassassin to Titus should a dire circumstance arise. I'm glad that it wasn't needed, then.

I can offer you novices a couple drajules as well! I've had the time to prepare a few to break the monotony of my research. All I ask is, if you bind a MajiMonster with one, consider naming it after me." The Vagabond roars with a belly laugh as he finishes his sentences. "Ho ho! I jest! I jest!"

REWARD

When the party delivers the drajule to The Vagabond, he gives them 3 empty drajules in return.



The oculus

THE OCULUS

After the party spends some time conversing with The Vagabond, he invites them to see the object he's studying.

The Vagabond rolls up a couple scrolls from his desk when he turns to you, his face alive with an idea.

"Say, why don't I show you the reason I've been cooking myself to death out here all summer? Another pair of eyes on the thing might help me," he says to you, excitedly grabbing a traveler's pack from a pile of equipment. "Just follow me. It's only a short walk from here!"

If the party members accept, Randel leads them to the cave that houses the *oculus*.

The Vagabond leads you to the back part of this cave, lit by a couple braziers he must have set up some time ago. Just before the wall is a large rock, the side facing you has been carved into the relief of a clawed hand gripping an enormous eyeball. Where the pupil would be is a single glyph you do not recognize. The glyph glows a pale purple aura. The Vagabond looks briefly at it, then to you as you examine it.

"It's an oculus, a seeing stone of the old maji. It has powers beyond the ken of any scholar of the New Empire. In fact, we think that it might even pre-date the Old Empire!" he says, the excitement in his voice palpable. "We've known it's been here for a while, but let the gods take me if we ever figure out how to use it. The glyph at its center started glowing months ago, and that's when they sent me out here. There's no knowing who or what activated it, but it seems to draw MajiMonsters to this place. I've encountered more Monsters in the past summer than I have the rest of my life together. Any thoughts?"

The party can examine the *oculus*, but they cannot discern how to use it. A character can make a Hard (9) Knowledge (Education) check when The Vagabond reveals the name of the device; on a success, the character is aware that the *oculi* were used to by maji to communicate over great distances. However, this particular *oculus* doesn't appear to have anyone or anything attempting to communicate from another location.

DUEL: THE VAGABOND (2 XP)

MajiMonsters:

Grassassin (Stronger Monster) (*Appendix A*) – level 3

After The Vagabond shows the party the *oculus*, he invites them for a meal and to stay the night to rest. He eagerly cleans up the plethora of tools, books, and scrolls haphazardly strewn about the six tents in the camp to provide a comfortable place to sleep if the party accepts.

Whether the party stays the night here or not, The Vagabond will invite them to a friendly duel, assuming they returned his drajule. If the party, for some reason, does not return the drajule or is unable to, The Vagabond is wary of the party and does not challenge them.

“A summer spent in caves, under the canyon sun, and pouring over parchment has given me an aching back and awful sunburn,” The Vagabond says, producing the drajule you returned to him. “I haven’t had a duel in a good, long while, and now seems like a good time to scratch the itch. What do you say? Interested? I’ll take you all on with Grassassin, provided you limit yourselves to one Monster each.”

The Vagabond duels under the stipulation that each party member is limited to one MajiMonster. The Grassassin listed under The Vagabond in the appendix is provided to be equivalent to the power of 3 MajiMonsters, but you can alter its statistics to count as more or fewer depending on the number and strength of the party.

Whether the party wins or loses, you can award each player 2 XP for participating in the duel. After the duel, The Vagabond offers to tutor a technique to any of their Monsters.

Stronger MajiMonsters

Randel's Grassassin is the same Grade as the player's MajiMonsters, but it has more hit points, Grit, and takes more actions in combat than typical Monster of its level. This is to introduce the party to encountering stronger Monsters described in Chapter 8 of the *MajiMonsters Core Rulebook*.

TUTORED TECHNIQUE

If the party duels with Randel, he'll offer to teach any of the MajiMonsters the *verdant claw* technique (a favored technique used by Grassassin).

“Well met! I see the potential Titus surely saw in you,” Randel says, his face beaming from the duel. “Listen, if you like, I’d be glad to teach any of your Monsters the verdant claw attack—could be useful should you need to poison a foe. All I’d need is

The Vagabond



an hour with you. And, of course, the Monster needs claws to learn it.”

If one or more party members accept, The Vagabond tutors their eligible MajiMonsters. The process requires 1 hour per MajiMonster tutored, where Randel trains with it in the company of its binder.

When the party is ready to return to Deepflusse, you can move on to the next scene.

Tutored Techniques

The Vagabond's offer to teach the players' MajiMonsters a new technique impresses upon them that techniques can be learned from sources outside of gaining levels. Additionally, it shows how barred descriptors work; a MajiMonster that has the *claw* descriptor barred cannot learn the attack because it lacks the anatomy to use it.

2C: AIDEN'S LANCE

The Vagabond offers the use of a boat to navigate the river, Aiden's Lance, back home to Deepflusse. This scene assumes the party accepts The Vagabond's offer and does so. If the party does not use the boat to return to the river village, however, they must return on foot (using the travel conditions and possible encounters presented in scene 2A).

BON VOYAGE

When the party is ready to return to Deepflusse from the Narrow Pass, you can read the following aloud to the players:

The Vagabond scratches his stubble for a moment, running something through his head before speaking to you. "You know, I'm probably going to be heading west of here in the next week or so, whenever I wrap up. I had intended to take the Lance down south towards the Capitol, but given the state of things here I'll likely be heading to meet up with another in Kesh for assistance. If you want, you can take my boat down to Deepflusse, and I can pick it up from you there when I make it southward. It'd cut your trip by half or more, if the wind is generous."

If the party accepts, The Vagabond leads them out of the canyon to the banks of Aiden's Lance, where he's stashed a rowboat among a cluster of trees.

Randel shows you to a large rowboat he's pulled under a group of trees by the river bank. It's larger than a typical rowboat, but you imagine that you'll all be pretty cramped after a few hours out on the water. From within its hull The Vagabond pulls out its mast and sail, which has been detached and rolled up like a carpet, and asks for a hand unfurling the large triangular sail and setting into place. You also see a couple pairs of oars sticking out of the boat, as well as a large trunk useful for storing your supplies during the trip.

RETURN TRIP (1 XP)

It takes approximately four days' time for the party to sail and row back to Deepflusse, assuming the party travels for at least 10 hours each day, pulling the boat ashore to rest for the remaining time.

The party is aided by the fact that the river naturally flows in the direction towards the town. The party may arrive sooner, depending upon the sailing conditions each day of travel.

SAILING CONDITIONS

For each day of travel along Aiden's lance, roll 1d20.

16 or Higher. The winds are helpful and the party arrives in Deepflusse one-half day sooner than expected.

10 to 15. The winds provide no benefit to the party to help them arrive sooner, but do not delay the party either.

5 to 9. The winds blow against the party, forcing them to use the oars to row the boat in the desired direction to keep pace. One character on the boat must make a Hard (9) Vigor (Athletics) check while rowing to keep pace; the check can be assisted by up to 2 additional characters, reducing the difficulty by 1 step for each. If the check is failed, the party is delayed by one-half day.

1 to 4. The party has a sailing mishap, such as becoming grounded on a shallow spot in the river, snagged on underwater vegetation, the sail becomes loose on the mast, or the party becomes disoriented. The party is delayed by one-half day.

MAJIMONSTER ATTACK! (1 XP)

On the second day spent on the river, the boat is attacked by a group of MajiMonsters.

When the wild encounter occurs, choose one of the following groups of MajiMonsters. These groups assume that there are four party members. You might decide to use more or fewer Monsters depending upon the amount of players in the party. For MajiMonsters occurring beyond level 1, remember to factor in each Monster's additional hit points and new techniques. At the end of the wild encounter, you can award each player 1 XP.

Group 1 MajiMonsters:

3 Amphiboil (*Bestiary*) – level 3 each

Group 2 MajiMonsters:

2 Voltortoise (*Bestiary*) – level 2 each
2 Terrorpin (*Bestiary*) – level 2 each

Group 3 MajiMonsters:

3 Owler (*Bestiary*) – level 1 each
1 Lylybogg (*Bestiary*) – level 3

Whichever group you choose, an appropriate MajiMonster rises out of the river to jostle the boat. The ensuing battle takes place in the water and sky around the vessel. The water is considered difficult terrain.



Things are going smoothly, until you feel your craft jostle and its bow rise upward violently. From your starboard side there's a spray of water, and the silhouette of something rising from the depths!

The party is surprised by these MajiMonsters. The other MajiMonsters in its group join in the end of the round.

Keep in mind that while MajiMonsters cannot hurt humans while in combat with other MajiMonsters, they can affect physical objects like the boat with area attacks. If any of the Monsters use a highly disruptive technique while on the boat, you can have one or more players use a utility action to keep the boat afloat. The player should make a Normal (7) Knowledge (Proficiency) check to skillfully steer the boat under challenging conditions. If he or she possesses it, the player may apply a benefit to this roll from the *triton's hook*.

If the player succeeds, the boat stays afloat. If the player fails, other players can attempt until the end of the round. If no player succeeds by the end of the round, the boat capsizes and is damaged. All players will have to swim ashore to continue battle and the journey must continue on foot.

ENTERING DEEPFLUSSE (1 XP)

The party returns to Deepflusse just in time to hear the bell sounding from its cathedral, indicating the town is under serious duress.

You see the familiar walls of Deepflusse climb into the air from over the horizon, meaning your long journey is nearly over. You are considering spending a few extra suls at The Watering Hole tavern when you get back, for your favorite meal and a comfortable bed to sleep in tonight. However, as you draw closer to the village you realize that something is amiss. The docks are completely empty, and the cathedral bell is clanging in the air. Something bad is happening.

Difficult Terrain & Fog of War

The encounter on the boat introduces the concept of difficult terrain if the players aren't already familiar with it. The party's MajiMonsters may have to move into the river if they cannot fly to fend off the attackers.

The battle also emphasizes the Fog of War experienced by MajiMonsters in combat. Even though the player characters are confined to the boat when the battle occurs, they're relatively safe from harm. Fog of War is a magical state with various effects, including that human binders cannot be harmed as long as at least one other MajiMonster opponent is in play.

When the party docks at Deepflusse, you can award each player 1 XP to distribute. The action continues in the next part of the adventure.

PLAYER REWARD: SKILL RANKS

Upon finishing Part 2 of the adventure, each player gains 2 skill ranks to allocate to skills they have used or practiced in some way thus far.



SCENES: PART 3

Part Three consists of the party's return to Deepflusse. Here they'll learn of the Monster breach in the catacombs, untangle some of the political plots under way, and ultimately discover the adventure's main antagonist. The majority of this part consists of the party's exploration of the catacombs.

3A: THE BELL TOLLS

The party arrives and is quickly met by Skipper, who gives them a brief rundown of the recent events in town. The party has the option of finding other NPCs for assistance, or moving directly to the catacombs and the next scene.

You pull your craft up to the docks as quickly as you can manage, your heart beating in rhythm with the cathedral bell echoing from the center of town. It's then when you see a familiar figure hurriedly running up the steps; it's Dolph Gordon, Skipper, and he's carrying his cloak bundled under his arm and wearing a worried expression. He blinks a couple times in recognition of you, and then waves you down.

Skipper is worried because he isn't expecting a party full of binders to have arrived at the worst possible time for him. Fortunately, the man is an accomplished liar and is able to improvise a tale he's confident the party will buy.

"You, you're back!" He says, bending over to catch his breath. "You couldn't a picked a better time, either. Monsters! They's 're comin' from that mine, damn the thing! That bastard Rotte did it, whatever in the hells it was, and now the whole town is under a scare. I... I went down there on me own to try an' find the lord and that lad, but I only made it a couple o' steps 'fore the Monsters found me. You's 'll have to forgive an old man for cowardice... I didn't think I could stand to lose another eye."

What the party doesn't know is Skipper was the one who created the breach in the mine, which is part of the plan of the cult he serves. He's cunningly pinned it on Lord Rotte, who the Skipper saw in the mine discussing something with Robert Steiner. The players shouldn't be suspicious of Skipper, but if they request to make Knowledge (Intuition) checks based on the old sailor's story, they believe him; he is a convincing liar beyond the skill of any of the party members to perceive and there's no reason the characters would suspect anything from him.

Skipper had hoped to pull this part of his plan off while the party was away, so their arrival is a thorn in his side. At this point, all Skipper wants to do is escape Deepflusse, but he can't leave while under the party's watchful eye. He'll direct them into the mine or back into town, and then leave while they're preoccupied.

Skipper's breathing returns to normal, and smiles. "Well, they's said you would be the heroes, right? Sos I suspect that's some first-rate heroing you's got youself's in fer. I can show you's the way to the catacombs, and the mines is just a click down the path. Or, you's can settle the other folks in town. I think the only thing I have left in me is me bed."

If the party decides to go directly to the catacombs, Skipper shows them the entrance but will not accompany the party inside. You can proceed to the next scene. If the party travels into Deepflusse to see the other NPCs for information, you can refer to the information below.

THE PARTY GOES TO TOWN

Skipper accompanies the party into town to keep up his ruse, but quickly excuses himself to retire to his home where he needs to rest. He doesn't expect any of the party members to tail him, but he does keep an eye out just in case.

THE BARRICADE

When the party heads into town from the docks, they see the guardsmen have begun putting up the barricade to seal off Deepflusse's wall.

Dozens of men, if not hundreds, are moving back and forth from the edge of the docks and the inner limits of Deepflusse. Squads are carrying enormous pieces of the town's barricade, methodically putting each into place with practiced efficiency. Within a matter of minutes, you expect, the entire town is going to be walled off.

The guardsmen let the party through the barricade, though they're not very conversational. If a guardsman is asked what's going on, he offers the following reply.

"One of ours came back with a slash across his chest that seared him like a hot iron; said he saw the baron come down on some business and then minutes later MajiMonsters were scurrying out of the mine and into the catacombs! Captain Greengrove has a squad down there now, but they ain't no binders! The gods must have an eye for us to see you back; you've got to stop this!"

EMPTY STREETS

No one is in the streets of Deepflusse, giving it the eerie feeling of a ghost town. Most people have returned to their homes or have huddled in the cathedral to wait out the breach.

The town's streets are completely empty, giving it a chilling hollowness that causes the hair on the back of your neck to stand on end.

NPCs

There are three NPCs in town that the party can interact with; Amelia Beatrice, Topher Mara, and Amber Valentine.

Amelia Beatrice – The Watering Hole

The innkeeper can be found at The Watering Hole; she currently has many people hiding inside as they await word on the breach.

The Watering Hole isn't alive with the sound of music and merriment; instead, you find it filled with a cluster of worried townsfolk and sobbing children. Amelia Beatrice shoves her way past the crowd to find you.

"Well, I'll be, and not a day too soon!" She says, her voice devoid of its usual sarcasm and mirth. "I don't know if they told you what's going on down there, but you're the ones to handle it. Don't have room for any more in here anyway!"

Amelia urges the party to leave to seal off the breach in the catacombs. She shares any information she knows, which is very little. However, when the party leaves, she remembers to give them something.

"Wait, wait!" Amelia shouts, running forward with a red, woolen pouch in her hand. "I wanted to give this to you before you left last time, but your whole lot left too early. They'll certainly do you more good than me, right? Someone paid with them a couple years back and I mistook 'em for eyes. Musta' had a couple in me that night."

Amelia's pouch contains 2 *healing lotuses* and 2 *mana blossoms*.

Topher Mara – Deepflusse Cathedral

Topher is currently in the cathedral with many other townsfolk. He's unsure of what to do here. Part of him believes he should leave to inform the Capitol of the events in town, but he's also supposed to await the party's arrival.

The cathedral is brimming with people, huddled together and praying for an end to the current fear. Rising from the back is the young runner Topher Mara, who shouts "It's you!" as he stumbles past others to meet you.

"I wanted to leave to the Capitol, but I was on orders to wait for your return. Now that you're back, I can let the Emperor know. You are going down there to stop the Monsters from coming up, right?"

Regardless of how the party replies, Topher leaves as soon as he's aware they're back in town.

Amber Valentine – Market

The party doesn't find Amber Valentine in the market; she finds them. She knows there's trouble brewing beneath the town but it's more than she can handle alone. The party, however, is a different story. Given the situation, she's ready to reveal herself as a binder.

"Welcome back, comrades" an accented and honey-sweet voice says from behind you. It belongs to Amber Valentine, the foreign woman that comes to market with her cart. She's standing barefoot and dressed in gaudy, colorful clothing, gripping a drajule.

"I too am a binder... I apologize I did not tell you earlier. Now

it seems, there is little choice, no? Monsters will come from the depths of this place to consume it, and these men think their silly swords will stop them. No, no. This is a job for many binders—this is a job for the heroes they told the people of this town you were. Come, I have something to help you."

Amber provides each party member with an empty drajule from her cart. She doesn't have anything else to provide them, but hopes the drajules are useful.

[OPTION] AMBER JOINS THE PARTY

Alternatively, you may decide it's appropriate for Amber to join the party, and it would be particularly appropriate if the party was on friendly terms with her before. If you do, you can replace the second paragraph with the following text. Amber's statistics are in Appendix A.

"I too am a binder... I apologize I did not tell you earlier. Now it seems, there is little choice, no? Monsters will come from the depths of this place to consume it, and these men think their silly swords will stop them. No, no. This is a job for many binders—like us. If you will have me, I will help. I can give you each drajules as well, yes?"

3B: THE CATACOMBS & MINE

The party's trek through the catacombs and mine beneath Deepflusse eventually reveals the true antagonist of the story, even if the party is unclear of his motives. It also provides an opportunity to bind new MajiMonsters and unravel more of the political plots that have been going on in town.

WHAT'S GOING ON?

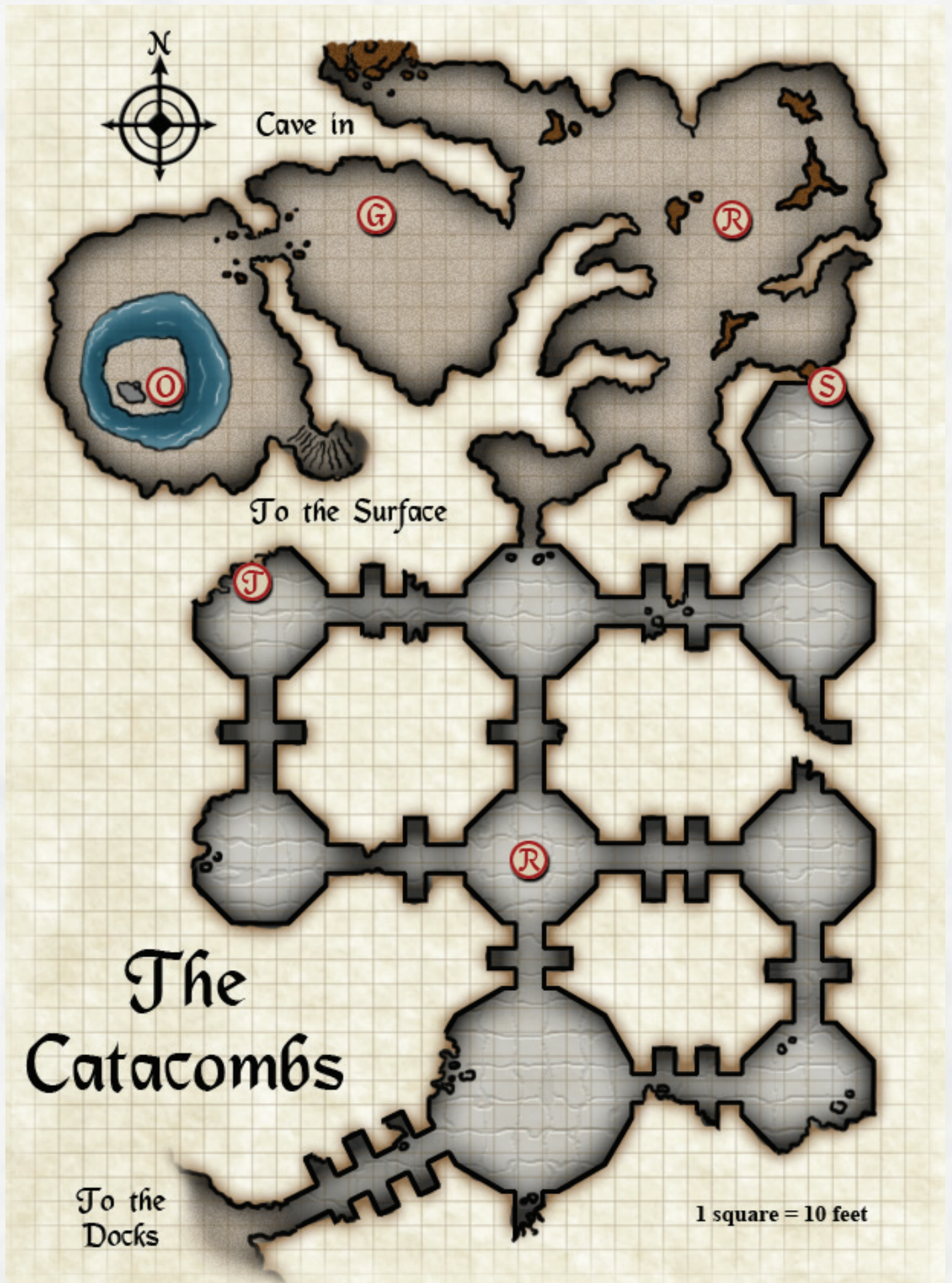
The cavern beneath Deepflusse has been known to Skipper and the Word of Dhargma for a while. They've discovered an *oculus* there and have been using it to communicate with other cultist cells across the region, but also recently discovered that the *oculus* has another ancient use, and this destructive power has formed the center of their plans.

When activated with blood magic, an *oculus* magically attracts MajiMonsters to it. This one, placed in the caverns, would call to the Monsters living deep in the cavern and the earth below, up to the mine and catacombs and, driven mad by its pulsations, to the surface of Deepflusse to wreak havoc.

The Word of Dhargma's plan had been to use the *oculi* spread throughout the land to attract MajiMonsters to undefended towns. This would strain the New Empire, forcing binders from the Capitol to leave and assist the towns under attack. The Word of Dhargma could then invade the Capitol and take over the New Empire.

Skipper was preparing to activate the *oculus* only when the time was right and all other outlying towns were ready for the coordinated strike. However, before his plan could come to fruition, part of the catacombs caved in to reveal iron ore, causing the Empire's attention and miners to get dangerously close to finding the *oculus*.

Fortunately for Skipper, the main entrance to the *oculus* room was sealed off in the cave-in, retaining only Skipper's access via



a hidden hatch in his shack and a secret door in the catacombs. However, he needed to act before the empire unwittingly mined into the area the *oculus* was stationed. So, Skipper waited just long enough for the binders to leave Deepflusse, and activated the ancient device.

After activating its power to attract MajiMonsters, the *oculus*'s magic tore a rift between the cavern where it resided and the mine, enabling MajiMonsters from the bowels of the earth to gain access to the docks and the surface. Skipper then used the *oculus* to inform other cultist cells of his new base of operations and quickly exited.

Lord Forelle Rotte and the new blacksmith, Robert Steiner, were also in the mine at the time the *oculus* was activated, in the adjacent area. The two had been scheming and negotiating about the use of the iron. It was then when Skipper's magic tore a hole in the wall. The mine tremored, the men lost their feet, and caught a glimpse of a silhouetted figure (Skipper) fleeing past them into the catacombs, but they did not have time to see his face. At that moment, MajiMonsters began to tunnel up from underground.

The baron's shouts and pleas attracted the attention of the nearby Gram Greengrove and a squad of guardsmen, patrolling into the catacombs on duty. Some of guardsmen were sent into town to put Deepflusse on alert, while the captain and remaining men boldly descended into the mine to help.

Skipper was able to avoid the guardsmen running to the baron's aid, but when he exited the catacombs he came upon the docks the exact moment the party had returned (the end of scene 2C). It was then he lied, pinning his deeds on the baron, and planned his exit.

When the party enters the catacombs, Skipper is on the way to his new base of operations, a nearby cave that also houses an *oculus*. He's gathered the cultists in town to make sure that the party does not stop him should they survive the catacombs and mine. The party will need to complete the events of this scene before they see through his deception and hunt him down.

THE CAVE-IN

The northernmost area of the mine has recently caved in due to the burrowing Ossifist. The rubble can be cleared eventually, but for now it's sealed off the party's access to other areas.

ENTERING THE CATACOMBS

When the party enters the catacombs for the first time, you can read the following aloud to the players:

Beneath the docks, the river banks lead to an opening in the earth that quickly turns into a worked stone tunnel older than anything in the village above. Crossing under the arched opening you quickly come to a stone room dimly lit by braziers. The walls bear the characteristic grand architecture of the Old Empire with pillars and carved flourishes and the faded remains of what might have once been painted frescos on the walls. Multiple paths lead from here, but in many places cave-ins have reduced the walls to rubble and barred you from entry. A torch has been discarded on the tiled stone floor, still lit but smoldering to embers.

The Dungeon Crawl

Exploring the catacombs and mine beneath Deepflusse pits the party into a dungeon crawl iconic of fantasy role-playing games! The catacombs are usually a fairly safe if unnerving environment, but many dungeons in this world are filled with traps, puzzles, and hazards explorers must contend with. If you like the idea of such obstacles to keep the players on their toes, feel free to add them in!

TREMORS

One of Monsters attracted to the *oculus*, Ossifist, has been burrowing through the area, causing tremors, structural damage, and cave-ins. Ossifist appears as the scene's final encounter, but is foreshadowed throughout the events of the scene.

While the party is exploring the catacombs, Ossifist emerges briefly, causing the ground to tremble and knock the characters off their feet. You can read the following aloud to the players at any point before the party meets Gram Greengrove.

The ground heaves and you find yourself off your feet. The earth and stone beneath you splinters and crumbles, as something beige and bone-like crests through it like a dolphin breaking the ocean's surface. It's gone before you can react, burying itself back underground. The tremor it caused has forced much of the area around you to topple down, creating fresh piles of stone in the area.

ENTERING THE MINE

When the party enters the mine for the first time, you can read the following aloud to the players:

The wall on the north side of this expanse has deteriorated, and large remnants litter the floor. Where it came down, however, reveals a cavern behind it. It's darker in there, but you can see the dim outline of picks, shovels, rope, lanterns, carts, and other mining tools strewn throughout the area. You hear distant shouts and the sound of clanging steel echoing within.

ENCOUNTERS (5 XP TOTAL)

The map of the catacombs is labeled with the following encounters. It's possible that the party can bypass the secret door and technique mark hidden in the catacombs, though the path to Gram Greengrove takes them directly through two random wild encounters.

- G – Gram Greengrove & Robert Steiner
- R – Random Wild Encounter
- S – Secret Door
- T – Technique Mark
- O – Oculus / Ossifist Encounter

RANDOM WILD ENCOUNTER (1 XP EACH)

The party encounters a group of wild MajiMonsters that have breached the catacombs or mine. Whether the party is surprised by the Monsters, the Monsters are surprised by the party, both

sides are surprised, or neither side is surprised is up to you.

When a wild encounter occurs, use any of the following groups of MajiMonsters. These groups assume that there are four party members. You might decide to use more or fewer Monsters depending upon the amount of players in the party. For MajiMonsters occurring beyond level 1, remember to factor in each Monster's additional hit points and new techniques.

At the end of each wild encounter, you can award each player 1 XP.

Group 1 MajiMonsters:

4 Unpossom (*Bestiary*) – level 3 each

Group 2 MajiMonsters:

1 Spiricoot (*Bestiary*) – level 4

2 Panglava (*Appendix B*) – level 3 each

Group 3 MajiMonsters:

2 Sporetan (*Bestiary*) – level 3 each

3 Statick (*Bestiary*) – level 2 each

TECHNIQUE MARK

The Word of Dhargma have used their magic to inscribe *technique marks* on the bare earth exposed in this area. However, in its haste to relocate when the miners arrived, the cult neglected to remove one mark from the wall. The miner's haven't discovered it yet, or, if they have, they've failed to understand its significance.

The wall in the northwest portion of this room has fallen to ruin, giving way to exposed stone. An array of odd pockmarks covers one side of it in a honeycomb pattern, as if someone was chipping out small, coin-sized pieces of rock. However, one such piece seems to have been neglected—it has a glyph inscribed upon it that looks familiar to you.

A character that views the technique mark can make a Normal (7) Knowledge (Education) check to identify it as a *technique mark of crackling strike*.

Removing the *technique mark* from the wall isn't difficult, and there are plenty of discarded tools that the characters can use to do so. It requires an Easy (5) Knowledge (Proficiency) check and requires 5 minutes to extract. There is no penalty for failure except loss of time, but only one character can attempt to extract it at a time. If the characters spend too much time at the wall, you may choose another group of encounters for them to have to contend with.

Technique Marks

Technique marks are yet another way players can customize their Monsters; having a technique which deals lightning damage is going to be an advantage for the adventure's final encounter! Additionally, they're another way of showing a player's choices in technique selection are not limited to those on a Monster's technique roster.

SECRET DOOR

A secret door in the catacombs allows access to the mine beyond it. The Word of Dhargma discovered it years ago, and its members used it to enter into the mines at their leisure. It's largely irrelevant now that a direct entrance into the mine from the catacombs exists, but the door can still be used.

The first time any character enters this room, you can allow him or her to make a Very Hard (11) Interaction (Perception) check in order to notice the seam of the secret door. On a failure, the character detects nothing. If a character succeeds, you can read the following aloud to the player.

There's something wrong with the texture of the wall in this spot. It looks like the same worked stone prominent throughout the catacombs, but the texture is slightly more porous and pale. A less thorough person may have walked right past it, but after taking a couple moments to examine the wall, you're quite certain that you've found a secret door.

Opening the door does not require a check but it does require a couple minutes of trial and error to figure out how it operates. If a character spends 5 minutes attempting to open it, he or she eventually discovers a special tile on its surface. When depressed, the tile unlatches the door, which then can be pushed to swing inwards and allow passage. The secret door is operated similarly from the other side, where it is disguised as a large boulder jutting out from the earthen wall.

GRAM GREENGROVE & ROBERT STEINER (1 XP)

Eventually the party will make their way to the location of Gram Greengrove, his guards, and Robert Steiner, where things have come to head.

Heading down this corridor you hear the sound of steel ringing against steel—the song of combat—and find two men dancing to its rhythm.

The young captain of the guard, Gram Greengrove, is locked in a clash of swords with a bare-chested Robert Steiner, the blacksmith that had arrived to town the day before you left. Both men are scarred and bleeding. Three guardsmen lie scattered about this area, their armor crumpled and their bodies contorted like ragdolls. Propped against the wall is the recent corpse of Lord Forelle Rotte, Baron of Deepflusse. His neck is twisted and his face has turned purple.

“All of us! All of us!” Gram shouts at Steiner, finishing some previous statement. Both are oblivious to your arrival. “How many people up there will have to die for what you've done?!”

Robert parries each thrust with the experience of man who has spent his life making weapons. He clearly has the cooler head here. He knocks back Gram's sword with his own before kicking the captain away and shouting back at him.

“Keep your head and save your strength, man! I already told you I'd nothin' to do with this. I ain't no angel, but I'm no demon neither.”

Lord Forelle Rotte was crushed to death by Ossifist, his demise witnessed by Robert Steiner. Guardsmen had been easily dispatched by the powerful Monster, and Robert Steiner was

the only left alive after the monstrous terror burrowed back into the earth. Robert Steiner was about to flee when Gram arrived to discover the fleeing blacksmith and dead baron, prompting him to confront Steiner. Realizing that the way back out of the catacombs to the docks has been sealed off by the Monsters, now both men feel they are trapped beneath the town.

The party can attempt to diffuse the situation. A character can try to restrain Gram long enough so that the captain calms down. Succeeding a Hard (9) Interaction (Wits) check also allows a character to diplomatically settle the steaming Greengrove.

Robert Steiner's Story

Robert Steiner offers the following words to the party:

"I was down here with the baron, discussing the quality of iron and best methods of extraction, when the ground gave way and burst to pieces. I saw a man run from the other area, but before I could catch his face, Monsters attacked us. Some vile thing of bone and menace crawled its way into here and crushed Rotte, and before I could make an exit this fool here came pointing swords at me for it. There's something old of maji-make in that other area. My hands are for forging steel, not casting spells."

Robert is being mostly truthful, but he is lying about his reasons for being in the mine. A character that listens to Robert's story can make a Normal (8) Knowledge (Intuition) check to note the blacksmith is hinting at a lie in his story. His duties would have nothing to do with extracting the iron, only in its manufacture.

Robert was really down here colluding with the baron to cheat the New Empire by keeping some of the iron for themselves. The baron had purchased Robert's cooperation with an initial bribe of 300 suls, carried in a green pouch tucked away in his belt. If a player doesn't believe the blacksmith's initial story, they can make an Interaction (Persuasion) check contested Steiner's Interaction (Wits) check to get the blacksmith to come clean about the baron's scheme.

"Alright, alright. If it'll help us out of this pit any sooner I'll tell you—your baron paid me to fashion your iron into trinkets he could hock half a world away, out of sight of Zarasul and the Capitol. Here." The blacksmith reaches in his belt and produces a green pouch that bulges with its contents. He throws it at your feet and suls spill out. "Take his damned coins and let's be rid of this place."

Gram Greengrove's Story

Gram Greengrove offers the following words to the party:

"I was on patrol with my men down here when we heard shouts, echoing from mine and the catacombs. I sent Jim and Duncan up to town to warn the others, and we headed in to find this man sprinting from the mines, the baron dead, and the place crawling with Monsters! We couldn't escape, and were driven back here. My men gave their lives today, good men, men who wanted nothing but the best for Deepflusse. But this man and our rotten Lord Rotte must have cast some maji's spell to summon the beasts from the depths below! They've doomed us all."



Gram Greengrove

Gram reports what he believes to be true, even though it's inaccurate. He can, however, see that he's jumping to conclusions and will quell his anger if a character speaking to him succeeds a Hard (9) Interaction (Persuasion) check.

With the party's arrival, the captain and the blacksmith flee to the docks if able. They're willing to put their differences aside until things settle down.

After the party deals with Gram Greengrove and Robert Steiner, you can award each player 1 XP to distribute.

THE OCULUS (2 XP)

When the party enters the area that contains the *oculus*, you can read the following aloud to the players:

At the center of this expanse is a shallow pool of water. It loops around a small island that hosts a stone slab nearly 8 feet tall. The stone is carved in the recognizable relief of a clawed hand holding an eye. In place of the eye's pupil is a glyph, glowing with some energy, casting the image of a cave entrance against the wall. The light of the display reflects on the water, causing a curious glint and shimmer from within.

Earthen Stairway

When the party enters into the area, they discover the natural set of stairs leading out.

A natural earthen stairway extends out of the southeastern portion of this cavern, leading up to the surface.



Robert Steiner

OSSFIST (STRONGER MAJIMONSTER)

Medium MajiMonster (Basic / Mystic)

Level 4 / Grade 1

Affinity Bonus: +2

Hit Points: 176

Grit: 3

Resistances (-2): Mystic

Vulnerabilities: Basic

Bind Resistance: +4



6
oo



4
oo



11
oo



3
oo



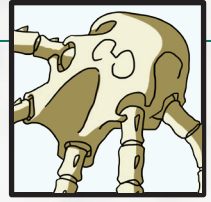
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Brawn: 3
Talent: 1

• Indicates an increase of 1 assigned to the attribute score.



TRAITS

Undead. Ossifist cannot suffer the bleeding, confused, disoriented, frightened, poisoned, and sleeping conditions. When Ossifist 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 (round down).

STRONGER MAJIMONSTER

HP & Grit. Ossifist has been advanced to count as 4 MajiMonsters of its level. Its hit points and Grit have been adjusted accordingly.

Extra Turn. Ossifist gains 1 extra turn each round. This additional turn is always taken at the end of the initiative count.

TECHNIQUES

Clobber ♦ (Basic)

Eldritch Claw ♦ (Mystic)

Solidify (Basic)

Vice Lock (Basic)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

Binding Stronger MajiMonsters

Remember: if a character manages to bind Ossifist, its statistics revert to a normal MajiMonster of its level when controlled by the player.

When the party defeats Ossifist, you can award each player 2 XP to distribute.

Deactivating the Oculus

After defeating the Ossifist, the party can attempt to deactivate the *oculus*. The *oculus* will continue to call Monsters from the earth to it, threatening the structural integrity of the mines and catacombs as well as the lives of the townsfolk above.

Upon investigation, the party easily notices one difference between this *oculus* and the one investigated by the Vagabond: the small hole above the pupil contains a thin brass hex key. It takes only a moment of playing with the key to discover that when turned, the glyph fades out and the image of the cave cast on the wall dissipates. The key may be removed by a player after it is turned. When they do so, the characters notice that the brass key comes to a pinpoint and seems to be covered in blood. No check is necessary. The Monster incursion is over!

RETURN TO DEEPFLUSSE

By the end of the scene, the party should have navigated its way to Gram Greengrove, defeated the Ossifist wreaking havoc underground, and deactivated the *oculus* hidden in the mine. The triton's hook by the *oculus* is a major clue that Skipper is the

Oculus Display

The glyph of the *oculus* casts a projection against the cave wall.

The darkness of the cave makes the projected image bright and distinct. It is the wide mouth of a great cave, actually resembling a yawning grin. Something bright red catches your eye and you notice that the trees surrounding are covered in blood red apples, planted as if to hide the cave entrance.

Triton's Hook

The twinkling object is a brass pin in the shape of a Foilfin another triton's hook. If a character wades into the warm pool to examine it, it looks identical to the one given to them by Skipper.

Ossifist attacks!

Before the party can leave this area, the Ossifist tunnels through the earth to attack them!

Concentric circles begin to ripple the water along with a thunderous rumbling that seems to come from everywhere at once. As soon you realize what's happening, the ground erupts and an enormous bony hand claws its way out of the earth. The index finger of the skeletal hand extends towards you as if pointing and somehow sensing at the same time. You notice that the finger is tipped with the whole skull of an animal. Its fingers recoil into a menacing fist.

Ossifist is a stronger MajiMonster designed to count as 4 Monsters, but you can alter its statistics to count as more or fewer if you prefer.

perpetrator of the recent events, and the image of the cave that the *oculus* displayed indicates where he's fled to.

The party can return to Deepflusse to seek information on the mysterious yawning cave they saw emanating from the *oculus*. They can make their way via the route to the surface from the area with the *oculus*, or retrace their steps back to the dock.

If the party returns to the surface via the earthen steps in the area with the *oculus*, it leads to an area of masonry with a hatch built into a stone ceiling. Opening the hatch does not require a check, but the character opening it feels a bit of resistance from the other side. Once opened, the party piles into a small shack in Deepflusse.

The hatch squeals, opening outward and pushing aside the weight of a heavy carpet and a chair. You find yourself in a dim shack, filled with nets, hooks, fishing tackle, and a strong smell of the river. A single shuttered window lets sunlight from outside filter through in rows, showing the dust dance in the air. A door leads out of here, but it's locked.

The lock on the door can be picked open by a character with thieves' tools on a successful Very Hard (11) Interaction (Guile) check. Each attempt takes 8 minutes. Alternatively, the door can be beaten down. Doing so requires a four successful Vigor (Strength) checks. The first check is Very Hard (11), and the difficulty drops by 1 step for each successive check. Beating down the door only requires 1 minute per check, but is excessively noisy. Once outside, the characters recognize that this is Skipper's shack, which you would have seen from the exterior while training in town.

Once the party arrives back in Deepflusse, you can proceed to the next part of the adventure.

Grade 2

By the end of this scene, it's possible one or more MajiMonsters in the party have been assigned enough XP to advance to level 5, which makes it Grade 2! Advancing in Grade is different from advancing in level, as different statistics are affected. A Monster advancing from Grade 1 to Grade 2 gains the following benefits immediately:

Affinity Bonus. The MajiMonster's base affinity bonus increases from +2 to +4.

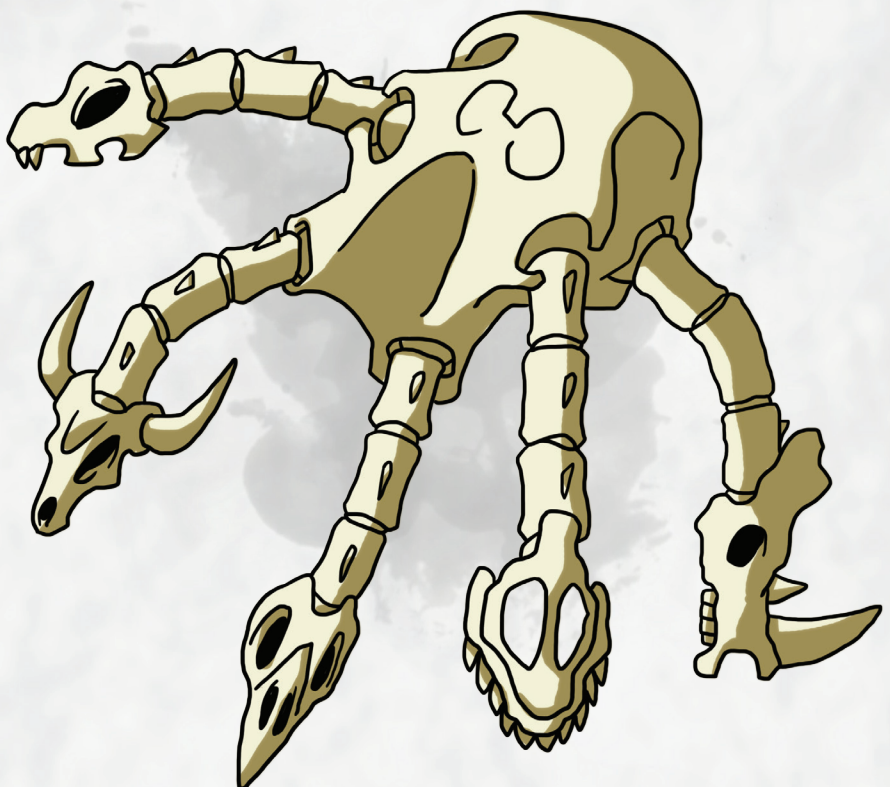
Resistance Value. The MajiMonster's base resistance value increases from 2 to 4.

Empowered Damage. The MajiMonster's base empowered damage becomes +2d6.

Technique Availability. Whenever the MajiMonster gains a new technique, it can now select one from those under Grade 2 in its technique roster.

Scaling Effects. Many items, traits, and techniques scale in effect with a Monster's Grade.

More information on Grade can be found in Chapter 6 of the *MajiMonsters Core Rulebook*.



SCENES: PART 4

The last part of the adventure reveals the identity of the cultists and brings the party head to head with Skipper at the cultists' new base of operation. Defeating Skipper and toppling the cult cell is the only way to ensure the safety of Deepflusse!

4A: PURSUIT

The party returns to Deepflusse realizing that Skipper is responsible for the MajiMonster breach beneath the town. The incursion has stopped, but the party still has questions to answer and matters to settle.

FALLOUT IN DEEPFLUSSE

The revelation of Skipper's actions are difficult enough for the townsfolk to handle, but the death of Lord Rotte creates an immediate power vacuum in Deepflusse that the residents must contend with immediately.

If left to their own devices, the residents will eventually appoint one of their own to lead. Both Gram Greengrove and Robert Steiner are popular candidates, given the former's dedication and loyalty and the latter's connections to the Capitol. This creates a deeper animosity between the men, neither willing to concede to the other.

The party doesn't have time to deal with politics, however. The citizens won't rest easy if they fear Skipper is working against them, and they implore the party to chase after him as soon as possible. But before leaving, if the party gives a public recommendation of who to appoint (besides themselves and from among the permanent residents of the town), their words sway the citizens and their suggested person will become the new baron or baroness while the party is gone.

LOCATING THE CULTISTS' CAVE

The cave displayed by the *oculus* was distinctive in its grinning character. Several people in Deepflusse have picked apples nearby and consequently know its location quite well. A character can attempt a Normal (7) Interaction (Wits) check to find a resident that can recognize the cave by its description and provide helpful feedback. On a success, you can read the following aloud to the player:

"I know the place you're describing—looks like some wicked grin, right? I wouldn't normally have ventured so far out of town, but apples are in season, and I've got a hankerin' for cider. It couldn't be half a day's march away south of Deepflusse, by way of the hill road. It's mostly spruce that grow out there, but you'll see the apple grove soon enough. You can even smell 'em when you're close enough!"

Reaching the cave isn't particularly difficult. It's about 18 miles south of town. The party can get there on foot in about 6 hours without any other encounters. When the party arrives, you can read the following aloud to the players:

You're jittery and anxious. The tension keeps your hands balled into fists as you travel southward. Eventually, smell a sickly sweet odor. Following it, you see rotting red apples littered about the ground and loading the branches. This deciduous grove sticks out from the conifers that otherwise dominate the land. The leaves are beginning to turn gold and some crunch beneath your feet.

Pressed into the hill behind it is the yawning mouth of the cave. Its fiendish smile is unmistakable. It seems to taunt you and you wonder just what unknown terror awaits you within. Just as you steel yourselves to enter, hooded figures emerge from the cave. "Alright then," one says in a gruff tone, "that's far enough."

DUEL: WORD OF DHARGMA CULTISTS (2 XP)

MajiMonsters:

Groundlog (*Bestiary*) – level 4
Panglava (*Appendix B*) – level 4
Sporetan (*Bestiary*) – level 4
Unpossom (*Bestiary*) – level 4

Before the party can enter the cave, they're waylaid by a band of cultist binders, on order to stop anyone from interfering.

The strangers remove their hoods, revealing the faces of nondescript men and women...although you have a nagging suspicion that you've seen them before. And then you remember—they were there in the crowd of Deepflusse for your duel against Titus, celebrating that evening at the Watering Hole, and part of the crowd that saw the imperial emissaries off the day you left for the Narrow Pass. It dawns on you that these are residents of the village, or have at least made a charade of such. You also notice each possesses some mutilation: a missing finger, a sliced ear, a disfiguring scar. Some wounds seem to be fresh and are bandaged, while others have healed and scarred are long ago. They keep their hands in front of them, clearly gripping drajules.

"You should not have come," one says, stepping forward and thrusting his drajule in your direction. "This is where your story ends."

The amount of cultists present is equal to the number of binders in the party. They're not particularly keen on conversing as they are intent on fending off the adventurers so that Skipper can conduct his business.

The listed MajiMonsters are an ideal challenge for a party for four characters; you can remove one or more if there are fewer characters in the party. If there are more than four characters in the party, add additional cultists with Groundlogs until their side is equal to the party's. The cultists' MajiMonsters have 3 Grit each.

The party must defeat the cultists in order to advance to the cave to confront Skipper. If they fail, they can retreat back to Deepflusse long enough for their Monsters to recover. However, the cultists will be on high alert in the meantime and may add another to their number.



To Deepflusse

Hillside Cave

Blood Door

Flooded Expanse

1 square = 5 feet

If the party defeats the cultists, you can award each player 2 XP for the victory. Once defeated, the cultists flee and may offer information and treasure to the party.

Defeated, one of the men topples backwards, choking on words tainted with fear.

“N-no! Don’t kill me! The tongue! The tongue is who you want, yes? Or suls? You can have both for all I care. Let me go and I will give you both!”

DEALING WITH THE CULTISTS

If the party defeats the cultists, they can get valuable information from them. So long as the party’s MajiMonsters are summoned, the cultists will not try to run or escape. If pressed, the cultists could reveal any or all of the following information.

- The group are members of the Word of Dhargma. They do not identify this association as a cult. Instead, they see themselves as revolutionaries. If asked for their names, they reply with words of magic from ancient maji (see *Cultist Names*)
- Their “tongue” is their leader. This is Skipper, though they never refer to him by that name. They speak of their tongue as a powerful person who helps spin the wheel of fate.
- The tongue is inside the cave, but behind a barrier they call the “Blood Door.” The cultists will not reveal precisely how to bypass this barrier, but they reverently say that their tongue has paid “Dhargma’s price” to create it.
- The tongue is using “a blood relic” to call out to others. Once his message is sent, many other cultists will arrive in the nearby area of Deepflusse.
- The cult planned the attack on Deepflusse to draw binders away from the Capitol. They speak of the Capitol, Zarusul, and the New Empire with disdain, calling it “weak” and “blind.”
- The apples growing on the trees are quite delicious but they are sick of eating them by now.
- The cultists insist that the party’s efforts are futile, even as they are defeated. They hint that the cult’s plans are already in motion, even if the party can prevent the tongue from calling others.
- The cultists have a small amount of treasure stored in a chest stashed just inside the cave. One of the cultists has the keys on him and will give you these.

The players will have to decide what to do with the cultists. If they spare their lives, they can escort them back to Deepflusse where they’ll be kept as prisoners. If left to go free, the cultists run to find another cell to regroup. The cultists will relinquish their drajules preventing them from summoning their Monsters, but they will not transfer control of their MajiMonsters to the party, even upon threat of death.

TREASURE

The cultists have a small chest just inside the cave. The chest is locked but can be opened with the cultist’s key, or can be

Cultist Names

Cultists of the Word of Dhargma replace their names with magic words that the maji once used. Language has changed since the reign of the Old Empire and so these names sound very foreign and are unintelligible. The cultists may have had aliases while parading around Deepflusse, but these are not the names they respond to.

If the party demands the names of the cultists, you can use the following examples:

<i>Cha’Urga</i>	<i>Kormon</i>
<i>Galdus</i>	<i>Tir’Umek</i>
<i>Iratoth</i>	<i>Calamak</i>
<i>Phaninos</i>	<i>Xanagar</i>

picked by a character with thieves’ tools succeeding a Hard (9) Interaction (Guile) check. The chest contains 1,285 suls and 5 gemstones worth 30 suls each. Additionally there 3 empty drajules; each is braced in copper, and etched with fine symbols. These are *lesser archdrajules*.

4B: THE BLOOD DOOR

When the party enters the cave, they find passage blocked by an odd barrier seemingly made of blood.

A deep, crimson light washes out from beyond the neck of the cave, the earth and stone around you ruddier because of it. You find it leads to a screen of viscous liquid, blood red in color and glowing faintly with some fell magic. The liquid blocks passage beyond it and is completely opaque; every now and then a ripple emanates from its center, sending a ring of its stuff to the edges.

Though ostensibly comprised of liquid, passing through the door is impossible. MajiMonsters cannot be summoned beyond it either, since the area on the other side cannot be seen. If a character touches or attempts to move through the door, you can read the following aloud to the player:

The liquid coats you like paint, but does not yield. Instead it congeals into something as strong as steel to bar your passage.

OPENING THE BLOOD DOOR (1 XP)

The blood door will only recede for a character that has paid “Dhargma’s price,”—a blood-letting. There are a couple clues that can help the party determine how to open it.

- If the cultists reveal Skipper paid “Dhargma’s price” to create the door, each character can attempt a Very Hard (11) Knowledge (Education) check. On a success, the character knows Dhargma was a prominent old maji associated with blood rituals, but little else.
- A character that inspects the door must make a Normal (7) Interaction (Perception) check. On a success, the character notices a blood splatter by the foot of the door.

Closer inspection reveals the ripples in the blood door do not cause such a splatter to occur, and the blood must have come from a different source.

To bypass the door, a character must willingly draw his or her own blood. Doing so requires the character to suffer 1 hit point of damage, slicing the palm of his or her hand or some other innocuous body part. When a character that does this attempts to bypass the blood door, you can read the following aloud to the player:

A gap grows from the screen as you approach, the liquid parts to allow your passage. You're able to move through it entirely, without it touching you at all.

When the party deduces how to bypass the blood door, you can award each player 1 XP to distribute, and you can proceed to the next scene.

If the party struggles with bypassing the blood door, you can allow the characters to make Knowledge (Intuition) checks at a difficulty you determine, realizing how on a success. In this case, you might want to consider not giving an XP reward for completing the scene.

4C: CONFRONTATION

The adventure's climax occurs when the party confronts Skipper, stopping him before he can send word to others in the cult about his new location and executing the next steps of their plan. When the party arrives, you can read the following aloud to the players.

The cave tunnel twists and turns before it deposits you into a massive expanse, dimly lit by torchlight. The area is divided by a chasm dotted with stone pillars that rise from its depths, each pillar perhaps 5 to 10 feet in width at most.

On the far side of the chasm is a man, standing in front of what appears to be yet another oculus. The ancient device hums and glows with some power, the man clearly in the midst of some ritual for its use. You see blood dripping from his hands. He must have sensed your arrival, because he turns around to greet you just as you spot him. It's Dolph Gordon—Skipper.

"So you've come! What heroes you've turned out to be. Heroes they call you! Fools! I name you puppets. The hand of a weak and ignorant empire guides you!" Skipper's voice is deepened and his choice of words is cruelly competent, betraying the façade of the old, kindly sailor he once playacted. He grabs at his eye patch with one of his blood-covered hands and produces a scepter in the other.

"You know how I lost this eye? It was so I could finally see. It's true, I lost this eye to a Foilfin, but not because it took it from me," he says, removing his eye patch. Lodged in the disfigured socket is a drajule, the size of a grape and vibrant aquamarine. Skipper continues "I gave it willingly!"

A crash thunders within the chamber, and you find yourself suddenly knocked from your feet. Rushing water floods the chasm between you, and rises halfway up your shins. By the time you collect yourself, Skipper has summoned four MajiMonsters, and they are poised to attack.

Echoes of the Lost Empire

"Now!" he shouts at you, his voice twisted with madness and whatever magic he's employing. "See the strength of Dhargma and the might of a true maji! See how feeble your New Empire is!"

CHASM / WATER

The chasm indicated in this area is 20 feet deep. However, when the party enters the area, Skipper employs some magic to flood it with water (refer to the alternative map for the Flooded Expanse). The water is difficult terrain. Though it is only knee deep to the characters at ground level, it provides enough room for MajiMonsters with the Seaborn trait to move freely. The exposed tops of the pillars within the area can be traversed as normal terrain.

DUEL: SKIPPER (3 XP)

MajiMonsters:

Foilfin (*Appendix A*) – level 5

Terrorpin (*Appendix A*) – level 4

Lylybogg (*Appendix A*) – level 4

Aquadukt (*Appendix A*) – level 3

The party must defeat Skipper to ensure the safety of Deepflusse and to end the Word of Dhargma's plan. If they fail, Skipper will attempt to kill them—the stakes are high! When the party defeats Skipper, you can award each player 3 XP for the victory.

SKIPPER'S END

When Skipper's last MajiMonster is defeated, you can read the following aloud to the players:

"Nooooo!" Skipper screams, his voice reverberating and pitched to the point where it is almost alien. "It can't be! I... I am the blood of maji! I can't lose to... I can't be—" Before he can finish, his sole eye rolls back into his head and he faints face first into the water. At the same time, bubbles rush up within the water as it slowly recedes.

The party can attempt to save Skipper simply by removing him from the water. Otherwise, he drowns several minutes later. He remains unconscious for about three hours if rescued.

Skipper can be taken prisoner and returned to Deepflusse. The party can take his drajules, although he will never relinquish control over the MajiMonsters they contain, not even in death. If the party threatens to kill him, he accepts his fate, only asking to return his drajules to the river after his death.

Before leaving the party should notice the active *oculus*. The players can disarm it by using the brass hex key that they gained from the previous scene. Otherwise, they can find another in Skipper's pockets.

TREASURE

Skipper doesn't keep any money on him, but he does have an empty drajule, another brass hex key, and a *scepter of technique mastery: water cloak*.

EPILOGUE

Skipper's defeat foils the Word of Dhargma's plans in the Deepflusse region, and prevents the cultist from sending word to other cells across the empire. For now, the party can return to the river town with a modicum of peace ensured. From here, where their adventures take them is up to you!

PEACE, FOR A TIME

However the party decides to handle Skipper, defeating him means the end of the Word of Dhargma's activity in Deepflusse—at least for the time being. You can read the following aloud to the players in conclusion of the adventure.

A peace has returned within the walls of Deepflusse. The news of your deeds has spread, and you've managed become promising young heroes. It's a dangerous world out there, and you know both men and Monsters are never quiet for too long. For now, though, the citizens deserve a break from fear, and you could use a rest yourself.

A day or so into your rest and recovery, you hear a commotion down by the docks. Blowing a loud horn and shouting your names, The Vagabond clammers to the shore in a makeshift canoe, Grassassin helping him to his feet. As soon as he sees you, he says "the cave—we have to get to the—"

*You all laugh and explained to the well-meaning hermit that you took care of that pesky cultist problem already, and the projection that he saw flickering on his own *oculus* was no longer a threat.*

With a new level of appreciation in his eyes, The Vagabond follows you to The Watering Hole to get a much-needed drink and hear you tell the whole story.

What happens afterwards is up to you, although you should consider providing enough time of peace to allow the characters downtime before moving on to a new adventure (see below).

PLAYER REWARD: SKILL RANKS

By completing the events of *Echoes of the Lost Empire*, each player gains 2 skill ranks to allocate.

PLAYER REWARD: NEW MERIT

By completing the events of *Echoes of the Lost Empire*, you can allow each player to select a new merit as a reward. Merits can be found in Chapter 3 of the **MAJIMONSTERS Core Rulebook**.

DOWNTIME

The characters have a small break from the drama, long enough to utilize some downtime in Deepflusse or wherever

they decide to go following the adventure's events. Example downtime activities can be found in Chapter 5 of the **MAJIMONSTERS Core Rulebook**, though the characters can do whatever they desire.

FURTHER ADVENTURES

Finishing *Echoes of the Lost Empire* doesn't mean the players' adventures are over! Additional adventures may continue the story the players began here. As the Word of Dhargma continues its quest to find Phage, it will not rest or spare any in its path. The party has only discovered the tip of the proverbial iceberg.

You can also consider creating your own adventures for the party to pursue after these events. Suggestions for further adventures are outlined below. These adventure hooks are left to inspire you to create the adventure on your own!

THE VAGABOND'S DISCOVERY

Randel Root hears of the party's deeds and is fascinated by the brass hex key required to deactivate the *oculus*. He experiments on the *oculus* with the key in both the mine and the cultists' cave.

After some experiments, he discovers the magic needed to partially activate it. He believes he's seen another cell of the Word of Dhargma and seeks to the party's assistance in dealing with the troublesome cult!

CALL TO THE CAPITOL

The party receives a letter from Titus Matthews, congratulating them for a job well done in service to Deepflusse. They're to receive a medal of commendation for their valiant heroism from Emperor Zarusul himself! However, when the party arrives, the emperor is strangely missing, and imperial agents are rushing to find him!

TROUBLE IN LERNAEA

Lernaea is a medium-sized town to the east. Like Deepflusse, it hosted a binder training initiative for the New Empire, but was abandoned when the town became overrun by MajiMonsters. A runner from Lernaea arrives in Deepflusse shortly after the characters return, pleading for any binders to assist in reclaiming the town.

THE UNBOUND

Upon witnessing the party's heroic deeds, Amber Valentine discreetly invites them to attend a secret meeting of The Unbound. There, they are given a map of an ancient labyrinth the group has discovered. The Unbound believes a relic of great power lies at the center of the labyrinth, but they need someone brave enough to go in to retrieve it!

APPENDICES

Skipper Revealed

DOLPH “SKIPPER” GORDON

NPC Binder (no archetype)

Authority: 4

INTERACTION 4	KNOWLEDGE 2	VIGOR 3
GUILE 8 (d8s)	EDUCATION 3 (d4s)	ATHLETICS 5 (d6s)
PERCEPTION 5 (d6s)	INTUITION 2 (d4s)	FORTITUDE 3 (d4s)
PERSUASION 5 (d6s)	PROFICIENCY 6 (d6s)	STRENGTH 6 (d6s)
WITS 5 (d6s)	SURVIVAL 5 (d6s)	WILLPOWER 5 (d6s)

SPECIAL ABILITIES

Blood Magic. Skipper can control multiple MajiMonsters in combat at a time.

Strong Soul. Skipper may activate more than 3 drajules each day.

RELICS

Scepter of Technique Mastery: Water Cloak. While he holds this scepter, Skipper’s MajiMonsters can use the water cloak technique in addition to other techniques they know.

SKIPPER’S MAJIMONSTERS

AQUADUKT

Small MajiMonster (Water / Wind)

Level 3 / Grade 1

Affinity Bonus: +2

Hit Points: 38

Grit: 5

Resistances (-2): Earth, Fire

Vulnerabilities: Ice, Lightning



						Brawn: 2
6	2	10	4	10	6	Talent: 4
oo	oo	oo	oo	oo	oo	

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

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

TECHNIQUES

Gale Wing ♦ (Wind)

Storm Aura (Wind)

Wind Blast ♦ (Wind)

Water Bolt ♦ (Water)

Water Cloak (Water)

♦ Damage dealt with this technique includes the Monster’s affinity bonus.



LYLYBOGG

Medium MajiMonster (Verdant / Water)

Level 4 / Grade 1

Affinity Bonus: +2

Hit Points: 36

Grit: 5

Resistances (-2): Fire, Water

Vulnerabilities: Lightning, Wind



						Brawn: 3
4	4	10	4	10	6	Talent: 4
oo	oo	oo	oo	oo	oo	

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Reach. Lylybogg is armed with an especially long appendage, which it uses to make melee attacks that do not specify the *bite*, *claw*, *horn*, *tail*, or *wing* descriptor. Its melee range is 10 feet when making such an attack.

TECHNIQUES

Clobber (Basic)

Leap (Basic)

Spoil ♦ (Water)

Water Cloak (Water)

Wave Strike ♦ (Water)

♦ Damage dealt with this technique includes the Monster’s affinity bonus.

TITUS MATTHEWS

NPC Ranger (*Survivalist*)

Authority: 4

INTERACTION 2	KNOWLEDGE 2	VIGOR 5
GUILE 2 (<i>d4s</i>)	EDUCATION 3 (<i>d4s</i>)	ATHLETICS 5 (<i>d6s</i>)
PERCEPTION 8 (<i>d8s</i>)	INTUITION 4 (<i>d4s</i>)	FORTITUDE 8 (<i>d8s</i>)
PERSUASION 2 (<i>d4s</i>)	PROFICIENCY 6 (<i>d6s</i>)	STRENGTH 5 (<i>d6s</i>)
WITS 5 (<i>d6s</i>)	SURVIVAL 8 (<i>d8s</i>)	WILLPOWER 5 (<i>d6s</i>)

SPECIAL ABILITIES

Cleave. Titus can use a utility action to instruct Stalagmaul to cleave. If he does, Stalagmaul can choose two targets for the next melee attack it uses this turn. Stalagmaul can only apply its affinity bonus as bonus damage to one target.

Not Today! (4/rest). Titus can use this tactic as a response when Stalagmaul drops to 0 hit points. Stalagmaul's hit point total instead becomes 9.

TITUS'S MAJIMONSTERS

STALAGMAUL

Large MajiMonster (Earth / Fury)

Level 5 / Grade 2

Affinity Bonus: +4

Hit Points: 55

Grit: 6

Resistances (-4): Basic, Lightning

Vulnerabilities: Mystic, Verdant



Brawn: 5
Talent: 3

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Attentive. An additional opponent is required to outnumber Stalagmaul.

Reckless. Stalagmaul can use its utility action to gain a +4 bonus to its Brawn score until the end of its turn. Until the start of its next turn it suffers a -1 penalty to its Protection and Discipline scores.

TECHNIQUES

Intimidating Gaze (Fury)

Savage Claw ♦ (Fury)

Stone Horn ♦ (Earth)

Trembling Earth ♦ (Earth)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

Titus also has a Fauxfox and several other MajiMonsters, although statistics for these Monsters are not recorded here. You can use the Bestiary to create additional companions that may accompany the ranger.

FOILFIN (STRONGER MAJIMONSTER)

Medium MajiMonster (Basic / Water)

Level 5 / Grade 2

Affinity Bonus: +4

Hit Points: 90

Grit: 8

Resistances (-4): Fire, Mystic

Vulnerabilities: Fury, Lightning



Brawn: 3

Talent: 1

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Seaborn. Foilfin can breathe underwater and does not treat water as difficult terrain. Foilfin treats all other terrain as difficult terrain, except for environments that would allow it to swim freely. If Foilfin is not treating its environment as difficult terrain, its movement does not provoke withdraw strikes.

En Garde! When Foilfin makes a Strike-based attack, before rolling it can willingly reduce its Strike bonus to hit by an amount up to its Grade. If it does so, it gains a bonus to its Protection and Discipline scores of the same amount until the start of its next turn.

STRONGER MAJIMONSTER

HP & Grit. Foilfin has been advanced to count as 2 MajiMonsters of its level. Its hit points and Grit have been adjusted accordingly.

Extra Turn. Foilfin gains 1 extra turn each round. This additional turn is always taken at the end of the initiative count.

TECHNIQUES

Deflect (Basic)

Horn Strike ♦ (Basic)

Water Blade ♦ (Water)

Water Cloak (Water)

Whirlpool (Water)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

TERRORPIN

Medium MajiMonster (Water)

Level 4 / Grade 1

Affinity Bonus: +2

Hit Points: 44

Grit: 5

Resistances (-2): Fire

Vulnerabilities: Lightning



Brawn: 3

Talent: 2

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Aquatic. Terrorpin can breathe underwater and does not treat water as difficult terrain.

TECHNIQUES

Aqua Bite ♦ (Water)

Bubble (Water)

Savage Claw (Fury)

Water Cloak (Water)

Water Walk (Water)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

RANDEL ROOT, THE VAGABOND

NPC Binder (no archetype) ●●●●●●●●

Authority: 4

INTERACTION 3	KNOWLEDGE 3	VIGOR 3
GUILE 3 (d4s)	EDUCATION 6 (d6s)	ATHLETICS 3 (d4s)
PERCEPTION 5 (d6s)	INTUITION 5 (d6s)	FORTITUDE 5 (d6s)
PERSUASION 3 (d4s)	PROFICIENCY 6 (d6s)	STRENGTH 6 (d6s)
WITS 5 (d6s)	SURVIVAL 5 (d6s)	WILLPOWER 4 (d4s)

SPECIAL ABILITIES

Tutor [Verdant Claw]. Randel can teach the *verdant claw* technique to any MajiMonster that is eligible to learn it. The process requires 1 hour.

RANDEL'S MAJIMONSTERS

GRASSASSIN (STRONGER MAJIMONSTER)

Medium MajiMonster (Fury / Verdant)

Level 3 / Grade 1

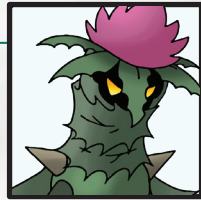
Affinity Bonus: +2

Hit Points: 105

Grit: 6

Resistances (-2): Basic, Water

Vulnerabilities: Mystic, Wind



						Brawn: 3
5	4	10	2	10	8	Talent: 2
oo	oo	oo	oo	oo	oo	oo

● Indicates an increase of 1 assigned to the attribute score.

TRAITS

Lethal. Damage Grassassin deals to a poisoned target is not reduced by the target's resistances.

STRONGER MAJIMONSTER

HP & Grit. Grassassin has been advanced to count as 3 MajiMonsters of its level. Its hit points and Grit have been adjusted accordingly.

Extra Turn. Grassassin gains 1 extra turn each round. This additional turn is always taken at the end of the initiative count.

TECHNIQUES

Combat Roll (Basic)

Duelist (Fury)

Ferocious Strike ♦ (Fury)

Verdant Claw ♦ (Verdant)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

AMBER VALENTINE

NPC Scoundrel (Trickster) ●●●●●●●●

Authority: 4

INTERACTION 4	KNOWLEDGE 2	VIGOR 3
GUILE 6 (d6s)	EDUCATION 2 (d4s)	ATHLETICS 5 (d6s)
PERCEPTION 6 (d6s)	INTUITION 5 (d6s)	FORTITUDE 3 (d4s)
PERSUASION 6 (d6s)	PROFICIENCY 3 (d4s)	STRENGTH 3 (d4s)
WITS 5 (d6s)	SURVIVAL 5 (d6s)	WILLPOWER 6 (d6s)

SPECIAL ABILITIES

Any Means Necessary. MajiMonsters Amber controls reduce the number needed to trigger a condition with their techniques by 1.

Gouge (4/rest). Amber can choose to activate this trick when a MajiMonster she controls hits one opponent with an attack that deals damage. In addition the technique's normal damage, the opponent is blinded until it succeeds a Hard (9) check. While blinded, the target is also disoriented. If the technique had any other effects, they are instead replaced by this effect.

AMBER'S MAJIMONSTERS

STEINMASKE

Small MajiMonster (Earth / Mystic)

Level 4 / Grade 1

Affinity Bonus: +2

Hit Points: 40

Grit: 5

Resistances (-2): Fury, Lightning

Vulnerabilities: Basic, Verdant



						Brawn: 2
5	3	10	4	11	5	Talent: 4
oo	oo	oo	oo	oo	oo	oo

● Indicates an increase of 1 assigned to the attribute score.

TRAITS

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

TECHNIQUES

Maji Bolt ♦ (Mystic)

Shout (Basic)

Stone Bite ♦ (Earth)

Stone Shield (Earth)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

HEALTH 5 STRIKE 4 PROTECTION 10 MAGIC 2 DISCIPLINE 10 SPEED 7

FURY VERDANT

BRAWN 3 SIZE: MEDIUM TALENT 2

RESISTANCES		VULNERABILITIES	
Basic		Mystic	
Water		Wind	

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



STARTING TRAIT

Lethal: Damage the Monster deals to a poisoned target is not reduced by the target's resistances.

OPTIONAL TRAIT (Grade 3)

Scrappy: The Monster gains a damage bonus equal to its Grade against all opponents helping to outnumber it.

Habitat: Temperate grasslands and forests.

Diet: It doesn't appear that Grassassin has a mouth to eat through traditional means. It was guessed that this MajiMonster was capable of photosynthesis like many other plants, but that has since been disproven. It's likely these creatures find their nourishment through some other method.

Grouping: Grassassins rarely associates with other MajiMonsters or even others of their species. If found near others, they are usually always hostile towards them.

Temperament: Grassassins are patient to study new creatures they encounter, but are quick to strike if threatened.

Grassassin is a living plant which stands upright four flexible stalks which support its body. A large leaf flaps over its body like a cloak, and the flower blossoms above its head. Just beneath this flower, a Grassassin's eyes can be seen from the recess of its body. Grassassin's forearms are flexible; it can curl them into claws to manipulate objects, or unfurl each into a long, serrated blade-like appendage.

Grassassins blend in well with grassy terrain, though they grow as tall or larger than most humans once fully formed. They hunt by impersonating large flowers and attacking and unwary prey wander by. Those that have bound Grassassin find it excels in MajiMonster combat; once it has poisoned its target it quickly brings a battle to its finish.

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

Ferocious Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster batters its foe with a menacing attack. A hit target suffers 1d8 + Brawn fury damage.

Fury • Melee

Verdant Claw

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster swipes at its enemy with toxic, plant-like claws. A hit target suffers 1d6 + Brawn verdant damage and is subject to the technique's trigger effect.

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

Verdant • Melee • Claw

Toxic Barbs

Combat action

The Monster covers its body with poisonous barbs. Until the end of the user's next turn, whenever it scores a critical hit with a melee attack, the hit target is also poisoned 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 must pass a Normal (7) check or become poisoned until it passes a Normal (7) check.

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

Verdant

Envenom

Combat action

Target: The user or an ally within 30 feet.

The Monster creates a deadly toxin within the target. Until the end of the user's next turn, the target's melee attacks with the *bite*, *claw*, *horn*, or *tail* descriptor cause a hit creature to also be poisoned until it passes a Normal (7) check.

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

Verdant

TECHNIQUES

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

Starting

Duelist
Ferocious Strike
Verdant Claw

Grade 1

Bramble
Combat Roll
Ferocious Assault
Toxic Barbs

Grade 2

Luminous Beam
Provoke
Riposte
Roots
Thorn Wall

Grade 3

Combat Focus
Envenom
Force Beam
Haste
Ire Strike

Grade 4

Counter Attack
Iron Seed
Ravage
Triple Strike
Wind Prison

Grade 5

Essence Tap
Frenzy
Swift Strike
Verdant Power
Verduous Strike



PANGLAVA

HEALTH 6	STRIKE 3	PROTECTION 11	MAGIC 3	DISCIPLINE 10	SPEED 5												
FIRE				BRAWN 3	SIZE: MEDIUM												
RESISTANCES				TALENT 3													
VULNERABILITIES				HIT POINTS BY LEVEL													
<table border="1"> <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

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Hot, arid climates. Panglavas almost always dwell in volcanically active regions.

Diet: Rodents and large insects. Panglavas eat by catching prey with its sticky, magma-like tongue.

Grouping: Panglavas sometimes form family units of up to eight or more, but are usually encountered in pairs or groups of two or three.

Temperament: These creatures are naturally shy. If encountering anything they perceive as a threat, they curl up into a ball to expose its superhot, rock-hard shell to the predator.

Panglavas are large, anteater-like MajiMonsters; each grows between three and four feet in size. They're distinct for their intensely hot scales and magma-like tongue which quickly flickers from its prolonged snout. Their scales can glow brightly depending upon a Panglava's level of activity; they are ruddy and dull when the Monster is resting, to vibrant and orange when it is at its most active.

Panglavas occupy arid climates and are generally unaccustomed to humans. Binders that encounter a shy Panglava typically report the creature curling into a ball, much like mundane pangolins for which the creature is named. Those that have bound a Panglava though appreciate its defensive qualities; the Monster's armored carapace and ability to shrug off pain is a most useful talent.

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

Searing Claw

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster swipes at its foe with its burning-hot talons. A hit target suffers 1d6 + Brawn fire damage and is subject to the technique's trigger effect.

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

Fire • Melee • Claw

Smoke Blast

Combat action

Attack: Magic vs. Discipline

Target: One creature within 15 feet

The Monster sends plumes of fire-hot smoke toward its opponent in attempt to sear and blind it. A hit target suffers 1d6 + Talent fire damage.

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

Fire • Ranged

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

Magma

Combat action

Attack: Magic vs. Discipline

Area: 20-foot line emanating from the user

The Monster hurls a line of magma at its enemies. Each hit target in the area suffers 1d8 fire damage and is subject to the technique's trigger effect.

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

Fire • Area • Line

TECHNIQUES

Barred Descriptors Horn, Wing

Starting

Iron Resolve
Searing Claw
Smoke Blast

Grade 1

Blaze Strike
Combat Roll
Fireball
Strange Spittle

Grade 2

Anchor
Cauterize
Flame Cloak
Flame Strike
Magma

Grade 3

Black Fire
Fire Missile
Scorching Breath
Slow Strike
Stoneskin

Grade 4

Erupt
Fire Purge
Inhibit
Incendiary Strike
Rain of Ashes

Grade 5

Exclude
Fire Power
Inferno Strike
Landslide
Raze

HEALTH 4 STRIKE 3 PROTECTION 10 MAGIC 3 DISCIPLINE 11 SPEED 6

BASIC EARTH

BRAWN 3 SIZE: SMALL TALENT 3

RESISTANCES		VULNERABILITIES	
Lightning	Fury		
Mystic	Verdant		

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



PUDDYPUS

STARTING TRAIT

Steadfast: The Monster cannot be moved by an opponent's techniques or traits.

Habitat: Most freshwater locations; Puddypus generally congregate by rivers, lakes, and ponds with earth banks and overhanging vegetation such as tree roots or vines.

Diet: Carnivore. Puddypus are nocturnal and hunt crustaceans, earthworms, shrimp, mollusks, and small fish at night. They'll also eat fish eggs if they come upon them.

Grouping: Mated or in groups of four or more called molds.

Temperament: Timid, Puddypus generally flee at the first sign of danger.

This ostentatious MajiMonster was thought to be a hoax when first discovered by scholars... a creature which combined the paws of an otter, the bill of a duck, and the tail of a beaver. What's more, Puddypus's skin is covered with a clay-like, malleable substance, offering it uncanny resilience and allowing it to settle comfortably wherever the creature goes.

A Puddypus can be quite sheepish when first encountered, but this MajiMonster quickly warms up to a binder willing to show it care. It's heart is easily won through its stomach, and those that offer it food quickly find a friend and companion.

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

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

Tail Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster slaps its opponent with its tail. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Tail

Assault

Combat action

Attack: Strike vs. Protection

Target: One creature in 30 feet

The Monster launches a projectile at its foe. A hit target suffers 1d8 + Brawn basic damage.

Basic • Ranged

Store Power

Combat Action

The Monster concentrates to store its power for an upcoming attack. The user gains 1 charge of stored power after resolving this technique. Charges of stored power last until the end of the user's next turn or until the Monster makes a damage roll. Each time the Monster maintains the effect, it gains an additional charge of stored power. A Monster can have a number of charges of stored power equal to its Grade.

When the Monster makes a damage roll while it has 1 or more charges of stored power, it expends all of the charges it has and adds 1d8 to the damage roll per charge expended. If a technique has more than 1 damage roll that occurs at the same time, such as for an area attack, the user chooses which target the extra damage applies to. Once the charges are spent, this technique expires and cannot be maintained.

Maintain: The Monster can use its utility action to maintain the effect. Each time the Monster maintains the effect, it gains an additional charge of stored power.

Basic

TECHNIQUES

Barred Descriptors Horn, Wing

Starting

Assimilate
Mud
Tail Strike

Grade 1

Assault
Mending
Solidify
Stone Tail

Grade 2

Boulder Assault
Hammer Tail
Imperviousness
Unyielding Form
Whirlpool

Grade 3

Geyser
Iron Strike
Sting
Store Power
Up roar

Grade 4

Deluge Breath
Diamond Strike
Medusa's Gaze
Monstrous Tail
Mud Spray

Grade 5

Basic Power
Earth Power
Paragon
Tectonic Strike
Water Cannon