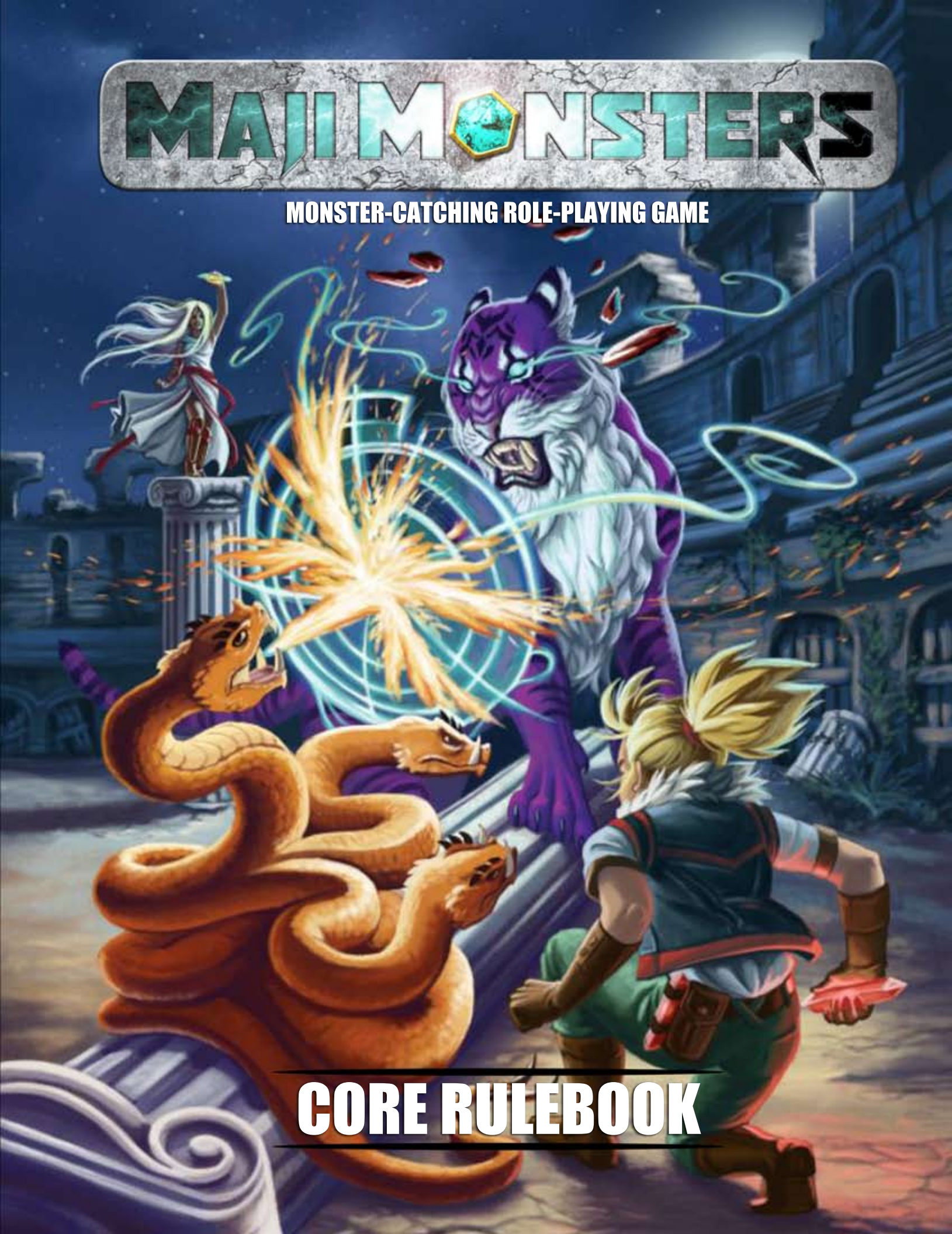
MAJI MONSTERS

MONSTER-CATCHING ROLE-PLAYING GAME



CORE RULEBOOK

Maji Monsters

MONSTER-CATCHING ROLE-PLAYING GAME

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A Word From the Knights

This book wouldn't be in your hands if it wasn't for you. **MajiMonsters** is a project that has seen us through nearly half a decade. It's a project that was there for us when we took on new careers. It was there when we asked the love of our life to marry us. It was there the first day living in our new homes, it was there to celebrate with us when our children were born, and it was there to mourn with us when our loved ones passed away.

MajiMonsters will always be more than just a game to us; it represents (quite literally) chapters of our lives. Your generosity in bringing this dream to life can never be repaid in whole. We hope you fall in love with the characters you make, the Monsters you meet, and the stories you're about to experience.

We know we love ours.

From all of us here at Late Knight Games,

THANK YOU!

Contributors

In the Bestiary, you'll note some MajiMonsters are noted with a green "K" badge. This indicates the Monster was developed by one of our top contributors. If you find this MajiMonster breathing down your party's neck, you know who to blame.

Gold Contributors

Mark & Wendy Stokes

From the dark corners of Mark's mind, *Shadowwodahs* has crept onto these pages!
Don't let it lure you in!

Marcus Doyle

From the cold stretches of Marcus' imagination comes the cute, yet pointy, *Glaishard*.
Watch where you pet it.

Zac Hassid

Zac's generous donation helped make this game a reality.
You should name an NPC after him (we have!)

Silver Contributors

Family Dinner Night
This contributor group, colloquially known as "FDN," introduced the voracious (and aptly-named) *Effdien*.
We hope you brought your appetite.

Ryan Elensar
You have Ryan to thank for the cold-hearted *Icewight* that stalks the arctic reaches.

Kevin Glusing
The enormous *Geoyeti* has found its way from the *Kingdom of Monsters* and Kevin's imagination to shake things up!

Mario Karcher
Mario has developed the rock-solid *Avatoise* for your binders to contend with. Whatever you do, don't point at it.

Grace Medley
Rising from the deep waters of Grace's minds comes the electrifying *Bloosh*! Don't let it get ahold of you!

Julien Porto & Megan Sulewski
Julien and Megan have created the tandem *Dracolux* and *Tigrumba*.
Each is strong on its own, but incredibly powerful when paired together.

Randy Smith
The sky is split asunder by Randy's *Bestigur*, which casts a large shadow over the land.

Ian Upton
Grab your belongings and make sure everything is still in your pockets–flying out of Ian's mind is the kleptomaniac *Batpack*!

Blake Wicklund
Blake imagined the dual threat of the *Manders of the Way*, making things very hot or very cold depending which one you meet!

Nigel Wright
As if you needed another reason to be afraid of scorpions, *Nigel* has created the dangerous *Scorpivine*!

The York College of Pennsylvania Roleplaying Games Club
For whom we crafted the skilled *Sporetan*, fighting in your honor.

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A Long History, in Short

Centuries ago, before much of what was known of the world was lost, the land was home to a dominant empire ruled by *maji*—men and women that could wield magic. Referred to simply as the "Old Empire" today, the maji who ruled this empire had the goal of forging a mighty weapon—the creation of *dragons*.

"Dragon," by maji terms, meant any natural beast infused with magic, making it stronger and more powerful, but also enslaved to the maji's will. The maji created their dragons from the tiniest fleas as well as the immense clouds in the sky, but also forged entirely new and truly monstrous creatures through the process.

To control their new creations, the maji attempted to magically bind the essence of each to magical crystals called *dragon jewels,* or *drajules*, as they are now called. Whosoever wielded one of these crystals had utter dominion over the dragon bound to it...at least, that was how they *intended* them to work.

These first binding rituals were flawed. The maji had mixed success with binding their creatures to their drajule, and their failed attempts resulted in doom for the empire. The beasts had become too powerful and too many, too quickly.

The Old Empire was ravaged and overrun. Those surviving its fall fled to walled towns or cities to protect themselves. The maji fell into disgrace, their order disbanded and the practice of magic was formally banned by the last of a long line of emperors. The dragons became known as *MajiMonsters*, a title which simultaneously blames the maji and decries their creations. Today, MajiMonsters are de facto rulers of the Old Empire's ruins. Traveling beyond the safety of a wall meant encountering one of these wild creatures, which was synonymous with death.

Hundreds of years passed, and all of humanity kept refuge behind a wall. The details of the empire's fall as well as its cultural advancements became lost to the obscurity of time, but the living reminders of the maji's folly remained in the untamed expanse beyond the safe towns and cities. These dangerous ruins of the Old Empire became known as the *Wildlands*, and there only the MajiMonsters were king. The Monsters had bred, evolved, and changed since the days of their inception, making them even more diverse and more dangerous than before.

For a long while, mankind lived in seclusion and on the brink of extinction. Being walled up brought with it the disastrous consequences of disease and famine. Whole towns and cities were wiped out if the harvest failed, if winter storms raged too cold, or if sickness brewed from within. With no communication and no central leadership, the survivors of the land grew insular and suspicious of outsiders. Hedge rulers, isolated fiefdoms, and cults took advantage of the isolation and the remaining citizens who lived in fear of the magic and Monsters beyond the walls. Life was bleak for a very, very long time.

When mankind needed it most, the *Reawakening* occurred. Determined to bring the empire back into glory, *Zarasul the Renewer* declared himself the new ruler of the empire—bringing with him usable drajules and a new binding process, one that would not be corrupted. The transitional period was fraught with difficulties, as the New Empire attempted to unify the masses and teach them to trust the magic they had loathed their entire lives, but it was ultimately fruitful. Before long, the new emperor had a legion of knights set to reclaim the kingdom and forge a new age of prosperity. These brave men and women each served with drajules in hand, binding MajiMonsters to them and using their new companions to defend themselves in the Wildlands. The *Age of Binders* had begun.

Now is a time of opportunity. With the increasing acceptance of magic and the success of knights spreading knowledge of binding techniques from town to town on the backs of riders, humanity has started reclaiming history. More and more binders step up to the task each day, but nothing is assured. The Wildlands are vast. The ruin-filled wilderness hosts those actively working against the efforts of the New Empire; cultists, brigands, and loyalists to the old ways of the maji have carved their own hideouts in the unknown reaches. But far more terrifying are the Monsters—in the untamed Wildlands, who knows what weird and powerful creatures may be found there?

Yes, yes. This is more or less accurate, if not a little sparse on the details. It's difficult to summarize what could be half a millennium's worth of history so succinctly, and even the most learned scholars dispute how much time actually separates the Old Empire and the New. One thing is for sure, however—every day we learn more about the present from the echoes of the past. I've taken to overlook this text—should future binders seek its wisdom, we must ensure that it is truthful. I'll also include excerpts from Hurin's journal, now that we've recovered it.

–Rell

Here There Be Monsters

The heart of the **MajiMonsters** role-playing game is, of course, Monsters. It is a game about a fantasy world overrun by creatures of unimaginable power, and the heroes that rise to conquer these beasts. A hero can capture these Monsters in order to train them and call upon them for assistance. That hero is *you*.

Unlike childhood versions of make-believe, **MajiMonsters** provides structure to the way this story unfolds, and a clear-cut way of determining if your hero's fantastic deeds succeed or fail. Players use dice to determine whether their characters can escape a burning building before it collapses, sneak past the sleeping guards in the old barracks, outwit the corrupt magistrate with a cunning lie, find a clue to solving an ancient puzzle box, bind a Monster into their service, or perform any other amazing feat.

In **MajiMonsters**, each player creates a character who teams up with other characters (played by other players in the game). Players and their characters must work together as they explore the world before them, matching wits with its inhabitants, unearthing ancient tombs, battling their Monsters, and discovering treasures stowed away for centuries. Anything is possible!

One player assumes the role of the game's referee and narrator, called the **Game Master** (**GM**). The GM creates the adventures the characters embark upon, but it's up to the players to explore them. The GM might describe a decrepit hallway, filled with dust and cobwebs, ominously lit by torchlight coming from its far end. How the characters respond to this scenario is up to the players—they may boldly proceed down the hallway, undeterred, or they may send a scout to investigate. They may be so intimidated that they turn tail and run to safety!

Whatever the characters decide, it's up to the GM to determine the results of the characters' actions and what they experience. Maybe the characters discover the stone tomb of a long dead wizard on the other end of the hallway, with an odd crystal lodged into its lid. Maybe a Monster is guarding this hall. Maybe the crypt is entirely empty, the target of grave robbers long ago!

MajiMonsters is a game without end, and there are really no winners or losers to be found here. Everyone wins by getting to experience the story together, and when one story ends another can begin. Sitting down to play **MajiMonsters** usually isn't a one-time affair. Most people will continue to run adventure after adventure for weeks, months, or even longer. These extended sessions, writing the characters' tales, become what is called a **campaign**. A campaign can easily last years before it is finished, players meeting every so often to pick up where they left off.

Using This Book

The **MajiMonsters** *Core Rulebook* is divided into four parts:

Part 1 contains all the information you'll need to create a character to play. This includes the step-by-step process of character creation, the classes and archetypes he or she can take on, and different merits and equipment available to customize your character even further. It also contains information on different tiers of play, and provides an overview of the different MajiMonsters available for your character to begin his or her career.

Part 2 covers the rules of how to play **MajiMonsters** in great detail. It explains conventions used when rolling dice, what the statistics of Monsters and characters mean, and the ins and outs of MajiMonster combat. It also covers how your MajiMonsters improve as they gain experience from battle and overcoming challenges, as well as different guidelines for exploring a fantastic world.

Part 3 is a resource for the Game Master. This section covers ideal difficulties for certain tasks, how to create engaging combat encounters and NPCs, and different types of challenges and rewards they can give to their players.

Part 4 is a catalogue of all the MajiMonsters currently known, including all of their powerful combat techniques.

How to Play

Like most tabletop role-playing games, **MajiMonsters** is played in a well-established pattern.

Step One: The Game Master (GM) describes the environment or situation to the players. The GM lets each player know where the player's character is, what other people or creatures the character can see, and a basic array of options available the player could pursue.

Step Two: The players respond to this information with how they want their characters to act. This can be handled in different ways. For instance, one player may speak for the entire party, saying the group will take a break from traveling to make a meal and rest for a bit. Other times, individual players will respond with their courses of action—some players may be caught in a monstrous spider web, while on the other side of the ravine other players are engaged in a game of dice! It's up to the GM how to sort out what actions happen and when.

Sometimes, players describe tasks that are easy or trivial. Stopping to start a campfire, for instance, may be so easy for a veteran woodsman the GM simply describes his ease in doing so. However, sometimes things are not so simple. What if the party was stranded in a torrential downpour? Finding dry kindling would be next to impossible, and even if they could, starting a fire would be quite difficult. In times when a player's wishes have a degree of uncertain success, or when their actions could have dangerous consequences, the GM will often call for a dice roll to determine the outcome.

Step Three: The GM describes the results of the characters' actions. Usually, the result of an action brings the players to a new environment, or requires them to make another decision, bringing the group back to Step One to repeat the process. In this exchange, the game of MajiMonsters is played.

The process is the same whether the characters are navigating a ship through a violent sea, trying to impress the earl to lend them

the use of a magic necklace, or commanding their MajiMonsters in fantastic combat with other Monsters of the wild. When a character becomes in engaged in combat, the rules become extremely precise since the stakes of combat are so high. These rules provide more structure in describing how a character's actions are resolved. Most of the time, however, this process is flexible, and adapts easily to the situation of the adventure.

The world of **MajiMonsters** exists in the shared imaginations of the players and the GM, and the GM builds the world by how he or she describes the environments, denizens, and the characters' effects. However, you are encouraged to bring this world to life any way you wish. Illustrations of characters, maps, background music, or dramatic lighting are all great ways to add drama to the world and visualize it. Some players will prefer to represent their characters and Monsters with miniatures or tokens, especially to assist through the game's combat encounters in order to keep track of where everyone is.

An Example of Play

This is an example of an interaction between players and the Game Master as they play **MajiMonsters**. Most of the game is played through their dialogue with each other, and the dice only come into play when their actions have possible consequences from success or failure.

Game Master (GM): The minstrel's tip proves to be true! After traveling a couple miles north of the lake you can see the abandoned building jutting out from the top of the forest. It's dilapidated, with trees breaking through its structure, but you can clearly identify its architecture from the Old Empire. As you approach, you can see inside the remains of its ruined entrance; a shaft of sunlight piercing through an open hole in its roof illuminates the inside. You can make out a statue just passed where the light spills into the building's center and a set of stone steps leading to a wooden door just beyond that.

Brandon (playing Costan): I'm going to have a look at that statue. Before I head in, do I see or hear anything moving inside?

GM: Roll a Perception check for me.

Brandon (rolling 2d6): Eight.

GM: You've got a clear look in the room. The steps lead to the only other door in the area, and there's clearly nothing else in here, save for some spiders. You do notice, however, trudged in the dust upon the stone floor are boot prints.

Meagan (playing Lee): Boot prints? So someone else has gotten here before us.

Brandon: The minstrel that told us about this place?

Meagan: He said he only peeked in, never went inside. I suppose he could be lying, but why would he want to send—

GM: Just as the two of you are discussing, the wooden door gives a resounding thud that echoes through the ruined structure like a drum beat to your soul. A second later another thud, as you see bits of debris fly from it. A second—

Meagan: Enough of this! Lee summons Angeroo!

Brandon: No kidding. I find a spot somewhere safe and summon Owler.

GM: You instincts kick in moments before the door explodes, sending a shower of splinters across the room. A large MajiMonster stands in the remains of its frame—a brown bear, perhaps, if not for its talons made of solid rock and similar horn protruding from its head. Fortunately for you two, it only sees your own Monsters as it emerges into the area. Roll initiative!

Dice

MajiMonsters uses polyhedral dice common to many role-playing games. These are often sold in game stores, book stores, hobby shops, and through online retailers.

These rules follow a common convention when referring to game dice: the letter "d" followed by the amount of sides on the individual die. This results in the names: d4, d6, d8, d10, d12, and d20. The rules will always instruct you on how many dice need to be rolled, and if any modifiers affect the dice roll. So, if you need to roll "2d6 + 3," that means you would roll two six-sided dice, and add 3 to the total.

For **MajiMonsters**, we recommend each player have a set of the following dice: 1d4, 2d6, 2d8, 1d10, 1d12, and 1d20. We recommend that you have at least two of each die (with the exception of the d20).

Specific Beats General

While Part 2 of this book defines the core rules of the games, many of the rules in other parts contradict or provide exceptions to these rules. For instance, Monsters can only move so far during their turn based on their Speed score, but a Monster with the Celerity trait moves much faster. A Monster attempting to trigger an effect from its technique may need to roll a 6 on a d6, but the same Monster under the direction of a scoundrel can roll a 5 or a 6.

These exceptions to the general rules are what make characters, Monsters, and techniques unique and interesting. Whenever a specific rule contradicts a general rule, the specific rule wins.

Round Down

If you are ever asked to divide a number while playing the game, always round down the result, even if the fraction is one-half or greater. For example, an effect may cause your Monster to halve its Speed for a round. If your Monster's Speed was 7, the result of the effect would make it Speed 3.

Game Terms

Most of the concepts discussed so far are fairly standard as far as tabletop role-playing games go, if you've played similar games you're likely already familiar with them. **MajiMonsters** uses other terms that uniquely describe its setting, or uses new terms referring to effects or rules, that you should know while reading the rest of the information in this book. These terms are described in more detail in the pages that follow.

Binders, MajiMonsters, and "You"

Your character is someone special. He or she has the ability to find, capture, and train Monsters—something most people in the world can only dream of! Because you are able to bind these fantastic creatures to your service, you are called a *binder*. These game rules often use this term when referring to your character. Your binder will begin play possessing at least one *MajiMonster*. Much like your character, a MajiMonster in your service has attribute scores, special abilities, and a personality all its own.

When a rule refers to a MajiMonster (or simply "Monster") in terms of game mechanics, it only specifies how the rule works for the MajiMonster—not human characters.

Many times the rules will refer for "you" to do something. When a rule references you directly, it's referring to *you, the player*. The exact mechanic of the rule may apply to your binder, your MajiMonster, or both! You should be able to tell from the context of the description who or what the rule is addressing.

Drajules, Binding, Bound, and Control

Your binder uses a special magic to capture wild MajiMonsters, sealing their essence in specially prepared crystals. Once captured in this manner, you can summon these creatures and instruct them to do your bidding, whether it is to guard your campsite, remove heavy boulders blocking the door to an old ruin, or to engage in lethal combat with other Monsters!

The process of capturing a MajiMonster is called *binding*. A *binding ritual* consists of the gestures your character makes, the words they chant, and the magic they invoke to complete the binding process. No binding ritual can be performed without a specially prepared *drajule*, a crystal that contains a Monster's essence once it is bound. Your binder grips a Monster's drajule to summon it and instruct it, channeling their thought through it as they maintain control.

If you succeed in binding a MajiMonster, that Monster is considered *bound* to you (not to be confused with "bonded," which is a feature available to the knight class). Your bound MajiMonsters are under your *control*, meaning you direct their actions when they have been summoned to serve you.

The Old Empire and Maji

The default setting for **MajiMonsters** is a fantasy world hundreds of years after the fall of a once great empire.

The great empire that has collapsed has no name other than the *Old Empire*. Physical remnants of the Old Empire litter the world, waiting to be discovered. Great ruins of coliseums, ancient libraries buried in the earth, mighty temples overrun by forests, and other great wonders mark this once great civilization, waiting for adventurers to explore their secrets and find their treasures within.

The Old Empire was headed by *maji*, a ruling caste of sorcerer-kings that had grown arrogant with their power. The mightiest magic-user in the present world has but a sliver of the power of the lowliest former maji, and it is only because of their dominant bloodline that people are still able to use magic today.

The maji wished to use their powers to create servants, vessels of their prestige and terrifying weapons of war. They wanted to create *dragons*. To this end, they experimented for years, weaving different threads from the fabric of magic into animals and inanimate objects. Their results varied, but none could deny the maji's Monsters, the MajiMonsters, were powerful creations, easily greater than any man or beast.

Some great tragedy befell the Old Empire, and the MajiMonsters were at the heart of it. What precisely started it is a mystery, some great revolt or calamity perhaps, but all that can be sure is that the maji were unable to control these Monsters. Their creations overran the empire, reducing it to rubble, and forcing humanity to flee to safety. Much of what the Old Empire took millennia to accomplish eroded away in less than a year.

The Wildlands

When the Old Empire fell, the vast stretches of land between human towns became the domain of MajiMonsters. Travel from town to town was dangerous, and this area overgrew into an unkempt and savage land referred to as the *Wildlands*.

When people in the world of **MajiMonsters** refer to the Wildlands, they're speaking of these environments unexplored and inhabited by Monsters. The Wildlands consists of the desert, sea, and forests as well as the ruins of old cities and the tombs of ancient maji. When a binder explores the Wildlands, they're likely to contend with hazards that run rampant throughout, confront wild MajiMonsters, and discover treasures from a forgotten age.

What Makes an Adventure?

With these concepts and terms defined, what exactly does an adventure through the world of **MajiMonsters** consist of?

An *adventure* is the story the GM presents, however that takes form. It might be something the GM has toiled away for hours to perfect, or it might be something he or she purchased off the shelf to use at a moment's notice. Either way, each adventure will take the players through the story, requiring them to act accordingly as each challenge presents itself.

Each adventure varies in length; you may find some adventures can be completed in a single session of play, while others may require weeks or months of individual sessions to complete. Once an adventure is over, you'll likely see the characters head back to town to rest and examine their spoils.

An end to an adventure is not the end of a game of **MajiMonsters**, however. Each adventure can be strung together, building blocks for the overarching campaign. Sometimes these adventures can tie together, while other times they're completely unrelated.

Adventure Elements

Regardless of where your adventures take you, you'll find that all adventures generally contain three elements: exploration, interaction, and combat.

Exploration is the heart of discovering the unknown, traveling the Wildlands to find what lurks within. Your characters may explore on a large scale, such as sailing seas to unknown continents, climbing mountains to reach an abandoned reliquary, or traveling for days on horseback along a mud road. It can also be told on a small scale, such as opening a dusty door in an underground catacomb, or reciting an incantation scrawled on the floor to see what happens.

Interaction is the conversations and dialogue the players have with the inhabitants of the game world. It might be interrogating the alchemist's daughter on the whereabouts of her father's concoctions, trying to persuade the blacksmith to reduce the price of his wares, or convincing a town guard that you're certainly not the person he is looking for.

Combat is what happens when players need to defeat or defend themselves from MajiMonsters. During combat, each binder summons a MajiMonster, and the players and GM take turns resolving the actions of each. In combat, Monsters spit gouts of flame, soar through the air, cause the earth to tremor, and rend into their opponents with monstrous claws and fangs. Even as this chaos whirls around him or her, your binder is still able to direct the Monster, issue orders and instruct it which techniques to use, as he or she dodges, weavess and stays out of danger.

Combat is unique to **MajiMonsters**, as it presents a direct opportunity to increase your binder's strength. Wild MajiMonsters can be bound, giving your binder a new companion immediately to share your adventures with, but the process isn't so simple. You'll need to wear a MajiMonster down through combat before you're able to bind it, which adds a dynamic element to these encounters.

I don't know why it has taken me this long to begin keeping a journal of my thoughts and experiences. I've been able to write since shortly after arriving in the Capitol in my teenage years. It's still hard to believe it has been nearly ten years since that fateful day. While the people from the Capitol brought wonders of a new world, my village responded with distrust—too scared of losing what little they had. Many of the townsfolk responded with naked fear the first time one of the newcomers actually summoned a Monster from a drajule. To them, the people that had arrived were strange heretics. To me, they were fascinating. I felt myself instantly drawn to their presence, and snuck away from my mother and gran to watch them work.

These strangers stayed in my town for nearly a month. As their departure time drew closer, I knew that I wanted to go with them. It was a strange feeling, knowing that I wanted to leave behind my entire life. Even as the "binders," as the travelers called themselves, asked if any would come back to the Capitol with them, only enough people to count on one hand offered to leave the village. I knew that being so young I would be refused if I was even able to elude my family. So I did the only thing I could; I hid among their supplies the morning they departed and never looked back. By the time I was finally discovered, we had traveled too far from my village, and the binders decided to let me return with them.

I spent the return trip befriending an elderly scholar named Nicolas, who later confessed that I reminded him of a son he lost many years ago. Once we arrived back at the Capitol, Nicolas was kind enough to let me stay with him, and my life of study truly began. While I am not a binder, no matter how often I have spent staring endlessly at drajules wishing otherwise, I am a man of endless questions. And so I begin this journal to document all that I see and experience in this world as I prepare to leave the Capitol on my own for the first time.

The world outside these tall walls is a dangerous place, and I hope that these notes will be put some good use in changing that. I suppose it is appropriate to end this entry with a quote from my mentor Nicolas, may he have found peace in the next world.

"You must never stop asking questions; when you stop asking questions you have decided that you know all that you care to know. Always wonder what lies over the next hill, written in another book, or buried below your feet."

Excerpt from Hurin's Journal

PART 1

CHARACTER CREATION

Gerald sighed, setting his empty mug down on the tavern table and shaking his head in disgust. His son, Isaac, sat across the table. Isaac bore a look of anger and humiliation, clearly agitated from the events of the day. His clothes were tattered, one eye blackened, and his body was badly bruised.

"That's the third wagon that's been robbed this month. I knew I shouldn't have let you go alone," Gerald said.

Isaac balled his hands into fists. "It was a light load—if that damned horse could have kept pace I would have evaded them."

Gerald shook his head again. "It doesn't matter now. It's gone. I'm thankful you escaped with only a beating and nothing more. We were lucky it was just those thugs, and not Monsters."

"*I* don't feel very lucky," Isaac spat.

Gerald and gave his son a half smile, "I can bear to lose a few trinkets. I'd prefer losing them to you."

"It wasn't just a few trinkets, though. It was history. Relics! From the Old Empire. A lot of good they'd do us here in this one-horse town, but we could have made a fortune selling them in Fyreese."

Gerald nodded in slow agreement. "Yes, but you always hear how lads are finding those things, now and then, in one way or another. And we're the only known treasure hunters on the roads 'round these parts. We'll get more."

Isaac stood to his feet and slammed his fist against the table. His chair flew out from under him, drawing looks from the other patrons. "And they'll do us no good if we can't sell them elsewhere! What good is finding treasure if it can't be sold?"

Gerald scowled at his son. “Sit down—you’re embarrassing us.”

Isaac’s face soured but he complied, picking up his chair as he asked, “So what do we do?”

His father was at a loss. There always seemed to be something interesting to sell popping up in this area. Until a few months ago, business had been good, and he had been able to secure a sizable amount of suls by selling his finds in Fyreese. But then the bandits took residence in the woods, attacking and robbing the wagons that passed the trade roads. They always seemed to know when to strike, and seemed to favor his carts.

“They know stealing from our carts is the most profitable,” Gerald began.

“But we aren’t the only merchants in town. Maybe we can get some of the others to work with us to stop the robberies,” his son interrupted.

Gerald snorted, “I’m sure they’re not so stupid. It’s not as if fishmongers or cobblers have been targeted by bandit attacks.”

“Why not try selling in Kesh?”

Gerald shook his head. “No. In Kesh we would be one of many street vendors. We have a reputation in Fyreese.”

“Then let’s move somewhere else, where it’s a safer road to—”

“No!” Gerald pinched his brow. “It’s not that simple. We’d risk everything from a Monster attack. We’re lucky enough the beasts stay off the path leading to Fyreese, but we can’t say the same for other roads.”

Isaac sighed loudly, “Then what do we do?”

Gerald exhaled slowly, rubbing his chin thoughtfully. “I don’t know.”

Their attention was drawn to the tavern door as it opened, a teenaged girl walking in. Her heavy, fur clothing was out of place in the lingering heat of early autumn, and her pale skin was in sharp contrast to her jet black hair. Though her features were petite, the girl carried herself with an air of authority. She moved past Gerald and Isaac’s table towards the tavern keeper, paying the two seated men no mind.

“Room and meal, please,” the girl stated, her speech heavily accented.

The tavern keeper, a rough and wrinkled old man, sneered at her. “I haven’t heard an accent like that in quite a while, girl. Do your parents know you are so far from home?” he asked with a condescending grin.

The girl leaned across the bar, drawing her face closer to the barkeep, her eyes narrowed and her face emotionless. “Illya is fine on her own. Room and meal, please,” she said, drawing a coin purse from beneath her heavy clothing and laying a few suls down on the counter.

Isaac grinned as he looked away from his father and towards the newcomer, “That girl isn’t from around here. She must have come far from the other side of the empire, judging by her accent. She was lucky to survive the trip if she traveled alone.”

“Luck had nothing to do with it,” Gerald said, his voice suddenly serious, his eyes never moving from the girl.

“What do you mean? She is just a girl too far from home.”

“Are you blind, boy? Did you even see them?” The girl turned back from the tavern keeper, carrying a bowl in both hands as she walked towards an empty table. Gerald leaned his head at her, shifting his eyes towards her neck.

Isaac saw them this time. Dangling from a metal chain around her neck were three long crystals, each engraved with odd markings on their facets.

“Drajules,” Isaac said. “She’s wearing them like jewelry. Perhaps her father is a treasure hunter as well. . . or else she’s just an idiot girl who doesn’t know the value of her pretty necklace. You think her a fool?”

Gerald shook his head. “No. I think not. I’ve traded drajules with others before, and they always treated them the same way—like they were a *poison*, terrified a Monster may jump out and tear them to bits the moment they let their guard down. I’ve only seen a few folk in my life carry drajules like that.”

Gerald turned back to Isaac, leaning over the table and motioning his son to do the same. As his son came closer, he whispered “The kind of folk who wear drajules like that…are the kind of folk who can *use* ‘em.”

Isaac’s jaw dropped as he grasped what his father was suggesting. The girl was so young he hadn’t considered it a possibility.

“Father, are you actually suggesting. . .”

Gerald nodded, “Yes son. That girl is a *binder*.”

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CHAPTER 1
CHARACTER CREATION, STEP-BY-STEP

Before you begin your adventure in the world of **MajiMonsters**, you have to imagine and create a character of your own. Your character is someone special. He or she has the ability to find, capture, and train Monsters—something most people in the world can only dream of! Because you are able to bind these fantastic creatures to your service, you are called a *binder*. The game rules often use this term when referring to your character.

Your binder is a combination of your imagination and game statistics, often recorded on a *character sheet*. A character sheet that you can photocopy and use to record your character statistics and personality features is provided in the back of this rulebook, but feel free to supplement it on plain old notebook paper with greater detail and descriptions.

Each step of character creation is outlined below. In each step is an example of how a player, Sabrina, builds her binder, to give you a better idea of the process.

1. Create a Character Concept

Before you start recording anything on paper, think about the kind of character you'd like to play and the motivations that drive their unique personality. Remember, the world of **MajiMonsters** can be a dangerous and fantastic place. It's not likely that a run-of-the-mill cobbler is going to explore the Wildlands looking for Monsters to bind, treasure to claim, or evil to vanquish!

But, then again, could this cobbler have the spark of an adventurer waiting to awaken? The point is, when you create your character concept, keep in mind some motivation for your character to journey to far off and dangerous lands, befriend mystical creatures, and come into contact with a motley of diverse individuals. Additionally, you should think about how this character interacts with others and gets by in this dangerous world.

When thinking of a character concept, you should use the backgrounds, classes, and merits in this book to guide your decisions. When it comes to each step of the character creation process, these will further define just who your binder is. Your concept of your binder may evolve as you select these features, and that's fine. What's important is that you finish with a character that you're excited to play!

Sabrina is excited to play her very first game of ***MajiMonsters*** and sits down to create a binder. She's decided that she wants to play a character that gets by on her wits and avoids the spotlight. She likes the idea of a character who flies under the radar and surprises those who dare underestimate her! With that in mind, Sabrina names her binder "Cierra" and begins to create the character.

2. Choose a Class and Background

Every player character is a member of a *class*. The term "class" broadly describes your character's vocation as a binder and the special skills they possess. Your choice of class provides several benefits, among them your character's Authority score and archetype options.

Every character comes from somewhere. While it's certainly feasible that a character was born into the adventuring life, most binders find themselves in the role after a dramatic turn of events, some series of unexpected circumstances, or a rash of luck (good or bad). Your character's *background* describes where your character came from, their outlook on life, and some of the talents they've developed as a result. Each background provides your binder additional skill ranks based on its description, as your character is more naturally suited to these skills as a result of their experience. Additionally, each background provides a measure of wealth or equipment your binder has accumulated.

Binder classes and character backgrounds are described in detail in Chapter 2.

After coming up with an idea for her binder, Sabrina reviews the classes and knows immediately that she wants Cierra to be a *scholar*. She records the choice on her character sheet, along with Cierra's Authority score of 3, which is standard for all scholars. She also decides her binder has the *sneak* background; Cierra spent plenty of time dodging other people's attention while she learned her trade. Sabrina notes the skill bonuses and starting equipment with the background on her character sheet as well.

3. Determine Attributes and Skills

Much of what your binder is capable of is a matter of his or her *attributes*, the character's very general areas of personal talent, and these areas are even further refined by each attribute's associated *skills*. These are defined in detail in Chapter 4.

The three attribute scores are Interaction, Knowledge, and Vigor. Your character's level of strength in each attribute is quantified by a *score*. Common people generally have a score of 3 in each attribute. A higher attribute score might indicate a person is particularly talented by being extremely resilient, preternaturally aware, or highly educated. Similarly, a lower score might reflect a person's frailty, absentmindedness, or lack of insight.

To generate your character's attribute scores, assign each a number from your character's pool of attribute points. Starting characters begin with 9 attribute points, and should assign no less than 1 and no greater than 5 points to each attribute.

Sabrina likes the idea of Cierra being a savvy character, but without too much sacrifice from other skills. She assigns 4 points to Cierra's Knowledge, 3 to her Vigor, and the last 2 to her Interaction. Cierra is smart binder who can usually reason her way out of problems. She is also fairly strong and can run a lap or brace a door open if you need her to. However, she in weaker in her social skills and might have trouble noticing social cues or reading the emotions of others.

Once you have determined your character's attribute scores, you can move on to your character's *skills*. Skills determine how easy or difficult it is to preform specific actions, such as making a wary guardsman believe a lie, determining what the levers of an ancient machine do, or swimming through freezing water long enough to reach the shore.

Each skill is defined by a specific attribute, and graded in a rank of 1 to 8. The higher your binder's rank in each skill, the easier it is to achieve success in the skill's use. At ranks 1 to 4, you roll 2d4 when performing a check with the skill; this is not a skill your binder is particularly practiced in and may need assistance with more difficult tasks. At ranks 5 to 7, you roll 2d6; you can achieve

moderate tasks without much issue but struggle with hard ones. At rank 8, you roll 2d8; you've mastered this skill and even the hardest tasks are usually a trifle for a binder of your talent.

You determine your skill ranks in three steps. First, you gain as many ranks in each skill as the skill's associated attribute score (for instance, if you have a Vigor score of 4, each Vigor related skill begins at rank 4). Next, you apply bonus ranks from your character's background—this is a set of 3 skills that receive an additional rank. Finally, you have a pool of 15 discretionary points you can assign to your skills, each point increasing the skill by 1 rank.

When you are finished assigning points for skill ranks, your combined amount of ranks should equal 54 (you should have this many circles filled in on the official character sheet). You will likely have a character that is exceptionally good (rank 8) at one or two skills, moderate (2d6) at the bulk of them, and unpracticed (2d4) at the fewest amount. You may end with a character that is wildly good and bad at some skills, or a character that is amazingly average at most of them. The choice is up to you!

With Cierra's attributes determined, Sabrina moves on to determining skill ranks. First, she starts each skill with ranks equal to the skill's associated attributes. Since Sabrina chose the *sneak* background, she gains an additional rank in the Athletics, Guile, and Wits. Finally, she distributes her 15 additional ranks to the skills she sees most defining of Cierra. She finishes with Cierra's Education skill at rank 8, and the majority of her other skills at Rank 5—this binder is very knowledgeable and well-rounded!

4. Select a Starting MajiMonster

Your binder begins with one MajiMonster. Perhaps you bound the Monster as part of a coming-of-age ceremony. Or maybe it was bequeathed to you as part of an inheritance. Or maybe you discovered the Monster's drajule by accident when it was washed ashore. However you came to bind your Monster, you've now established a relationship with it, and it is your friend and companion in your adventures.

Select a Monster from the list *Starting MajiMonsters* in the Chapter 9. These twenty MajiMonsters represent the most prolific Monsters in the Wildlands, and as such are the most common starting companions of binders. You can begin play with a Monster outside of this list only with permission from your Game Master.

Once you've selected your starting MajiMonster, you need to record its game statistics on your character sheet. Keep in mind that your character creation choices before and after this selection may affect your Monster's features, and you may need to update this as you continue.

After looking through the list of starting MajiMonsters, Sabrina selects Cinderscale to be Cierra's companion to begin play. She nicknames the Monster "Blister," and decides that this particular Cinderscale is loyal to Cierra, and doesn't allow any other human to touch it. Sabrina records Blister's starting statistics on her character sheet, noting that it begins with 4 Grit Points, since its starting Grade is 1 and Cierra's Authority is 3.

5. Choose Archetype and Merit

Two binders of the same class can be very different from one another, only sharing the broadest of similarities. Your character's *archetype* is a more refined role of the character class, a specialization of talents. Your character's *merits* are the representation of his or her experience and growth as a binder. A merit may represent a special command you teach your MajiMonsters, a unique way you've taught them to use their techniques, or an improvement on how your character performs a binding ritual or class feature. Archetype options are defined in detail with each class. Binder merits are listed in Chapter 3.

Each class has two archetype options for you to choose from, and each archetype option has one or more features you can choose when you select it. Record your archetype and selected features on your character sheet.

Every binder begins play with 1 merit. In addition to the merits listed Chapter 3, each binder class has the option of choosing special merits available to only members of that class.
After you make your selections, be sure to adjust any pertinent information on your character sheet affected by your archetype features or chosen merit.

Cierra and her Cinderscale, "Blister"

Starting with More Powerful Characters

The normal character creation rules assume your binder is beginning with a single, level 1 Monster. In some cases your GM may allow you to start with more MajiMonsters, or Monsters at a higher level. See the following section *Tiers of Play* for rules on beginning with a more powerful character.

Sabrina decides her binder is going to follow the *scribe* archetype available to scholars; the idea of forging drajules that augment the Monsters they'll carry is quite appealing to her. She chooses the glyph of perseverance and glyph of calamity features available to her scribe archetype.

Then Sabrina reviews the merits available. She's tempted to take a merit that would give her an additional glyph her character would be able to inscribe, but instead opts to take the *caustic techniques* merit. This merit increases the effect of the burning and poisoned conditions caused by her MajiMonsters, and she believes this will work exceptionally well with Cinderscale who can make use of both conditions with its starting techniques!

Sabrina notes on her character sheet that Cierra receives a +2 bonus when attempting to bind Monsters with a drajule that she has created herself. She then decides Blister's drajule is inscribed with a glyph of calamity, and notes that it reduces the number to trigger the effects of its techniques by 1. Finally, she notes that any damage caused to opponents Blister poisons or sets on fire is increased by 1, thanks to her choice of the caustic techniques merit.

6. Choose Equipment

New characters begin play with 100 *suls*—the most common piece of currency in the world of **MajiMonsters**. Your character's background may also provide additional suls that add to this amount. You can choose to spend these coins on equipment for your binder. Lists of equipment and prices can be found in Chapter 3. You decide how your binder came across this equipment. You might have been trained in the use of a weapon as part of a military service or hobby. Perhaps you have worked hard to purchase these goods in preparation for your new career as a binder. Or, maybe you have stolen this gear!

All characters begin play with 1 empty drajule (at no extra cost) in addition to the one that contains their starting MajiMonster.

Record your chosen equipment and remaining suls on your character sheet. Your binder is considered to have the remaining coins, typically in a coin pouch, at the start of play.

Sabrina uses her starting suls to purchase a crowbar, grappling hook, and cloak for Cierra (she's no saint!), and then spends a few suls on parchment and ink. She intends for Cierra to keep a lot of notes during her adventures, and wants her to be well supplied. After her purchases, she has 47 suls remaining, and records this amount on her character sheet; if Cierra needs some money during her adventure, she'll have some at her disposal.

7. Fill in the Details

At this point, your game statistics are recorded, but your character isn't finished yet! There are still plenty of details you can to provide in order to bring your character to life.

You can begin by defining your character's physical characteristics, such as height, weight, age, and hair color. From there, ask yourself a series of questions to help flesh out your binder's appearance, personality, moral compass, and motivation.

- How did your character acquire their first MajiMonster, and what is the tone of their relationship with it?
- Why did your character choose to become a binder?
- Where is your character's home?
- How does your character perceive local authorities and politics?
- Does your character have any distinguishing marks or mannerisms?
- Does your character have any family or friends they are close to?
- What does your character consider precious?
- Would your character steal if they had to? Would they kill?
- What motivates your character? Is it wealth? Glory? Power? Knowledge? Or maybe something else?
- What is your character's biggest strength? Most devastating weakness?

Answering questions like these helps define who you are in the game world, and gives you plenty of material to help you play this role throughout your adventures.

Forming a Party

Even with the help of a loyal Monster, rarely does a binder operate alone. In the game of **MajiMonsters** several binders come together to form a group called a *party*. Each member of the party brings a unique strength as they work together towards a shared goal.

Just how familiar your new characters are with each other before the game begins is a decision made between the group and the Game Master. Your characters may be lifelong friends, peers being taught the secrets of binding from a shared mentor, war veterans, colleagues, or maybe drinking buddies.

Conversely, your characters may only be acquaintances. Perhaps the party has been cobbled together by a noble in need of bodyguards, or thrown together in the heat of battle during a chance encounter with wild MajiMonsters. Each character might be meeting the others for the very first time!

Tiers of Play

Traditionally, when you begin a new game of MajiMonsters, you follow the guides detailed in the previous section. However, your Game Master may wish to begin with more powerful binders, binders that have already have multiple, stronger MajiMonsters in their service.

Your binder's power is not measured in levels of Grade like a MajiMonster's. Instead, the primary way that binders become more powerful is by binding more diverse and more powerful Monsters. Binders also gain merits, which represent training and special powers that are transferred to their Monsters.

When you're creating a new binder for a game of MajiMonsters, ask your Game Master which tier of play is appropriate for the game. Each tier is listed below with its effect on character creation. When reading the tiers, keep the following information regarding MajiMonsters in mind.

Starting MajiMonsters

A "starting MajiMonster" refers to Monsters selected from the list of *Starting MajiMonsters* in the Bestiary. When a starting MajiMonster begins play at a level beyond first, it has all of the benefits of gaining these additional levels under your control. This includes increases in new techniques, traits, and attributes. When you make your character, make sure to factor in these qualities.

Secondary MajiMonsters

A "secondary MajiMonster" refers to Monsters your binder has come across in his or her adventures thus far. They could be Monsters they bound, discovered in lost drajules, rescued, or were given.

The species of the secondary MajiMonster you begin play with is up to the Game Master's discretion. The GM may allow you to pick, assign one to you, or determine the result randomly.

Whether or not these Monsters have all the benefits of gaining levels under your control is also up to the GM's discretion. The GM might rule that the Monsters gain the full benefits, only a partial benefit, or no benefit at all.

Tier 1: Humble Beginnings

Humble Beginnings is the default starting point and traditional tier of play for newly created characters. In this tier, your character has only taken the first steps in their profession as a binder. They may have only just attained their starting MajiMonster or the permission of their mentor to begin using their talents.

A binder's first adventure is generally small in scope; they've yet to fully gain the trust of the authorities of their starting towns or locations, and must prove themselves before taking on large challenges.

The rules for creating a character are not affected by this tier, as your character begins with a single, level 1 MajiMonster, as well as everything else described by the rules of this chapter. You have 100 suls to spend on equipment, plus any additional money or equipment as described by your background.

Tier 2: Binders in a Dangerous Land

In the *Binders in a Dangerous Land* tier, your binder has accomplished enough deeds to earn some local prestige, and their starting MajiMonster has grown a bit. They have also bound another MajiMonster and gained a significant piece of equipment as a result of their forays into adventuring. At this point, your binder is ready to start exploring the Wildlands and discovering the secrets hidden there.

When you create a new character in this tier, you can modify the character creation process in the following way:

- **Your binder begins play with one starting MajiMonster at level 5 (Grade 2).**
- **Your binder also begins play with one secondary MajiMonster at level 3 (Grade 1).**
- **At the GM's option, you may begin play with 1 relic. You may pick the relic, the GM may assign one to you, or it may be determined randomly.**

Tier 3: Rising Heroes

In the *Rising Heroes* tier, your binder has truly forged a reputation as a hero. Their starting MajiMonster has grown and developed into strong companion, and he or she has gained control of two other formidable Monsters. At this level, your binder is recognized in neighboring towns and is sought after to perform deeds of a hero's caliber.

When you create a new character in this tier, you can modify the character creation process in the following way.

- **Your binder begins play with one starting MajiMonster at level 9 (Grade 3).**
- **Your binder also begins play with two secondary MajiMonsters at level 7 (Grade 2).**
- **You can select 1 additional merit for your binder.**
- **At the GM's option, you may begin play with 1 relic. You may pick the relic, the GM may assign one to you, or it may be determined randomly.**

Tier 4: Masters of Their Craft

In the *Masters of Their Craft* tier, your binder has proven their worth and is recognized as a true professional. Their Monster has grown beyond recognition for its species, often possessing qualities and strengths that begin to rival legendary MajiMonsters. Your binder also has gained the service of three additional MajiMonsters, each strong in their own right. In this tier, your binder's adventures are far reaching, with consequences for entire kingdoms or regions at stake.

When you create a new character in this tier, you can modify the character creation process in the following way.

- **Your binder begins play with one starting MajiMonster at level 13 (Grade 4).**
- **Your binder also begins play with two secondary MajiMonsters at level 11 (Grade 3).**
- **Your binder also begins play with one secondary MajiMonsters at level 9 (Grade 3).**
- **You can select 1 additional merit for your binder.**
- **At the GM's option, you may begin play with 2 relics. You may pick the relics, the GM may assign them to you, or they may be determined randomly.**

Tier 5: The World Hangs in the Balance!

In the *The World Hangs in the Balance* tier, your binder is at the pinnacle of human achievement, mastering binding magic and possessing strength that may even match the maji of old. Your binder's starting Monster has evolved into a legendary and incredible creature. Your binder has also gained the service of four additional MajiMonsters, creating a menacing team of companions to contend with. At this level, your binder cannot concern him or herself with trivial or local matters; their talents are needed to reconcile matters of truly global scope. In their epic adventures, the fate of the entire world may hang in the balance!

When you create a new character in this tier, you can modify the character creation process in the following way.

- **Your binder begins play with one starting MajiMonster at level 17 (Grade 5).**
- **Your binder also begins play with two secondary MajiMonsters at level 15 (Grade 4).**
- **Your binder also begins play with two secondary MajiMonsters at level 13 (Grade 4).**
- **You can select 2 additional merits for your binder.**
- **At the GM's option, you may begin play with 3 relics. You may pick the relics, the GM may assign them to you, or they may be determined randomly.**

CHAPTER 2
CLASSES & BACKGROUNDS

Every binder is a member of a *class*. "Class" is the broad term for your binder's profession—it generally describes how your binder came upon their powers, their general skill in controlling MajiMonsters, and ways they employ their talents both on and off the battlefield. Furthermore, each class has *archetypes* a binder can specialize in. An archetype is a specialty subclass that utilizes more specific abilities.

The six core classes that follow cover the spectrum of the most extraordinarily powerful binders in the world, and these are the classes that player characters must belong to within this first edition rulebook. Belonging to a specific class is the result of a combination of factors including natural talent, personality, and formal training.

Labeling of these classes can be quite erratic. A concordant, for instance, may never conceptualize herself as such or use such a title when introducing herself, but instead say that she was the pupil of Grambasch, a famous ice binder. A knight working for the New Empire, by contrast, might proudly use their class label when meeting others. To each other, binders of different classes may simply be different varieties of heroes, binders that came to their profession from different routes.

It's important to note, however, that not every binder in the world necessarily belongs to one of these classes. Formal training in outlying provinces can be scare and without careful and guided practice, a talented youth who picks up a drajule by chance might experiment and make up their own variations on binding rituals. As a result, their skills in this dangerous profession are much more rudimentary and unstable. These hedge binders may have the ability to control several Monsters at once or might have more Monsters at their disposal, but are generally at a disadvantage from the six core classes. Variant rules for NPC binders without a class can be found in Chapter 8.

This chapter presents the six core classes to which all player character binders belong.

Binder Statistics

Every binder shares some abilities in common with other binders, regardless of class.

Authority. Commanding MajiMonsters is no simple task, and not everyone possesses the ability to do so. All binders have the ability to give and receive control over bound MajiMonsters. Binders also have an Authority score, which represents the depth of their leadership and command.

Magic. Every binder is capable of magic, and knows the arcane words and gestures that allow them to bind, summon, and dismiss MajiMonsters.

Trainer. By working closely with its binder, a MajiMonster can develop traits it normally could not. These traits are reflective of the training they receive from the binder. When a MajiMonster advances in Grade, its binder chooses a new trait for it to receive in addition to any other traits it already has. These traits can be selected from the list of general traits, optional traits for the MajiMonster, traits available to the binder through merits, or traits only available to the binder's class.

Full descriptions of binder statistics are detailed in Chapter 4.

Multiclass Binders

Binders can learn the secrets of other classes over time, though the process requires effort to understand what makes other binders tick. A knight may dabble in brewing an alchemist's concoctions. A scoundrel may lose herself in a scholar's collection of books. A ranger may find himself developing an attunement to a specific affinity like a concordant after so long. Acquiring more than one class is called "multiclassing," which player characters can achieve through merits. The rules for multiclass binders are outlined in Chapter 3.

Binder Classes Overview

Class	Description	Authority	Archetypes
Alchemist	A binder that studies magic and the nature of change.	4	*Apothecary* and *Transmuter*
Concordant	A binder born with innate magical powers, and a tie to one of the magical affinities.	3	*Channeler* and *Evoker*
Knight	A binder well trained at leading MajiMonsters in battle.	5	*Champion* and *Commander*
Ranger	An outdoorsman and survivalist that is tough as nails.	4	*Hunter* and *Survivalist*
Scholar	An educated binder, learning much of the trade from records of ancient maji.	3	*Breeder* and *Scribe*
Scoundrel	A rogue among others of the trade, coming across their power through deceit, happenstance, or luck.	4	*Opportunist* and *Trickster*

Alchemist

Magic is dangerous—but where some see only awful circumstance, others see opportunity. In order to reclaim the empire and bind dangerous Monsters, the use of magic in the new empire was decriminalized. This act opened the ground for magical experimentation that would have formerly been heresy. Curious scholars began to unravel the affinities that made up the fabric of magic in the cosmos, and soon discovered they could manipulate this fabric, one thread at a time. These binders became the first *alchemists*, those who possessed the power to change the nature of magic itself.

The craft of an alchemist is tempting to pursue but difficult to master. The intense challenge that manipulating magic requires attracts a personality that tends to mutability—perhaps one moment an unbalanced scatterbrain and the next a driven perfectionist when the need arises. The alchemist's capacity to bend magical forces provides them an edge at a moment's notice, when such an advantage is most critical. This is often the difference between glorious victory and crushing defeat.

Nadia and her Gravecloak

Magic and Change

Alchemists, more than most, understand that magic is ephemeral. In one fleeting moment, its nature can betray you. Alchemists believe that one must truly understand this principle of constant change in order to control the threads of magic that compose the world.

Alchemists focus their talents on magic and change. Some choose to capture magic in mystical concoctions, so they can call upon its power at a later time. Others force magic to change as they see fit, wielding entropy as their weapon.

Enigmatic Binders

Alchemists make for a curious mix of binders. A village's medicine woman may be an alchemist, an eccentric recluse that brews herbal cures for the populace. A wandering man covered in tattoos may be an alchemist—those tattoos actually detailing complex transmutations. Wherever they go, alchemists promote change and influence the magic around them.

An alchemist's MajiMonsters reflects its binder's principles. Under the direction of an alchemist, a Monster may react to certain affinity types differently, or have entirely different affinities normal of their species. This makes it somewhat difficult to prepare for a battle against an alchemist; their MajiMonsters are also enigmas.

Class Features

When you select the alchemist class at character creation, you gain the following class features.

Authority Score [4]: Your magical talent and training give you superior confidence in controlling Monsters as you fully understand the foundation of magic and affinities. These insights give you confidence over many lesser binders, and MajiMonsters you control fight for you in respect of that. You begin with an Authority score of 4.

Skilled: Alchemists strive to perfect their skills, employing proven methods of practice, repetition, and improvisation to achieve the desired result.

Choose 3 skills. When making a skill check in any of these chosen skills, your check result receives a +1 bonus.

Archetype Options: Select one of the following two alchemist archetypes: *apothecary* or *transmuter*. Each archetype grants you an ability you can use and new merits that are available to you. The class archetypes are explained in more detail below.

I once met the alchemist Idnas Boon, who was as "famous" as one could be in the remote corner of the New Empire he operated in. His MajiMonsters were true marvels to behold, especially for one—like me—who has a discerning eye. He'd managed to change each Monster's affinity from one to another entirely, a trick which changed their appearances and confounded many of his opponents. When I asked him if he could also turn lead into gold, he only chuckled and told me few enough accepted his suls nowadays to begin with.

MajiMonster Traits

You add the following to the list of traits available to MajiMonsters you control. When your MajiMonster would gain a new trait, it can gain one of these traits instead of one from those normally available to it.

Affinity Change

When the MajiMonster gains this trait, choose one of its affinities, and replace it with another affinity. Note that changing its affinity from one to another affects the types of affinities it is resistant to and is vulnerable to.

Balanced

When the MajiMonster gains this trait, it loses one affinity type of damage it is vulnerable to, and one affinity type it is resistant to. It is possible for this trait to make a MajiMonster neither vulnerable nor resistant to any damage types.

Impulsive

When the MajiMonster suffers an empowered damage roll, its next damage roll before the end of its next turn is empowered without having to spend Grit.

Reactive

When the MajiMonster gains the benefit of one of your concoctions, or you target it with one of your transmutations, it can move up to 5 feet as part of the same action. This movement does not provoke withdraw strikes.

Receptive

When the MajiMonster gains the benefit of one of your concoctions, or you target it with one of your transmutations, it recovers 2 hit points per Grade.

Archetypes

Alchemists control, change, and capture the essence of magical affinities. When you choose this class, you select one of the two archetypes below to represent this feature; the apothecary, who creates alchemical items to bolster their MajiMonsters, or the transmuter, who can change the very nature of magical affinities.

Apothecary

An apothecary studies both magic and traditional alchemy, learning to combine the two. An apothecary is prepared for nearly any circumstance, creating potions and salves infused with magic to use at a moment's notice. Many parties of binders prefer traveling with apothecaries in order to reap the benefits of these creations.

Archetype Ability: Concoctions

Apothecaries have mastered the art of combining magic and alchemy, creating special items called *concoctions*. A concoction may be a potion, oil, salve, or some other mixture the alchemist creates over a period of time. Concoctions can be applied directly to MajiMonsters in the midst of battle in order to strengthen or heal them.

When you select this archetype, choose three of the following *concoction recipes*. Creating a batch of concoctions is not a simple process; it requires 6 hours of uninterrupted work, some basic alchemical equipment, natural components, and access to fire (or equivalent heat). If these are not available, or if the work is interrupted, then the batch is ruined and the apothecary must start over.

Each successful batch creates 1d4 concoctions + a number of concoctions equal to your Authority score. These concoctions can be from among any combination of recipes you know. These can be stored as liquids in stoppered vials, turned to salves and kept in canisters, or dried into dust and kept in pouches. However they are stored, each concoction is used for only one application. Also, a MajiMonster can only benefit from the effect of one concoction at a time. If a new concoction is applied, the effect of a previous one is removed.

A stored concoction retains its potency for one week, at which point its magical power expires. Because of its limited duration of use, concoctions are usually distributed among parties of binders, but rarely ever sold, unless a buyer intends (or needs) to use it immediately.

Apothecaries begin the game with an apothecary's kit at no additional cost. These basic items are often gifted to fledging apothecaries when their initial training is complete. However, this kit does not contain endless supplies. It is assumed that apothecaries are actively acquiring and replacing the ingredients for their concoctions—gathering wild herbs as they travel, restocking vials and equipment, and harvesting necessary items when they can. At the GM's discretion, a monetary cost can be imposed on an apothecary to restock their wares before creating more concoctions. See Chapter 3 for items like vials that may be of use to apothecaries.

Concoction Recipes

Bulwark Concoction. This concoction temporarily increases the hardiness of your MajiMonster. While in effect, the MajiMonster reduces damage against it from all sources by 2, per Grade of the MajiMonster, before factoring in resistances and vulnerabilities. It requires the use of your combat action and utility action to apply. This bonus lasts for 1 minute.

Healing Concoction. This concoction immediately closes wounds and rejuvenates your MajiMonster. When applied, the MajiMonster regains 10 hit points per Grade, and it immediately recovers from the bleeding condition. For the next minute, at the start the MajiMonster's turn each round, it regains hit points equal to its Grade. It requires the use of your combat action and utility action to apply.

Might Concoction. This concoction can be quickly applied as a utility action to give your MajiMonster a quick burst of energy. When applied, until the end its turn, the MajiMonster's next attack and damage roll are empowered without having to spend a point of Grit.

Mind Concoction. This concoction temporarily increases the skill of your MajiMonster. While in effect, the MajiMonster gains a bonus to its Talent equal to its Grade + 1. It requires the use of your combat action and utility action to apply. This bonus lasts for 1 minute.

Panacea Concoction. This concoction removes effects hampering your MajiMonster. When applied, the MajiMonster immediately recovers from any conditions a check can end. For the next minute, the Monster also gains a +1 bonus on checks to end conditions. It requires the use of your combat action and utility action to apply.

Power Concoction. This concoction can be quickly applied as a utility action to give your MajiMonster a quick burst of power. When applied, until the end of its turn, the MajiMonster's next damage roll is increased by 1d10 per Grade.

Presence Concoction. This concoction can be quickly applied as a response when an enemy hits your MajiMonster with an attack. If applied, your MajiMonster can move up to 20 feet after resolving the attack. This movement does not provoke a withdraw strike from the triggering enemy.

Speed Concoction. This concoction can be quickly applied as a utility action to give your MajiMonster a quick burst of speed. If applied, your MajiMonster gains +4 Speed until the end of its turn.

Steadfast Concoction. This concoction can be quickly applied as a utility action to give your MajiMonster a quick burst of fortitude. If you do, the first check the MajiMonster makes at the end of the turn to end a condition affecting it is empowered without having to spend a point of Grit.

Titan Concoction. This concoction temporarily increases the strength of your MajiMonster. While in effect, the MajiMonster gains a bonus to its Brawn equal to its Grade + 1. It requires the use of your combat action and utility action to apply. This bonus lasts for 1 minute before fading.

Transmuter

Affinities are the threads that weave fabric of magic, and the transmuter controls the shuttle along the world's warp and weft. Transmuters are unpredictable and uncanny foes, as they can turn their Monsters' most mundane techniques into grandiose displays of their power.

Archetype Ability: Transmutations

A transmuter is capable of manipulating a MajiMonster's innate magical essence at precise instants. These quick changes, called transmutations, occur only when a MajiMonster draws upon its inner power, and in that brief moment the transmuter has total clarity and control.

When you select this archetype, choose two of the following *transmutations*. Applying a transmutation does not require an action; instead, you choose to apply it as part of another action, as indicated by each individual effect. Regardless of how many transmutations you've learned to apply, a MajiMonster can only benefit from one transmutation at a time. You can use any combination of your known transmutations a number of times equal to your Authority score. You regain expended uses when you rest for at least 6 hours.

Transmutations

Transmute Affinity. When your MajiMonster's attack roll becomes empowered, you can choose to apply this transmutation. The technique's affinity changes to one of your choice. If the technique deals damage, the MajiMonster applies its affinity bonus to its damage rolls, even if the Monster does not normally share the technique's normal or newly chosen affinity.

Transmute Area. When your MajiMonster uses a technique with the cone, line, sphere, wall, or zone descriptor, it can spend a point of Grit for you to apply this transmutation. If applied, you can increase the effect's area by 10 feet (5 feet for an effect's radius).

Transmute Chance. When your MajiMonster's attack roll becomes empowered, you can choose to apply this transmutation. If the technique has a trigger for a condition, the trigger is reduced by 1. If the technique applies a condition to a target that a check could end, checks to end that condition suffer a -1 penalty.

Transmute Condition. When your MajiMonster uses a technique that applies the bleeding, blinded, burning, confused, disoriented, frightened, frozen, poisoned, or sleeping condition to a target, it can spend a point of Grit for you to apply this transmutation. If applied, you can change the condition to any one of the bleeding, blinded, burning, confused, disoriented, frightened, frozen, poisoned, or sleeping conditions instead.

Transmute Resistance. When your MajiMonster uses the Brace for Impact action, you can choose to apply this transmutation. The MajiMonster gains a bonus to the amount of damage resisted equal to its Grade + 1.

Transmute Vitality. When your MajiMonster uses the Recover Hit Points action, you can choose to apply this transmutation. The MajiMonster regains an additional 5 hit points per Grade.

Merits

As an alchemist, you have access to the following merits, in addition to those available to all binders:

New Recipe [Apothecary Archetype]

You've perfected a new alchemical concoction recipe.

Mechanic: Gain a new concoction recipe from list in the apothecary archetype.

Additional: This merit may be selected more than once.

New Transmutation [Transmuter Archetype]

You've mastered a new kind of transmutation.

Mechanic: Gain a new transmutation from the list in the transmuter archetype.

Additional: This merit may be selected more than once.

Concordant

The creation of MajiMonsters changed the rules. For the first time, magical affinities became integrated into living creatures, rewriting the cosmic boundaries that had once defined the landscape of the arcane. Ever since, ever so occasionally, magic has found a way to present itself in all creatures, Monsters or no. Humans that are born touched by these affinities know their magic in much the same way they know breathing.

Named *concordants* for their connection to affinities, these individuals lead erratic lives. They are either feared or loved, and the reach of their power wavers with their freedom to explore it. However they are perceived, a concordant's connection to magical affinities has undeniably made them proficient binders. They are, quite literally, naturals.

Wellsprings of Power

A concordant's power can be a frightening thing. They're easily spotted for their visible connection to an affinity such as hair that fizzles with static electricity, a breeze that circulates around them at all times, or flames that dance from their every touch. The way a concordant's power manifests is as unique as each individual, but all of these displays of magic can terrify the uninitiated.

Concordants are attuned to only one specific magical affinity, and are connected to it from birth. Though the occasional binder of another class might awaken their own recessive connection to an affinity and gain some of a concordant's powers by taking a multiclass merit, a natural-born concordant is unable to forge a connection to another affinity.

The concordant's close attunement to an affinity very often extends to their choice of MajiMonsters. Thus, an earth concordant may always be in the company of companions made from earth, rock, and stone. A wind concordant may always have Monsters flying about her in the open air, and a water concordant may risk the open seas in order to travel with his marine Monsters. A concordant and MajiMonster working in concert is an intimidating duo.

Affinity Attunement

Concordants are inherently magical, one thread of affinity magic woven into each from birth.

Select one of the ten affinities. You are attuned to this affinity (your connection to this affinity is often referred to as your *attunement*). Your attunement manifests in unique, magical ways, and grants you a bonus when interacting with MajiMonsters of the same affinity (see *Class Feature*s below).

Attunement Manifestation

Your innate magic manifests in ways that reflect your attunement. For instance, a concordant attuned to the earth affinity may have calcified, stone-like skin; a wind concordant may have a gentle gale constantly rustling about their hair; it may be unnaturally hot or cold in the area of fire or ice concordant; a mystic concordant may have black, pupil-less eyes that sparkle like the night's sky; or a concordant of the basic affinity may have an unsettling quality of "plainness" about them.

Your attunement manifestation doesn't directly alter your character's statistics, though it can be a useful roleplaying tool. Though you may attempt to keep your magical ties a secret, this constant effect can betray your best efforts. You can also use your manifestation to help you intimidate, enamor, or mystify others, but it can just as easily work against your attempts to do so.

Attunement Points

You have a pool of 3 *attunement points*. Whenever you increase your Authority score by 1, your maximum amount of attunement points increases by 1 as well.

You may spend an attunement point in place of having your MajiMonster spend Grit to empower its attack or damage rolls with a technique of your attuned affinity. You may only spend attunement points in this manner for Monsters that share your attuned affinity.

A Monster must still spend Grit normally to trigger Grit-based effects for their techniques, if any. You regain any lost attunement points after resting for at least 6 hours.

Class Features

When you select the concordant class at character creation, you gain the following class features.

Authority Score [3]: Your power over MajiMonsters comes from your innate magical nature, not from intense study or training. You must rely on this natural power to defeat others more skilled than yourself in MajiMonster combat. You begin with an Authority score of 3.

Affinity Attunement: Your attunement is as much a part of you as the flesh of your body and blood in your veins. You've learned to draw upon its power and channel it into your MajiMonsters. This affects you physically, your body displaying features that reflect your attuned affinity, as well as your class abilities.

Archetype Options: Select one of the following two concordant archetypes, the *channeler* or *evoker*. Each archetype grants you an ability you can use and new merits that are available to you. The class archetypes are explained in more detail below.

MajiMonster Traits

When your MajiMonster would gain a new trait, it may gain one of the following traits instead of one from the general list.

Attuned Techniques

You can spend an attunement point to empower the Monster's attack and damage rolls in place of it spending Grit, regardless of the Monster's affinities. You can only use this effect for techniques of your attuned affinity.

Power Sink

When you spend an attunement point, the Monster gains a +2 bonus to its Magic and Discipline scores until the end of its next turn.

Power Surge

When you spend an attunement point, the Monster gains a +2 bonus to its Brawn, Talent, and Speed scores until the end of your next turn.

Power Swell

When you spend an attunement point, the Monster gains a +2 bonus to its Strike and Protection scores until the end of your next turn.

Synced

The Monster applies its affinity bonus to damage with techniques it uses of your attuned affinity. This trait has no effect if your MajiMonster would already apply its affinity bonus to these techniques.

Atticus is joined by his ice MajiMonster companions

Archetypes

Concordants tap into their internal reserve of magical power in different ways. When you choose this class, you select one of two archetypes: the channeler who directs their magical power into their MajiMonsters, or the evoker who draws out this power into dynamic fields of magic.

Channeler

A channeler has learned how to guide their affinity magic directly into their Monsters. This results in incredible and focused power that is well beyond a MajiMonster's normal limits.

Archetype Ability: Channeled Powers

By way of your attunement, you have discovered complex ways of channeling your innate power to strengthen your MajiMonsters.

When you select this archetype at character creation, choose two of the following *channeled powers*. Using a channeled power requires the expenditure of an attunement point and can only be performed on your turn unless otherwise indicated.

Channeled Powers

Channeled Arcana. You can choose to spend an attunement point to activate a technique's effect that would normally require your MajiMonster to spend a point of Grit. The technique must be of your attuned affinity.

Channeled Binding. When you attempt to bind a wild MajiMonster that shares your attuned affinity, you can spend an attunement point as part of the action. If you do, you gain a +5 bonus to the binding check.

Channeled Brace. You can choose to spend an attunement point instead of a point of Grit for your MajiMonster to take the Brace for Impact action. If you do, the MajiMonster adds your attuned affinity to its list of resistances until the start of its next turn. You can use a utility action to maintain the added resistance type for the MajiMonster on subsequent turns, up to 1 minute.

Channeled Exposure. You can choose to spend an attunement point when your MajiMonster critically hits a target with a technique of your attuned affinity that deals damage. If you do, after resolving damage from the technique, the target adds your attuned affinity to its list of vulnerabilities until the end of your next turn. You can use a utility action to maintain this effect on the target on subsequent turns, up to 1 minute.

Channeled Mimicry. You can choose to spend an attunement point as a response when a technique of your attuned affinity is used within 30 feet of your MajiMonster. If you do, your MajiMonster can use that technique as if it were a technique it knows until the end of its next turn. You can use a utility action to maintain this effect on the MajiMonster on subsequent turns, up to 1 minute.

Channeled Recovery. You can choose to spend an attunement point for a MajiMonster of your attuned affinity to take the Recover Hit Points action, instead of it spending a point of Grit. If you do, the MajiMonster recovers additional hit points equal to its Grade at the start of its next turn. You can use a utility action to maintain this effect for the MajiMonster on subsequent turns, up to 1 minute.

Evoker

Evokers create wild fields of magical power, knitting the landscape with elements of their attuned affinity. In these places, a concordant's magic functions in a variety of ways, aiding friendly MajiMonsters that share an affinity within the field and hindering enemies vulnerable to it.

Archetype Ability: Affinity Field

You can spend an attunement point as a utility action to evoke an *affinity field* completely within 30 feet of your active MajiMonster. An affinity field is a 15-foot square area that manifests your attuned affinity, filling the area with a myriad of magical effects. For instance, a field may crackle with lighting, wildly overgrow with plant life, swell with water, ignite with flames, or explode with furious sound. The field lasts until the end of your next turn. Each round after evoking an affinity field, you may use a utility action to maintain the field's effect. Each field provides a bonus to friendly MajiMonsters that share your attuned affinity, as well as a penalty to enemy MajiMonsters vulnerable to your attuned affinity. The effect applies when applicable MajiMonsters begin their turn in the field, or enter it for the first time during their turns.

When you select this archetype at character creation choose two of the following *field effects*. When you evoke an affinity field, you choose which of your field effects to apply.

Field effects

Evoke Confidence & Doubt. Friendly MajiMonsters affected by the field gain a +1 bonus to checks to end conditions affecting them while completely within it. Enemy MajiMonsters affected by the field suffer a -1 penalty to checks to end conditions affecting them until the end of their turn. Wild MajiMonsters affected by the field also suffer a -2 penalty to their bind resistance until the start of their next turn.

Evoke Cover & Exposure. Friendly MajiMonsters affected by the field have cover while completely within it. Enemy MajiMonsters affected by the field suffer a -1 penalty to their Protection and Discipline scores until the start of their next turn.

Evoke Fortune & Futility. Friendly MajiMonsters affected by the field can score a critical hit on a die result of 10+ while completely within it. The resulting attack roll still must hit the opponent's defense. Enemy MajiMonsters affected by the field increase the die result necessary to score a critical hit by 1.

Evoke Power & Feebleness. Friendly MajiMonsters affected by the field gain a bonus to damage rolls equal to their Grade while completely within it. Enemy MajiMonsters affected by the field cannot add their Talent or Brawn as bonus damage during their turn.

Evoke Resilience & Susceptibility. Friendly MajiMonsters affected by the field gain a bonus to their resistance value equal to their Grade while completely within it. Enemy MajiMonsters affected by the field cannot apply their resistance to damage until the start of their next turn.

Evoke Stamina & Fatigue. Friendly MajiMonsters affected by the field regain hit points equal to their Grade, and gain a +1 bonus to their Speed scores until the end of their turns. Enemy MajiMonsters affected by the field cannot recover hit points, and they treat the field as difficult terrain during their turn.

Merits

As a concordant, you have access to the following merits in addition to those available to all binders.

Increased Attunement

Your dominion over your attuned affinity is expanded.

Mechanic: Your attunement point maximum is increased by 2.

New Channeled Power [Channeler Archetype]

You've discovered a new way to channel your power to your MajiMonsters.

Mechanic: Gain a channeled power you do not have as listed in the channeler archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different channeled power.

New Field effect [Evoker Archetype]

You understand how to manipulate your innate magical power to create a new kind of affinity field effect.

Mechanic: Gain a field effect you do not have as listed in the evoker archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different field effect.

Specialty Technique

You've thoroughly mastered a combat technique to the point where you to teach it to your MajiMonsters that could not normally learn it.

Mechanic: You are able to teach a technique of your attuned affinity to your MajiMonsters: *clobber* (basic), *rock strike* (earth), *blaze strike* (fire), *ferocious strike* (fury), *rime strike* (ice), *charged strike* (lightning), *arcane strike* (mystic), *floral strike* (verdant), *tidal strike* (water), or *aerial strike* (wind). Anytime a MajiMonster you control would be able to learn a new technique, it may learn this technique instead. If a MajiMonster you control that uses this technique is Grade 4 or higher, the technique's base damage becomes 2d8 instead of 1d8.

Eyre leads her Thunderhorn into battle!

Knight

The Emperor Zarasul knighted the first binders in service of the New Empire, claiming no task was deadlier, nor weapon mightier, than the ones these brave souls possessed. Since then, the title of *knight* has been given to many binders trained in the art of drajules, binding, and MajiMonster combat.

Knights tend to be assertive, naturally rising as leaders among their comrades. Because of their expertise, MajiMonsters that serve knights develop deep bonds of trust and friendship with their binders. A knight's Monsters are capable of great feats in battle when need comes to call.

Becoming a Knight

Though the name "knight" evokes the image of a well-appointed warrior formally serving under a lord, the title can be taken by even the most unlikely of binders. The street urchin that steals a drajule can become a knight that is both streetwise and tenacious. The boy that inherits a drajule from his late father can become a knight through persistence and dedication to his family.

A knight embodies many heroic traits including gallantry, courage, and tenacity, but of all of these admirable characteristics, the important factor in becoming a knight is loyalty. A true knight is a loyal leader of both humans and MajiMonsters. With this deep sense of duty, binders from the most humble of beginnings can become as capable as those who are taught in the New Empire's formal schools.

Loyal Leaders

Knights are generally confident and charismatic, features that make them endearing to their MajiMonsters and comrades alike. However, their tactics in battle can range widely. Knights can employ their own arsenal of Monsters with ruthless efficiency, or might have a broader vision of command, issuing commands to all of the party's MajiMonsters for a tactical advantage.

A knight's MajiMonsters grow to be a strong and loyal as their binder. They develop into paragons of their species, in peak physical condition. A knight's victories are earned through the pairing of their own and their Monsters' fortitude and trustworthiness, forming not only a deep bond, but also a powerful force to be reckoned with.

Class Features

When you select the knight class at character creation, you gain the following class features.

Authority Score [5]: Your intuition, training, and experience give you a commanding presence. MajiMonsters you control fight harder for you. You begin with an Authority score of 5.

Archetype Options: Select one of the following two knight archetypes, the *champion* or *commander*. Each archetype grants you an ability you can use and new merits that are available to you. The class archetypes are explained in more detail below.

MajiMonster Traits

When your MajiMonster would gain a new trait, it may gain one of the following traits instead of one from the general list.

Hastened

When the Monster gains the benefit of one of your bond abilities or orders, it gains a +4 bonus to its Speed until the start of its next turn.

Nettled

When the Monster suffers a critical hit, it regains an expended point of Grit. This effect cannot raise the Monster's Grit beyond its normal maximum.

Resilient

When the Monster gains the benefit of one of your bond abilities or orders, it reduces all damage done to it by twice its Grade until the start of its next turn. The damage is reduced before factoring in vulnerabilities or resistances.

Spirited

When the Monster gains the benefit of one of your bond abilities or orders, it recovers 3 hit points per Grade.

Thorough

When the Monster hits an opponent with an empowered attack or damage roll, it can immediately move up to 10 feet as part of the same action. This movement does not provoke a withdraw strike from the hit opponent.

Vengeful

When the Monster is critically hit, its next attack or damage roll is empowered without having to spend Grit against the target that critically hit it. This benefit lasts until the end of the Monster's next turn.

Archetypes

Knights rise as inspiring leaders among their MajiMonsters and allies. When you choose this class, you select one of the two archetypes below: the champion who bonds with their MajiMonsters to great effect, or the commander who inspires the party's MajiMonsters as a unit.

Champion

Champions do not merely bind their Monsters, they bond with them. A knight's bond creates a deepened level of trust and partnership between Monster and binder. A bonded MajiMonster pushes itself beyond normal limits, making it capable of amazing feats in battle.

Archetype Ability: Bond

When you choose this archetype at character creation, select one of your starting MajiMonsters. You have developed a *bond* with this MajiMonster. You can develop a bond with up to 3 MajiMonsters at a time. Once a Monster is bonded, it remains bonded until you dismiss the bond, bond an additional MajiMonster beyond your limit, or commit an act that would hinder your relationship with the Monster.

You can call upon *bond abilities* to allow a bonded Monster to perform incredible feats in battle. When you choose this archetype, select two of the following bond abilities. Using a bond ability does not require an action, but can only be performed on your turn unless otherwise specified. You can use any combination of your bond abilities a number of times equal to your Authority score. You regain expended uses of your bond abilities after resting for 6 hours.

Bond Abilities

Battle Bond. You can invoke this ability when a bonded MajiMonster makes an attack roll. The attack roll is empowered without having to spend a point of Grit.

Deadly Bond. You can invoke this ability when a bonded MajiMonster makes a damage roll. The damage roll is empowered without having to spend a point of Grit.

Focus Bond. You can invoke this ability to strengthen a bonded MajiMonster's innate magic. Until the end of the bonded Monster's turn, its affinity bonus increases by its Grade. During this time, when the Monster applies its affinity bonus to damage the damage is not subject to resistance.

Fortifying Bond. You can invoke this ability to improve your bonded MajiMonster's defenses. The bonded Monster can take the Brace for Impact action without having to spend a point of Grit. You can only invoke this bond as a response.

Galvanizing Bond. You can invoke this ability to improve your bonded MajiMonster's reflexes. Until the end of the bonded Monster's turn, its Speed is increased in an amount equal to its Grade, and its movement does not provoke withdraw strikes.

Vitalizing Bond. You can invoke this ability to heal a bonded MajiMonster's wounds. The Monster recovers hit points equal to 8 per Grade of the Monster. You may invoke this bond only once per turn.

Commander

The commander instructs and inspires allies, guiding them like pieces on a chess board. There is power in a commander's orders, and under this tutelage, allies become more effective.

Archetype Ability: Order

Calling upon all of your training and experience, you inspire your allies and allied MajiMonsters to fight on even in the face of defeat. You can instruct your comrades by issuing an *order*, allowing you to gain a tactical advantage for a brief period of time.

When you select this archetype, choose two of the following orders. You can issue an order that you know as a utility action. You can use any combination of your orders a number of times equal to your Authority score. You regain expended uses of your orders after resting for 6 hours.

Orders

Assault. When you issue this order, your Monster and each friendly MajiMonster within 15 feet of it empower the next attack roll it makes before the end of its next turn, without spending Grit.

Overwhelm. When you issue this order, your Monster and each friendly MajiMonster within 15 feet of it deal +1 damage per Grade of the attacker against outnumbered opponents, and do not provoke withdraw strikes from outnumbered opponents. This benefit lasts until the end of your next turn.

Rally. When you issue this order, your Monster and each friendly MajiMonster within 15 feet of it can make a check to end a condition affecting it.

Recover. When you issue this order, your Monster and friendly MajiMonsters within 15 feet of it regain 5 hit points per Grade.

Reposition. When you issue this order, your Monster and each friendly MajiMonster within 15 feet of it can move up to 10 feet without provoking withdraw strikes.

Withstand. When you issue this order, your Monster and friendly MajiMonsters within 15 feet of it gain resistance to all damage types until the end of your next turn.

Merits

As a knight, you have access to the following merits, in addition to those available to all binders.

Additional Bond Ability Use [Champion Archetype]

Your reserve of power from your MajiMonster bonds is expanded.

Mechanic: You can invoke your bond abilities an additional 2 times before needing to rest.

Additional Order Issue [Commander Archetype]

Your capacity for issuing orders to your allies is expanded.

Mechanic: You can issue orders an additional 2 times before needing to rest.

New Bond Ability [Champion Archetype]

You've developed a new type of bond with your MajiMonsters.

Mechanic: Gain a bond ability that you do not have as listed in the champion archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different bond ability.

New Order [Commander Archetype]

You've expanded the number of orders in your repertoire.

Mechanic: Gain an order you do not have as listed in the commander archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different order.

I remember the look of elation on the young child's face as he completed his first binding ritual. I was in the rivertown of Deepflusse—after its troubles—and he had gathered everyone from the Capitol together to prove he could do it. It is remarkable to see a child so young, with a whole life ahead of him, able to harness such an amazing power. I will admit I felt a bit envious then; I knew that I would never know the rush and excitement of binding a Monster. Now I just feel silly. That child grew up to be Hassid the Keen, oft heralded as the strongest knight to grace our Empire.

Ranger

With the rediscovery of drajules, the New Empire to glimpsed a glorious new era of prosperity and reunification. Zarasul promised access to the New Empire's wealth and learning and the building of roads and infrastructure to connect long-isolated towns. However, the unknown terrors of the Wildlands would prove to be a difficulty temporarily barring the empire's optimistic vision. In order to gain access to the Wildlands as well as to discover its mysterious potential, the New Empire began formally training binders to navigate the vast wilderness, track down curious Monsters, and survive on what the land provided.

This caste of binders soon developed into the empire's first *rangers*. These men and women are survivalists—tough as nails. Rangers are trained to live months at a time in the Wildlands, stalking their prey and honing their abilities. Parties of binders welcome rangers with open arms; these individuals not only provide keen survival skills, but usually ensure the group has plenty of bound MajiMonsters at their disposal.

Courageous Souls

The life of a ranger is no task for the meek of heart. It requires strength, know-how, and patience in order to survive in the wild. Rangers develop an ironclad determination through their training and trials, a process that molds them to into the most hardy men and women in the world.

Though many rangers are formally trained by the New Empire, this isn't a strict requirement for the class. There have been tales of young binders stranded in the Wildlands that learn the ways of the ranger by trial and error. However, there happen to be many more tales of young binders never making it back alive. What seems to grant rangers their superior survival abilities and what sets them apart from other binders is their stalwart courage.

Hearts of the Wild

Rangers are exceptionally brave binders and bold leaders. Their MajiMonsters tend to become more feral and predatory, impressive in their ability to navigate the constantly shifting challenges of Wildlands under their master's tutelage.

Titus tracks his quarry with the assistance of his Fauxfox

The pairing of a ranger and Monster is uniquely capable of fighting swarms of wild Monsters one moment, finding clean water the next, and then scaling an improbably steep cliff, all in the matter of a few moments. To boldly meet these challenges, a ranger's MajiMonster may develop a natural camouflage, move through overgrowth unhindered, or have an uncanny sense to detect hiding prey.

Class Features

When you select the ranger class at character creation, you gain the following class features.

Authority Score [4]: You have a preternatural sense of survival, as well as a certain ruggedness and aptitude that makes you both admirable and daunting. MajiMonsters recognize your dauntless bravery, and fight in respect of it. You begin with an Authority score of 4.

Pack Leader: Rangers develop a connection to the wild, a rugged endurance against magical fatigue, and a unique camaraderie among MajiMonsters. They are able to push the limits of what most humans can achieve and weather the stress caused by activating drajules more effectively than others.

You may activate up to 4 drajules each day instead of 3.

Archetype Options: Select one of the following two ranger archetypes, the *hunter* or *survivalist*. Each archetype grants you a new ability and merits. The class archetypes are explained in more detail below.

MajiMonster Traits

When your MajiMonster would gain a new trait, it may gain one of the following traits instead of one from the general list.

Alpha

When the Monster deals damage to an opponent it is helping to outnumber, it gains a bonus to its damage equal to its Grade + 1.

Beckon

For one round after using one of your hunter's totems, traps, or survival tactics, the Monster can be dismissed as a utility action instead of a combat action. As part of the same utility action, you can summon a different MajiMonster.

Camouflage

The Monster gains an additional +1 to Protection and Discipline when it gains the benefit of cover.

Pathfinder

The Monster does not reduce its Speed when moving through difficult terrain.

Precision

The Monster ignores the bonuses to a target's defenses from cover. Additionally, it can take the Search action in combat to pinpoint an unseen target as a utility action instead of a combat action.

Archetypes

Rangers are products of their environment—hardened veterans that track their prey with frightening accuracy. When you choose this class, you select one of the two archetypes: the hunter, who specializes in totems and traps to bind or defeat MajiMonsters, or the survivalist, who passes their survival instincts and skills to their own MajiMonsters.

Hunter

The hunter is a master at tracking and catching targets. Years of training has given them unparalleled concentration. Able to shake off distraction and deftly pursue Monsters through harsh terrain, a hunter rarely let their quarry escape.

Archetype Ability: Totems and Traps

Your training and experience has taught you the best way to catch your prey. You call upon various skills, techniques, and states of concentration referred to as *totems* to succeed in binding MajiMonsters with incredible efficiency.

Each totem provides an effect you can use to help you succeed in binding wild MajiMonsters. Alternatively, a totem can be used as a *trap* by your MajiMonster, as a response to something happening. Using either function counts as one use of the totem or trap against your total.

When you select this archetype at character creation, select two of the following *hunter's totems and traps*. You can activate the abilities described by any totem and trap you know. Regardless of how many you know, you can only use a combination of your totems and traps a number of times equal to your Authority score. You regain expended uses of your totems and traps after resting for at least 6 hours.

Hunter's Totems and Traps

The Bear's Roar. You can choose to activate this totem when your Monster scores a critical hit against a wild MajiMonster. If you do, its bind resistance is reduced by an amount equal to your MajiMonster's Grade until it passes a Hard (9) check.

Trap: You can choose to activate this trap as a response when your MajiMonster would be critically hit. If you do, the target that hit your MajiMonster becomes frightened until it passes a Hard (9) check.

The Owl's Focus. You can choose to activate this totem when you perform a binding ritual. If you do, you gain a +3 bonus to your check to bind the creature, and your drajule is not destroyed on a roll of a 1 on the binding die.

Trap: You can choose to activate this trap as a response when your MajiMonster becomes outnumbered. If activated, your Monster no longer counts as outnumbered, and cannot become outnumbered until the start of its next turn. Until the end of its next turn, it treats any enemy that would normally be outnumbering it is as an outnumbered target.

The Panther's Swiftness. You can choose to activate this totem when your Monster scores a critical hit against a wild MajiMonster. If you do, you can make a bind attempt against the wild MajiMonster as part of the same action. However, the target's bind resistance gains a bonus equal to its Grade against your attempt.

Trap: You can choose to activate this trap as a response when an enemy targets your MajiMonster with an attack that has no other targets. Your MajiMonster may move its current Speed immediately, before the attack is resolved. This movement does not provoke a withdraw strike.

The Serpent's Gaze. You can choose to activate this totem when you successfully perform a binding ritual, but before the target spends Grit to temporarily increase its bind resistance. If you do, the target must spend an additional point of Grit to increase its bind resistance.

Trap: You can choose to activate this trap as a response when an enemy moves within 5 feet of your MajiMonster. The target becomes debilitated until it passes a Hard (9) check.

The Spider's Kiss. You can choose to activate this totem when you fail a bind attempt. The target MajiMonster suffers the confused and disoriented conditions until it passes a Normal (7) check. It must check to end each condition separately.

Trap: You can choose to activate this trap as a response when an enemy's technique would apply the bleeding, blinded, burning, confused, disoriented, frightened, frozen, or poisoned condition to your MajiMonster. Your MajiMonster ignores the effect of the condition, and the triggering enemy is disoriented until it passes a Normal (7) check.

The Wolf's Pursuit. You can choose to activate this totem as a response when a wild MajiMonster is declared to be fleeing. If activated, your Monster's next attack roll against the fleeing Monster is empowered without spending Grit, and trigger effects that apply the frozen, grabbed, prone, or sleeping conditions are reduced by 1. You gain an additional round at attempting to slay, bind, or subdue the fleeing MajiMonster.

Trap: You can choose to activate this trap when your MajiMonster hits with a withdraw strike. If you do, the target is grabbed or knocked prone (your choice). If the target was a fleeing MajiMonster, you gain an additional round at attempting to slay, bind, or subdue it.

Survivalist

Survivalists train for many hazardous scenarios, employing defensive maneuvers and skills that can turn an opponent's strength against them. An opponent that attempts to stall a survivalist's MajiMonster may find the tables turned rather quickly.

Archetype Ability: Survival Tactics

You recognize deadly situations and know the tricks to avoiding and escaping them. What's more, this is a talent you've passed down to MajiMonsters you control in combat, teaching them ways to protect themselves, and capitalize on an opponent's misfortune.

When you select this archetype at character creation, select two of the following *survival tactics*. Regardless of how many tactics you know, you may only activate one at a time. Each tactic provides two different actions; one as a response, and one as a utility action or part of a combat action. Using either counts as a use of the tactic against your total.

You can use any combination of your tactics a number of times equal to your Authority score. You regain expended uses after resting for at least 6 hours.

Survival Tactics

Acrobatic Ruse. You can use this tactic as a response when a friendly Monster within 10 feet of your MajiMonster becomes outnumbered. Your MajiMonster and the target switch positions. This movement does not provoke withdraw strikes and ignores difficult terrain. Your MajiMonster then makes a Strike vs. Discipline attack against each opponent helping to outnumber it. On a hit, the target is confused until it passes a Hard (9) check.

You may also use this tactic as part of a combat action when your MajiMonster hits a target with a melee attack that deals damage. Your MajiMonster and the target switch positions. This movement does not provoke withdraw strikes and ignores difficult terrain. The target is also confused until it passes a Hard (9) check.

It would not be proper to discuss rangers without the mention of Titus Matthews, one of the first and finest rangers to date. Titus was instrumental in discovering the The Weary's ties to Old Empire magic, and if not for him mankind may have stumbled again just as it was regaining its feet.

–Rell

Clever Wrestling. You can use this tactic as a response when your MajiMonster would become grabbed or knocked prone by an adjacent opponent. Your MajiMonster immediately escapes the grab or stands from prone. Your MajiMonster then makes a Strike vs. Protection attack against the triggering opponent. On a hit, the target is either grabbed or knocked prone (your choice).

You may also use this tactic as part of a combat action when your MajiMonster hits a target with a melee attack that deals damage. The target is either grabbed or knocked prone (your choice).

Defiant Resolve. You can use this tactic as a response when your MajiMonster would suffer a penalty to one of its combat attributes. The penalty does not affect your MajiMonster. For the next minute, your MajiMonster gains a +1 bonus on checks made to end conditions or penalties that affect it.

You may also use this tactic as a utility action. Until the end of your MajiMonster's next turn, all of its combat attributes gain a +1 bonus. (Monsters with a temporary increase to their Health score temporarily increase their hit point maximum and immediately gain the same amount of hit points.)

Not Today! You can use this tactic as a response when your MajiMonster drops to 0 hit points as a result of an enemy's attack. Your MajiMonster's hit point total instead becomes equal to its Health score + its Grade.

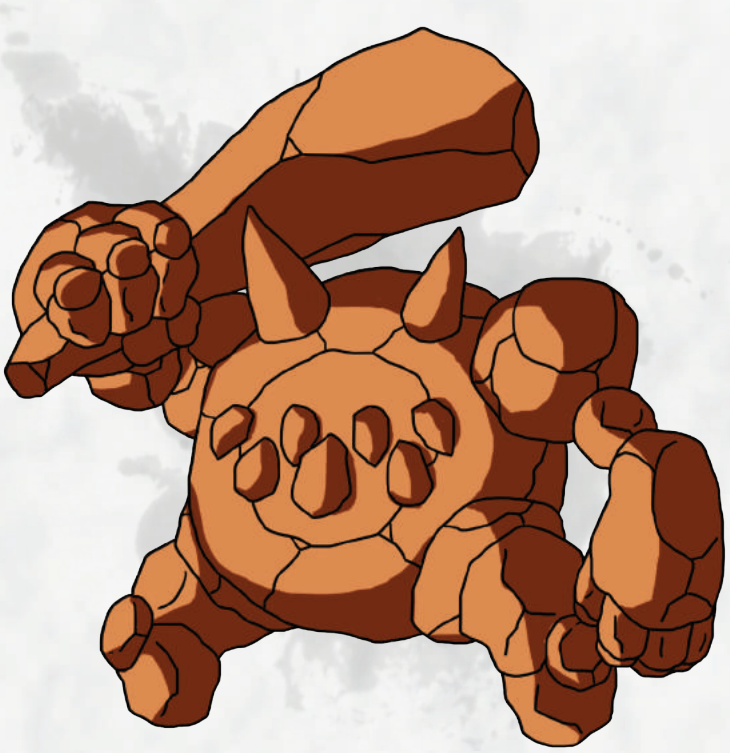
You may also use this tactic as a utility action to aid a friendly Monster within 5 feet of your MajiMonster. Until the end of the target's next turn, the first time it would drop to 0 hit points, its hit point total instead becomes equal to its Health score.

Rapid Recovery. You can use this tactic as a response when your MajiMonster would suffer a condition that a check could end, triggered from an opponent MajiMonster's technique. The penalty does not affect your MajiMonster, and your MajiMonster makes a Magic vs. Discipline attack against the triggering opponent. On a hit, the target suffers the condition instead.

You may also use this tactic as a utility action to aid a friendly Monster within 5 feet of your MajiMonster. Until the end of the target's next turn, the target cannot be affected by conditions.

Tumbling Retreat. You can use this tactic as a response when your Monster becomes outnumbered. Your MajiMonster can move up to 30 feet immediately. This movement does not provoke withdraw strikes.

You can also use this tactic as a utility action to allow your MajiMonster to move up to 30 feet. This movement does not provoke withdraw strikes. After finishing this movement, your MajiMonster cannot use combat actions (additional actions cannot be taken).



Merits

As a ranger, you have access to the following merits, in addition to those available to all binders:

Additional Exploit Use [Hunter Archetype]

You don't tire as easily from using your totems or traps.

Mechanic: You can use your totems and traps 2 additional times before needing to rest.

Additional Tactic Use [Survivalist Archetype]

You can instruct the use of survival tactics more often.

Mechanic: You can use your survival tactics 2 additional times before needing to rest.

New Hunter's Exploit [Hunter Archetype]

You've mastered a new hunter's totem and trap.

Mechanic: Gain a totem and trap you do not have as listed in the hunter archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different hunter's exploit.

New Survival Tactic [Survivalist Archetype]

You've learned a new survival tactic to teach your Monsters.

Mechanic: Gain a survival tactic you do not have as listed in the survivalist archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different survival tactic.

Scholar

Grophe inspects a drajule he's prepared

In enlightened communities, *scholars* are respected mentors of arcane craft, often serving as councilors and teachers. Many specialize their knowledge, becoming experts in the fields of history, sciences, medicine, lore, and other arts. Through years of rigorous study and experiment, scholars have become masters of artifice, magic, and science. Their skill with MajiMonsters extends not only to crafting drajules for Monster capture, but also breeding MajiMonsters in captivity, producing strong and varied offspring.

Scholars distinguish themselves by strength of will and intellect. What they lack in battle strategy and tactics they make up for with crafted items, custom-bred MajiMonsters, enhanced drajules, and a wealth of knowledge. This means scholars may be as different from one another as they are from other classes, as each pursues their own goals, areas of specialization, and talents.

Knowledge is Power

In the hands of a scholar, knowledge is as potent as any MajiMonster. These individuals have poured through ancient knowledge to discover the secrets of drajulecraft and MajiMonster breeding, secrets kept from the days of the Old Empire and the first maji.

How a scholar comes upon this knowledge can vary. Those fortunate to live in the Capitol may have access to its grand libraries and vaults of forgotten lore. The man that wanders into a nearby cave for shelter, only to find ancient writing upon its walls may emerge a scholar. The woman that pours through a chest of scrolls and tomes preserved in the village archives may become a scholar as well.

In general, scholars are learned, insightful people. Anyone can come across the knowledge that gives these binders power, but only the right mind can fully grasp it. Even if a scholar were to teach a hundred binders the secrets to crafting drajules, only one of her students may be successful in doing so.

Class Features

When you select the scholar class at character creation, you gain the following class features.

Authority Score [3]: Your expertise lies in a scientific method, practice, and study. You depend on these skills to defeat opponents better skilled in MajiMonster combat. You begin with an Authority score of 3.

Monster Lore: Scholars have studied MajiMonster lore, committing to memory even the most cryptic and esoteric information they can get their hands on. They can readily identify Monsters they've never encountered in the wild, needing only a moment to study them in order to discern their species.

You can spend a utility action to attempt a Normal (7) Education check to identify an encountered MajiMonster. On a success, the GM reveals the Monster's name, affinity types, and associated vulnerabilities and resistances. If you succeed a Hard (9) check, the GM also reveals the species' starting and optional traits. If you succeed a Very Hard (11) check, the GM also reveals two of the Monster's current techniques.

You can only make this check for one MajiMonster you can see at a time.

Archetype Options: Select one of the following two scholar archetypes, the *breeder* or *scribe*. Each archetype grants you an ability you can use and new merits that are available to you. The class archetypes are explained in more detail below.

MajiMonster Traits

When your MajiMonster would gain a new trait, it may gain one of the following traits instead of one from the general list.

Astute

If an enemy MajiMonster deals damage to the Monster that it is vulnerable to, the Monster gains a +2 bonus to its Protection and Discipline scores until the end of its next turn from that enemy Monster's attacks.

Harmonious

The Monster can activate a technique's feature that normally requires using Grit, without having to spend a point of Grit. The Monster must rest for 6 hours before regaining use of this ability.

Resolute

If the MajiMonster fails to end a condition affecting it with a check, its next check to end that condition before the end of its next turn is empowered without having to spend a point of Grit.

Archetypes

Scholars have spent years in MajiMonster study. When you choose this class, you select one of the two archetypes: the breeder who can selectively breed MajiMonsters to produce powerful offspring, or the scribe who creates and modifies drajules.

Breeder

The breeder has studied the tenets of MajiMonster breeding and mastered its intricacies with great results. Such practice is often considered dangerous, or at the very least arduous, and most binders rely on binding new MajiMonsters to expand their teams. There's no denying, however, that a breeder's MajiMonsters are of a superior stock, and these scholars are often commissioned to breed specific Monsters for knights and nobles.

Archetype Ability: MajiMonster Breeder

You can selectively breed MajiMonsters and raise their offspring (or gift them to allies or other party members), but this process requires skill and patience. Wild MajiMonsters conceive and birth their young through the natural process common of all species, though they have widely variable gestation periods.

Breeders use a different method, however, and are able to use magic to "breed" MajiMonsters, even those belonging to different species or to the same gender. When you choose this archetype at character creation, select one of your starting MajiMonsters. That MajiMonster has the Bred trait, in addition to any other traits it may have.

When you select this archetype, choose two *breed qualities*. When you breed MajiMonsters, you choose one or more of the breed qualities you know to apply to the intended offspring.

Bred

MajiMonsters bred by scholars with the breeder archetype gain this trait at level 1, in addition to any other trait they may possess. The Monster is domesticated and can freely accompany its binder outside of its drajule, like a pet. The Monster can enter combat freely should the scholar desire, or be dismissed as part of a Summon action for another of the scholar's MajiMonsters.

When a MajiMonster with the Bred trait would gain a point of XP, it instead gains a level. This feature applies until the Monster gains as many levels as the highest leveled MajiMonster its binder controls. Thereafter, it gains XP normally, regardless of how other MajiMonsters its binder controls gain levels from that point.

The Breeding Process

Breeding MajiMonsters is a lengthy process. The breeder must have two viable Monsters to begin (it is up to the GM's discretion if a MajiMonster cannot be used to breed, perhaps due to age, infirmness, or simple unwillingness). Differences or similarities in sex, Grade, and species are not barriers to this process. With the Monsters selected, the breeder prepares a secure space for the process, during which the breeder performs a magical ritual that combines the essence of each MajiMonster into a resulting offspring. This essence is stored in an empty drajule until the offspring matures. If the breeder does not have an empty drajule to use, the process fails.

Overall, the process requires 6 uninterrupted hours of work, and if disrupted the process fails and must be started over. A breeder can only attempt to breed one pair of MajiMonsters in a 24 hour period.

Checking for Success

After the breeding process is complete, the breeder checks for success. This is a Hard (9) check, though the check difficulty is increased by 1 for each breed quality assigned to the intended offspring beyond the first. For instance, if the breeder chose 2 breed qualities for the intended offspring, the check's difficulty is Hard (10). The breeder gains a bonus to the check roll equal to the average Grade of the pair of MajiMonsters selected to breed (rounded down).

If the check fails the attempt is unsuccessful, and the breeder must restart the process. If successful, the pair produces their offspring's essence into the drajule at the process's completion. The breeder then cares for the offspring until it matures and can be summoned. No binding roll is required to bind the offspring to the drajule used for this process.

Offspring Maturation

When an offspring is produced, the GM rolls 1d10 and adds 1 for each breed quality applied to the offspring. The result is the amount of days required for the offspring to mature. This roll can be made in secret, so the breeder does not know how long it will take for an offspring to reach maturity.

Until mature, the intended offspring resides in its drajule and cannot be summoned. A breeder can care for a number of drajules with maturing offspring at a time equal to his or her Authority score. Further attempts to breed MajiMonsters will fail when a breeder is at this limit. Drajules containing maturing offspring

cannot be activated and do not count against the breeder's limit of active drajules.

Once mature, the Monster is able to be summoned from its drajule and can be claimed by the breeder or gifted to a party member or ally. Though the New Empire has attempted to employ breeders in order to provide superior Monsters for knights, they have found that truly effective and reputable breeders will not sell or give away their stock to just anyone. The breeding ritual seems to forge an emotional connection between the breeder and offspring that would make selling this uniquely special Monster to a complete stranger simply heartbreaking.

The offspring is a level 1 MajiMonster of the same species as either of the MajiMonster's "parents"—this decision is made by the breeder during the breeding ritual. It has the bred trait (described above) in addition to any other traits it may have, as well as whichever breed qualities assigned to it during the ritual.

Breed Qualities

Improved Attribute. Choose one of the offspring MajiMonster's following attributes: Health, Strike, Protection, Magic, or Discipline. That attribute's score is increased by 1. This does not count against the MajiMonster's limit of 2 increases for the improved score.

This breed quality can be applied more than once. Each additional instance must affect a different attribute, and counts as an additional breed quality for the purpose of the breeding check difficulty and determining days until the offspring matures.

Improved Physique. The offspring MajiMonster's Brawn score and resistance value are increased by 1.

Improved Prowess. The offspring MajiMonster's Talent score and affinity bonus are increased by 1.

Inherited Affinity. When you choose this breed quality for an intended offspring, select an affinity from either one of the MajiMonsters you are attempting to breed. The resulting offspring has this affinity in addition to the starting affinities for its species.

A MajiMonster cannot have more than 3 affinities as a result of this breed quality (if this feature would cause an offspring to have more than 3, it has no effect). Remember, changing a MajiMonster's affinities affects its vulnerabilities and resistances.

Inherit Size. When you choose this breed quality for an intended offspring, select a size category from either of the MajiMonsters you are attempting to breed. The pair's resulting offspring is this size.

Inherited Technique. When you choose this breed quality for an intended offspring, select one combat technique from either of the MajiMonsters you are attempting to breed. The resulting offspring has this technique in addition to its standard starting techniques.

This breed quality can be applied more than once. Each additional instance must affect a different technique, and counts as an additional breed quality for the purpose of the breeding check difficulty and determining days until the offspring matures.

Inherited Trait. When you choose this breed quality for an intended offspring, select one trait from one of the MajiMonsters you are attempting to breed. The resulting offspring has this trait, which replaces its normal starting trait.

Scribe

Drajules are complex tools, and those that learn how to craft and modify these tools are referred to as scribes. In addition to preparing drajules for use, a scribe possesses the knowledge and ability to alter a drajule's effect to aid a binder or its bound MajiMonster.

Archetype Ability: Drajulecraft

After careful preparation and study, you are able to craft and modify drajules, though the process does require time and materials. You alter or enhance a drajule's effect by inscribing magical symbols, called *glyphs*, upon a drajule's facets.

When you select this archetype, choose two glyphs. When you prepare a drajule, you can choose one or more of the glyphs you know to apply to the finished product. The more you choose, the more difficult it is to prepare the drajule, and the longer the process takes.

During character creation, you can automatically apply one glyph that you know to a drajule containing one of your starting MajiMonsters.

Any time you attempt to bind a wild MajiMonster using a drajule that you have crafted, your binding check result gains a +2 bonus.

Crafting Drajules

Before a scribe can create a drajule, they begin by finding an adequate stone (commonly called a vessel). These vessels come from various translucent stones, cut into a multifaceted shape that is easy to handle, ranging from 1 to 6 inches in size. Drajules can greatly vary in appearance, and though they are often cut from precious gems to show affluence and power, they may also be crudely shorn from common quartz when needed quickly to serve a purpose. It is up to the GM's discretion if a stone cannot serve as a vessel, perhaps due to frailty, size, opacity, or composition.

Creating a drajule requires intense magical concentration. The scribe must have a quiet place to focus and perform sealing rituals that give the drajule its magical power. During this process, the scribe declares what glyphs, if any, they are adding to the drajule's facets to enhance it. A single drajule cannot have more than 3 glyphs inscribed onto it, and it cannot have more than one glyph of any single type.

The ritual requires 6 uninterrupted hours, and if disrupted the process fails. The required amount of time is increased by 1 hour for every glyph the scribe wishes to add to the drajule they are preparing. A scribe can only prepare one drajule at a time, and only one per 24 hour period.

Checking for Success

Once the process is complete, the scribe checks for success. This is an Easy (5) check, though for every glyph added to the drajule, the difficulty increases by one step. For instance, a binder wishing to add two glyphs to a drajule would need to pass a Hard (9) check to be successful.

If the check fails, the attempt is unsuccessful, and the scribe must restart the process. If successful, the drajule is prepared with the desired glyphs.

Glyph Potency

Glyphs only retain their magical potency while within 1 mile of the scribe who inscribed them, or until the drajule is used to bind a wild MajiMonster, at which point their power is permanent. If the scribe travels beyond this range of an empty drajule with a glyph they prepared, the glyph's power is lost (though the drajule still functions normally). Because of this, scribes rarely have an opportunity to sell glyphed drajules, though they can easily outfit their party members with them.

Creating drajules and inscribing glyphs is an intricate process, requiring specialized carving tools. Scribes collect these tools and learn about their maintenance during the training process, and so starting scribes begin with a set of scribes' tools already in their possession. It is assumed that scribes are actively maintaining this equipment, such as sharpening chisels and maintaining the points on metal gouges. A charismatic scribe can usually find a village sharpener or blacksmith to render assistance if tools are damaged or require maintenance, but at the GM's discretion, a monetary cost can be imposed on a scribe to maintain their tools before creating more drajules. See Chapter 3 for details on a scribe's tools.

Glyphs

Glyph of Affinity. A MajiMonster bound to a drajule with this glyph increases its affinity bonus by its Grade +1.

Glyph of Calamity. A MajiMonster bound to a drajule with this glyph reduces the trigger number for techniques it uses by 1.

Glyph of Enduring. A MajiMonster bound to a drajule with this glyph increases its normal Grit point maximum by 1.

Glyph of Perseverance. A MajiMonster bound to a drajule with this glyph gains a +1 bonus to checks made to end conditions affecting it.

Glyph of Resolve. A MajiMonster bound to a drajule with this glyph increases its resistance value by its Grade +1.

Glyph of Viciousness. A MajiMonster bound to a drajule with this glyph scores a critical hit on the die result of 10+ on an attack roll. The attack's result must still hit the target's defense.

Merits

As a scholar, you have access to the following merits, in addition to those available to all binders.

New Breed Quality [Breeder Archetype]

You've learned a new breed quality to pass to a MajiMonster's offspring.

Mechanic: Gain a breed quality you do not have as listed in the breeder archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different breed quality.

New Glyph [Scribe Archetype]

You've mastered a new glyph you can scribe to drajules you prepare.

Mechanic: Gain a glyph you do not have as listed in the scribe archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different glyph.

Scoundrel

The allure of binding MajiMonsters and wielding their power attracts all kinds. Once the New Empire began to formally employ binders, unsanctioned binders quickly followed in masses thereafter. Despite the empire's desire to keep drajules in carefully selected hands, talented men and women of all castes soon found them in their possession.

All manners of labels are given to those that seek drajules without the empire's blessing, but scoundrel is one particular name that one that stuck. Interestingly enough, scoundrels aren't actually casteless hedge binders, but have their own particular class characteristics and commonalities. However, in the eyes of the New Empire, they might as well not exist as a class at all.

They're not binders to serve the New Empire, or for reasons of study, survival, or defense. They are binders quite simply *because they are binders*, and they have only survived as long as they have in such a dangerous profession because they achieve their goals by any means necessary.

A Matter of Chance

Often, scoundrels arise from a matter of chance. Most scoundrels' stories of first binding involve discovering a drajule in the unlikeliest of places, meeting a dangerous Monster quickly thereafter, and muttering a random string of words that just happen to serve as a binding ritual.

Whether these stories are true or not might never be known—it takes a certain type of person to become a scoundrel. At worst, they might be described as tricksters, vagrants, and ne'er-do-wells. In a more flattering light, however, scoundrels might be admired for their natural talent and wit. Without any known formal training, scoundrels quickly unravel the methods of binding, MajiMonster combat, and what it takes to be victorious.

Though often stereotyped as devious, a scoundrel can be as good or evil as any other binder. Scoundrels may be perceived to be underhanded in their methods, but they're usually quite confident in their self-justification. In a world where humans vie to compete with dangerous Monsters, who is to argue with the methods they use to compete with them?

Class Features

When you select the scoundrel class at character creation, you gain the following class features.

Authority Score [4]: You have a certain intangible quality that has led to your success, whether it be a quiet confidence, a keen strategic mind, or a ruthless sense of conviction or justice. Your MajiMonsters understand your driving force and fight bravely on your behalf. You begin with an Authority score of 4.

Any Means Necessary: Scoundrels will take any path to victory, paying close attention to any way they can gain an edge in battle. A scoundrel can cripple opponents with hazards and conditions more efficiently than any other class.

MajiMonsters you control reduce the number needed to trigger a condition with their techniques by 1.

Archetype Options: Select one of the two scoundrel archetypes, the *opportunist* or *trickster*. Each archetype grants you an ability you can use and new merits that are available to you. The class archetypes are explained in more detail below.

MajiMonster Traits

When your MajiMonster would gain a new trait, it may gain one of the following traits instead of one from the general list.

Acrimonious

When the Monster is affected with a condition, its next attack roll before the end of its next turn is empowered without having to spend a point of Grit.

Hazardous

After performing an exploit or trick, the MajiMonster reduces the number it needs to score a critical hit by 1. The result must still match or exceed the target's defense. This effect lasts until the end of the MajiMonster's next turn.

Malicious

The Monster deals +3 damage for each condition affecting an opponent that a check can end.

Mischief [Condition]

When the MajiMonster gains this trait, select one of the following conditions: bleeding, blinded, burning, confused, disoriented, frightened, frozen, poison, or sleeping. Your MajiMonster reduces the trigger number required to afflict a target with this condition from its techniques by 1.

Quick-witted

After performing an exploit or trick, the MajiMonster can immediately move up to 20 feet as part of the same action. This movement does not provoke withdraw strikes.

Archetypes

Successful scoundrels have to eke out their victories through any advantage available. When you choose this class, you select one of the two archetypes: the opportunist, who confounds their opponents with debilitating effects, or the trickster, who teaches their MajiMonsters to rely on their own cunning to win at all costs.

Opportunist

The opportunist recognizes that the best advantage is an opponent at a disadvantage. Where they cannot win through outright strength or strategy, they can succeed by wearing down their enemies and punishing them for their weaknesses.

Archetype Ability: Exploits

Any window of opportunity, no matter how brief, is enough. You've learned to take advantage of these moments through various *exploits*—strikes and techniques that capitalize on opponents' weaknesses.

When you select this archetype at character creation, select two of the following exploits. Regardless of how many exploits you

know, you may only activate one at a time and only on your turn, unless otherwise specified. You can use any combination of your exploits a number of times equal to your Authority score. You regain expended uses after resting for at least 6 hours.

Exploits

Debilitating Blow. You can choose to activate this exploit when your MajiMonster deals damage to an opponent suffering a condition, or when it deals damage to an opponent the target is vulnerable to. If you do, the target becomes debilitated until it passes a Normal (7) check.

Haunting Effect. You can choose to activate this exploit when your MajiMonster applies the bleeding, blinded, burning, confused, disoriented, frightened, frozen, or poisoned conditions to an opponent that a check can end. If you do, the target must succeed 2 checks before the condition ends. The target still may only make 1 check each round to end the condition.

Instigate. You can choose to activate this exploit when your MajiMonster fails to the bleeding, blinded, burning, confused, disoriented, frightened, frozen, or poisoned condition against an opponent. If you do, you roll the trigger die again with a +1 bonus, and apply the second result.

Intensify. You can choose to activate this exploit when your MajiMonster applies the bleeding, blinded, burning, confused, disoriented, frightened, frozen, or poisoned conditions to an opponent that a check can end. If you do, the difficulty to end the effect is increased to the next highest step.

Prime Target. You can choose to activate this exploit when your MajiMonster deals damage to an opponent suffering a condition, or when it deals damage to an opponent the target is vulnerable to. If you do, the target's resistance value is 0 until the start of your next turn. During this time, the target cannot gain a bonus to its resistance value, and any damage dealt to the opponent is increased by the attacker's Grade. Bind attempts against an affected target gain a +1 bonus.

Sealing Blow. You can choose to activate this exploit when your MajiMonster deals damage to an opponent suffering a condition, or when it deals damage to an opponent the target is vulnerable to. If you do, the target becomes sealed until it passes a Very Hard (11) check.

Trickster

Tricksters make their own way, taking what they can get and making do with what they have. While tricksters may claim to seek honor and glory, they have no misgivings about the realities of life. They teach their MajiMonsters a universal truth: when the dust settles, it doesn't matter what's "fair." All that matters is that you're the one still standing.

Cadence and her Steinmaskes are up to some mischief

Should I live to see a thousand years, I'll never forget the duel between Wag Tenada and Sir Erik of the Brazen Sky, knight of the empire. Sir Erik had took it upon himself to bring Wag to justice for his crimes, though he foolishly and overconfidently promised the scoundrel a duel for his freedom. The knight summoned his Myriadra, and Wag called out his Amphare. I promise you, not a soul on that field who witnessed the duel gave Wag a chance. But, in one swift strike, Amphare landed such a blow against Myriadra it was unable to respond in kind with any of its own techniques. Sir Erik only shouted orders helplessly at it while Wag's Amphare finished the job, and won Wag's freedom.

Archetype Ability: Tricks

Gaining an edge in battle is often as simple as employing a little creativity. While a trickster's repertoire of *tricks* may be maligned as "cheap shots" or "fighting dirty," these labels are generally given by the defeated.

When you select this archetype at character creation, choose two of the following tricks. Regardless of how many tricks you know, you may activate only one at a time and only on your turn, unless otherwise specified. You can use any combination of your tricks a number of times equal to your Authority score. You regain expended uses after resting for at least 6 hours.

Tricks

Envenom. You can choose to activate this trick when your MajiMonster hits one opponent with an attack that deals damage. In addition to the technique's normal damage, the opponent is poisoned until they succeed a Hard (9) check. While poisoned, the target cannot regain hit points and cannot apply its Brawn or Talent as bonus damage on techniques it uses. If the technique had any other effects, they are instead replaced by this effect.

Gouge. You can choose to activate this trick when your MajiMonster hits one opponent with an attack that deals damage. In addition to 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.

Hamstring. You can choose to activate this trick when your MajiMonster hits one opponent with an attack that deals damage. In addition to the technique's normal damage, the opponent is bleeding until it succeeds a Hard (9) check. While bleeding, the target suffers a penalty to its Speed score equal to your MajiMonster's Grade (minimum 0). If the technique had any other effects, they are instead replaced by this effect.

Ignite. You can choose to activate this trick when your MajiMonster hits one opponent with an attack that deals damage. In addition to the technique's normal damage, the opponent is burning until it succeeds a Hard (9) check. While burning, the target must use its movement to move at least 10 feet each round before it can use a combat action. If the technique had any other effects, they are instead replaced by this effect.

Intimidate. You can choose to activate this trick when your MajiMonster hits one opponent with an attack that deals damage. In addition to the technique's normal damage, the opponent is frightened until it succeeds a Hard (9) check. While frightened, the target is also confused. If the technique had any other effects, they are instead replaced by this effect.

Overpower. You can choose to activate this trick when your MajiMonster hits one opponent with an attack that deals damage. In addition to the technique's normal damage, the opponent becomes prone. While the target is prone from this effect it cannot make withdraw strikes. If the technique had any other effects, they are instead replaced by this effect.

Merits

As a scoundrel, you have access to the following merits in addition to those available to all binders.

Additional Exploit Use [Opportunist Archetype]

You're more adept at finding windows of opportunity.

Mechanic: You can activate your exploits 2 additional times before needing to rest.

Additional Trick Use [Trickster Archetype]

You've expanded your capacity to use your tricksters' tricks.

Mechanic: You can activate your tricks 2 additional times before needing to rest.

New Exploit [Opportunist Archetype]

You've unlocked a new exploit to perform.

Mechanic: Gain an exploit you do not have as listed in the opportunity archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different exploit.

New Trick [Trickster Archetype]

You've discovered a new trick to teach your Monsters.

Mechanic: Gain a trick you do not have as listed in the trickster archetype.

Additional: This merit may be selected more than once. Each time you select this merit, it applies to a different trick.

Backgrounds

Every character's story starts somewhere. Whereas classes help define what your character is capable of as a binder, *backgrounds* explain the path you took to get there.

Backgrounds are roleplaying tools you can use to define your character's personality and motivations. Who you were before becoming a binder is still significant today. If you lived a comfortable life, you may have plenty of coins at your disposal, but little athleticism to show for it. By contrast, a life on the streets may make you an exceptionally nimble, but most of your possessions are stolen from others.

Additionally, you may decide to continue your former lifestyle in some fashion even as you become a binder. A merchant who sells fine silks as she journeys from village to village may now find that her job carting wares is now much easier as an alchemist with the help of her trusty Caribound. Similarly, a former soldier may find that his job as a bodyguard is aided significantly by his new skill as a ranger as well as his brash Hamsteer.

The following backgrounds give some role-playing hints as to your mundane talents and temperament as well as provide you with in-game benefits in the form of skills and equipment.

Skills

Each background provides bonus ranks to at least one skill, often giving you a selection to choose from. These ranks are in addition to the ones you distribute in character creation. Skills are explained in detail in Chapter 3.

Equipment & Money

Some backgrounds provide additional equipment or money that your character begins play with. This is in addition to the 100 suls that every new character begins with. Equipment and money are explained in detail in Chapter 3.

Making Backgrounds Your Own

Selecting a background at character creation is only the first step; it's up to you to fill in the details of how your past affects you today. What has changed? What prompted your character to the life of a binder? How did you obtain your equipment? Has your background provided you any friends or enemies? How has your background shaped your ideas, your goals, and your views on life?

These aren't questions the following backgrounds can answer—they're up for you to decide!

Adept

"I was born to bind and fight these Monsters. I suggest that you take me seriously."

You have been reared to become a binder from a very early age. Maybe you grew up in the Capitol and were given schooling in a formal binder academy. Maybe your father took you under his wing to teach you the trade when you started to show a skill for it. Maybe you were orphaned and taken in by a binder who raised you. However the method, you've been preparing to be a binder for as long as you remember.

Skills: Being a binder is equal parts mind and body. You gain 1 bonus rank in both Education and Athletics. You also gain 1 bonus rank in Perception, Survival, or Willpower (your choice).

Equipment: You begin play with an additional empty drajule, a treasure passed down to you or earned as a part of your training.

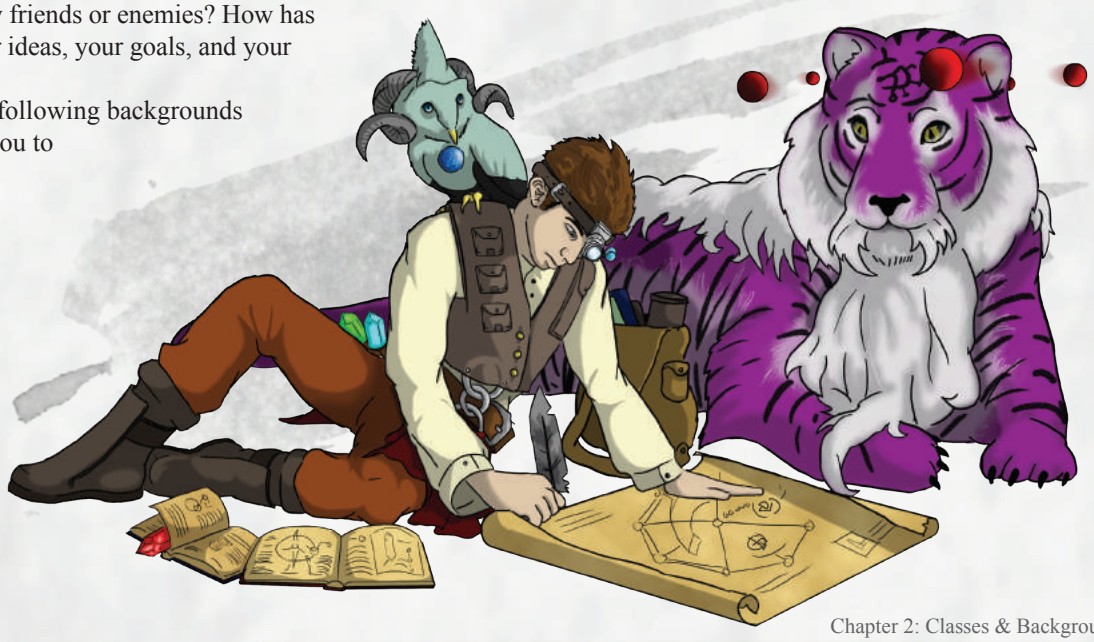
Adherent

"The gods will see me through this. You? Well, that is a matter between you and them."

You have put your faith first, serving your god or gods before all others. You may be simple, pious supplicant, a ranking official in the church, or a high priestess serving the masses of the Capitol. You may have decided to become a binder as a result of a prophetic dream or omen, or you might quest to further serve the gods you give praise to.

Skills: Your faith has made you strong-minded. You gain 2 bonus ranks in Willpower. You also gain 1 bonus rank in either Fortitude or Intuition (your choice).

Equipment: You keep an assortment of religious paraphernalia on you. This could consist of prayer beads, holy symbols, incense, or other items of faith. These materials do not exceed more than 20 suls in cost.



Artisan

"There are few things more rewarding than a hard day's work."

You are a skilled laborer, trained in a specific trade. Perhaps you are a weaver, a tailor, a mason, a cobbler, a blacksmith, a cartographer, a potter, a shipwright, a bowyer, a carpenter, a baker, or any other profession common of feudal society. You've acquired the skills and equipment necessary to practice your craft at the highest level.

Trade: When you select this background, choose a trade. You've been trained in this profession.
Skills: You gain 1 bonus rank in Proficiency. When you make a Knowledge (Proficiency) check related to your trade, the result gains a +1 bonus. You also gain 1 bonus rank in Intuition and Wits.
Equipment: Being an artisan requires having the right tools for the job. You begin with a set of artisan's tools related to your trade.
Money: You've used your talents to earn and save a bit of money. You begin with an additional 25 suls.

Artist

"Life is a song, friend, can you hear the melody?"

You are an artist, and creativity flows through your veins. You may be a poet, a minstrel, a sculptor, a painter, or have skill in some other form of craft or expressionism. You've been able to make a life for yourself by selling your wares or your services to those that can afford it.

Skills: You gain 1 bonus rank in Guile, Intuition, and Proficiency since these are the skills that led to your success.
Equipment: An artist must always create. You begin with raw materials related to the art of your choice, such as quills, ink, and paper to record poetry, clay for sculpting, a musical instrument, or canvas and paints. These materials do not exceed more than 20 suls in cost.
Money: By selling your art or receiving tips for services, you have collected a few extra coins. You begin with an additional 25 suls.

Bully

"Give me what I want, or I'll just take it. Either way, I win and you lose."

You've made your way through life by bullying those unable to stand up to you. You might be a thug that threatens passersby, or work under the employ of a boss that requires your muscle. You have a reputation for being loud, brash, and unreasonable, and those familiar with you try to avoid you at all costs.

Skills: You gain 2 bonus ranks in Persuasion, as most are willing to let you have your way, and others are easily intimidated by you. You also gain 1 bonus rank in Wits, as being a professional bully requires a surprising amount of sense to get by.
Money: You've been able to shake down a few marks and skip out on a few debts. You begin with an additional 25 suls.

Commoner

"There's a world out there beyond the walls. I used to think that was the best place for it."

You have been born of common stock. There's nothing particularly exceptional about you or your family—that is to say, at least, before you became a binder. Most commoners are self-sufficient, learning the skills necessary to survive and trade within their communities. This means you've spent a good deal of time growing your own food, mending your own clothes, and doing daily tasks to ensure the safety and comfort of your house or family.

Skills: Common men and women are as varied among each other as they are from those of different castes. Select three skills. You gain 1 bonus rank in each chosen skill.

Drifter

"I was at those ruins a few weeks ago. Very nice, but I've seen better."

You're not content to stay in one spot, always wandering from place to place. Are you running from the past, or simply set on exploring a dangerous world? Life on the road requires being prepared, and you are usually prepared for any set of circumstances.

Skills: You gain 1 bonus rank in Fortitude, Survival, and Wits, all skills necessary for a vagrant on the move.
Equipment: You've learned that a full belly and a warm place to sleep help pass long trips on the road. You begin with an additional 5 days rations and a tinderbox.

Intellectual

"History, mathematics, sciences, arcana. These are as much tools as ploughs, spades, and hammers."

You come from a position of enlightenment; you are better educated than most. You may be a teacher, a prodigious student, or a simple bookworm. Information is an incredible tool in the right hands, and you have learned how to outwit your adversaries as easily as some might out-muscle them. Knowing, as they say, is half the battle.

Skills: You gain 2 bonus ranks in Education, a result of your studious past. You also gain 1 bonus rank in either Insight or Perception (your choice).
Equipment: Knowledge is a terrible thing to waste. You begin play with a blank book, quill, and ink to record your notes, work out equations, chart courses, and otherwise exercise your mind.

Loner

"The world may be filled with Monsters, but it's the people I tend to be weary of."

The world is an intimidating place, made more difficult by the people that inhabit it. You've chosen to live a life in seclusion to avoid others. You may be a reclusive hermit, living by yourself. Or you may have grown in a sheltered community or monastery, seeing only one or two other people on occasion.

Skills: You gain 1 bonus rank in Fortitude, Intuition, and Wits, as living a reclusive life has forced you to rely on such skills to get by.
Animal Companion: You can choose a small mundane animal companion that is your trained pet, such as a dog, mouse, seagull, or snake. The animal has kept you company during lonely times, and is your loyal friend. This animal will not participate in combat, though it can do other small tricks such as fetching items small enough for it to carry. You also start with 20 days' worth of feed for this pet.

Merchant

"That cask is filled with Riverstep Red, freshly imported from Deepflusse. Best wine I've tasted in half a decade, and I've tasted more than a fair share. I could part with it for 30 suls, and that's cutting my own throat."

Money makes the world go round. You are versed in the art of appraisal and trade, buying and selling goods for profit. You may have specialized in one particular ware to sell, such as fruit, fish, textiles, or jewelry, or perhaps you dabbled in a little bit of everything. You have a discerning eye for what is valuable, and you only invest in wise purchases.

Skills: You gain 1 bonus rank in Guile, Intuition, and Persuasion, since these talents have aided your profession as a merchant.
Money: Your time as a merchant has afforded you a comfortable amount of savings. You begin with an additional 50 suls.

Sneak

"I grew up a thief and a spy, and I'm not ashamed to say it. What do I have to show for it? Well, I have my wits, my confidence, my health… and your coin purse."

You are deceptive and sly, and have taken to a life that suits these qualities. You may have grown up an orphan, forced to steal to survive. You may be a spy or informant in the employ of a noble house keeping an eye on its rivals. You possess sleight of hand and fleet of foot when it counts, and to you, that's what matters.

Skills: You gain 1 bonus rank in Athletics, Guile, and Perception, since these are the skills that have made your living (and kept you alive).
Equipment: Select one item worth 50 suls or less. You begin with this item in addition to your other equipment. The item may have been stolen or rewarded to you for some duplicitous service.

Soldier

"A steel-forged sword won't mean much if you're staring down the ugly mug of a MajiMonster. Of course, it'll handle men just fine."

You are a man-at-arms, trained to use weapons and armor. You may have been a noble's bodyguard, a ranking member of the local militia, or a mercenary for hire. Becoming a binder was a natural transition for you, as the life of a soldier already sees plenty of combat and challenges.

Skills: Soldiers are often physically fit and hardy. You gain 1 bonus rank in Athletics, Fortitude, and Strength.
Equipment: You begin play with 1 weapon and 1 suit of armor of your choice, each item worth 50 suls.
Money: You've seen your share of bloodshed, and to the victor go the spoils. You begin with an additional 25 suls.

Survivor

"You can survive the Wildlands with a sharp knife, a good cloak, solid boots, and some common sense. It's a shame so many come up short on that last bit."

The Wildlands cannot be tamed, but that hasn't stopped you from trying. You have lived a life off the land, making do with what you can, and preparing for any situation. You may have been born to a group of nomads from the edge of civilization, where these talents come naturally to you, or you may be a dedicated explorer, undeterred by the dangers in the wild.

Skills: Life in the Wildlands has taught you to be hardy and alert. You gain 1 bonus rank in Fortitude, Perception, and Survival.
Equipment: You begin play with a survival knife, 50 feet of rope, and a backpack to store your things.

Swindler

"This relic of the Old Empire is one of a kind and completely irreplaceable. And it can be yours for just a few suls. Quite the bargain, wouldn't you say?"

You have always had a way with words, and you usually know the right ones to say to get what you want. You might be a silver-tongued conman, selling snake oil or forged deeds. You may have been a crooked street performer, hosting games with cooked dice. You may have been a swarthy charlatan, seducing the vulnerable and then taking off with their money the moment their backs are turned.

Skills: You gain 2 bonus ranks in Persuasion and 1 bonus rank in Guile. You can deceive people when you need to, but most of your talent is spent telling people what they want to hear.
Equipment: You don't leave much to chance. You begin play with miscellaneous items for a con of your choice (such as forged documents, a rigged gaming set, or knock-off merchandise). The value of these materials does not exceed 25 suls.
Money: A fool and his money are soon parted, so they say, and you've helped part plenty of money from fools in your time. You begin with an additional 25 suls.

Tycoon

"You'd dare pay me in eyes? Do I look like some filthy goat herder to you? You'll return with proper coins or I have half a mind to have you whipped."

You come from a life of plenty. You may have been a noble, inheriting a family fortune and power within your town. Or you may have risen to wealth on your own, riding out most of your days in the comfort it can afford you. Money was typically the answer to your problems, which makes your life as a binder all the more curious. Being a binder may be a mere fancy that you're diverting yourself with, or perhaps your money is all but gone and adventuring is a means of recovering it.

Skills: You gain 1 bonus rank in Education, Persuasion, and Willpower, skills afforded by and necessary for your lifestyle.
Equipment: In addition to your normal clothes, you have a set of fine clothes worth approximate 50 suls. You also have a signet ring with your personal mark, and a tab of sealing wax.
Money: You are fortunate to not need to want for much. You begin with an additional 150 suls.

I once saw two binders talking while their Wombatants stared menacingly at one another. One Monster was garbed simply, and armed with a sword made of plain rock. The other grasped a vibrant and exotic weapon cloaked in multicolored sparks. Where these Monsters found these arms is beyond me; soldiers of the empire carry less ostentatious equipment.

CHAPTER 3
EQUIPMENT & MERITS

Intrepid explorers gather around the mouth of a cave, fastening rope around nearby trees to aid their descent to the depths below. When they reach the bottom, one party member pulls out a torch to shed light on the ruin buried within, while another checks a compass. Sometime later, the group huddles around a campfire; one party member begins to cook food while others set up tents, and another delights all with a jaunty tune from her harmonica.

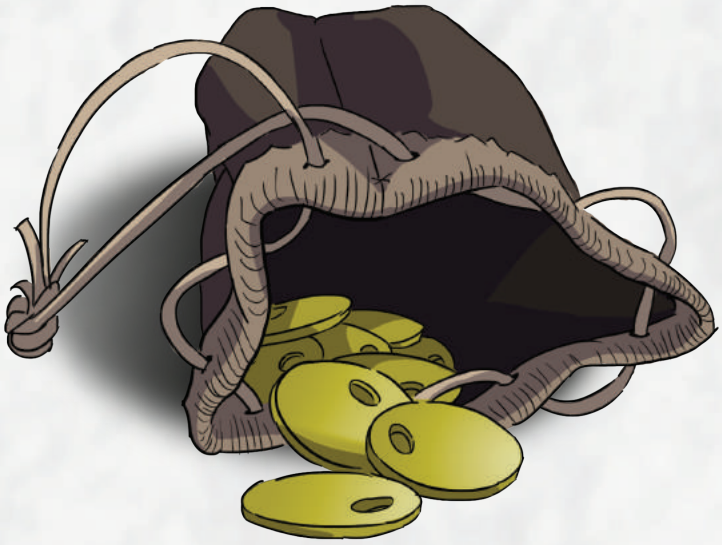
These are no ordinary men and women. They are binders, traveling the world in search of Monsters to find, battle, capture, and tame. Each has a unique personality, talents, capabilities, and goals, and each has prepared for their life as a binder in different ways. Furthermore, each will pursue an individual path even as they share company with others.

This chapter describes two aspects that further define binders: *equipment* they use, and special features they possess called *merits*.

Equipment

In broad terms, your binder's equipment consists of items used to travel, navigate, explore, and survive. Any binder worth their salt knows the value of a length of rope, a torch, and a backpack. With the exception of drajules and certain specialty kits, the equipment described in this chapter are largely mundane items that any person in the world has access to, binder or no. Equipment can be purchased from vendors of all sorts and in most places; and many traveling merchants braving the roads between cities carry an assortment of wares to sell if they have the chance.

As your character comes across money, he or she can afford to restock used equipment, purchase new gear, or commission even the grandest of items, such as keeps or galleons. Equipment, and the buying and selling of goods in general, cannot be described without also addressing the world's economy, coinage, and other measures of wealth, as described below.



Starting Equipment

New characters begin with 100 suls to purchase equipment. This is in addition to any suls or gear provided to you by your background. You also begin with 1 empty drajule (in addition to those for your starting MajiMonsters).

Coinage & Economy

In the centuries between the Old Empire and the New, MajiMonsters ruled the vast expanse of the world. Human civilization was forced behind walls for safety, creating handfuls of towns that dotted across the landscape. Some of these towns grew into fairly prosperous cities, as they were close enough to others to trade and expand with relative safety. Many others were remote, secluded from other beacons of civilization and forced to depend only on the limited skills of their occupants in order to survive.

This extreme isolation led to a series of unique economies arising within individual towns; trade goods had different values depending upon the places they were sold, and no common currency existed to compare an item's worth. In this intervening dark period, some larger towns kept the coinage of the Old Empire, while others set up their own monetary system, using stones or shells. Smaller villages often relied wholly on a barter system where prices were haggled and often in flux.
With the dawn of the New Empire, old roads and new trade routes have opened, giving way to glorious opportunity.

However, the first merchants and tradesmen were forced to contend with the recirculation of long-lost currency, the bartering habits of provincial villagers, and the extinction or incorporation of regional currency deemed illegitimate by the New Empire. In an effort to unify the villages and solidify his legitimacy, Emperor Zarasul has begun minting *suls*, single-value gold coins that bear his image and the nationalistic maxims of the burgeoning New Empire. However, this currency is relatively new; not all places accept suls readily. In fact, the following list of common currency is just a guide for the GM, and it is up to him or her to decide if a certain village will accept only regional currency, only suls, both, or neither.

Eyes

This regional coin is actually a shell originating from coastal territories. Each is polished, painted, and a hole punched through the middle, making it look like a creature's eye. Eyes were frequently used for trade amongst small fishing villages before the days of Zarasul's New Empire, one eye denoting a bushel of fish that the possessor was entitled to. With the emergence of suls, eyes are no longer being made, though those in circulation still hold value.

The New Empire has actively attempted to discourage its use by refusing to accept taxes and payment in eyes. However, because there is no official currency lower in value than suls, eyes are often used to make change and purchase small goods, even within the boundaries of the Capitol. Generally, five eyes is considered equal to one sul.

Suls

This lightweight gold coin is the standard currency of the New Empire. Suls are much more decorative than eyes. On one side, the head of the young and bold Emperor Zarasul with jeweled crown is set in profile with a single word is displayed on the rim: "Unity." The other side displays a drajule griped tightly in a regal fist with the maxim circling the edge, "Strength with Magic." An oval hole is punched through it, offest from the coin's center.

Zarasul decreed that the sul is the coin of the people, setting its purchasing value at a loaf of bread, or one hour of work from a common laborer. As a result, it has become the most circulated coin in most regions, and the one most binders use most frequently.

Some wonder how an ornate gold coin could carry such small value. The reason becomes apparent when the gold is heated. Rather than melting down to molten gold to be reshaped and reused, the molten metal turns to a dull slag, useless for any purpose. This has led some to claim that Zarasul has employed alchemists to magically forge these coins from common minerals.

Imperials

These gold coins are artifacts of the Old Empire, a currency used when the first maji ruled the world. Time has weathered all but the most well-preserved imperials, and as a result they have become rare throughout the world.

Imperials are cut into different shapes to denote the emperor in power at the time the coin was minted. A pouch of imperials may have coins fashioned into triangles, squares, circles, or other shapes, each of a different age. Regardless of the cut, every imperial has the same value. Each coin features the relief of dragon scales on one side, while the other has the image of a colosseum.

Some very isolated towns may still recognize imperials, but their rarity has ensured that their value has been much inflated. However, the market has recently seen an increase in the use of imperials as binders often find them in old ruins and treasure caches. This has forced a more fixed value on the old coins. In most locations, including the Capitol, one imperial is worth 10 suls.

Exchange Rates

Coin	Eye	Sul	Imperial
Eye	1	1/5	1/50
Sul	5	1	1/10
Imperial	50	10	1

Purchasing and Selling Goods

Typically, all that is required for you to buy equipment is the money to purchase it and someone to sell it to you. The following tables list common equipment, goods, and services with their values in suls. If an item is not readily available, it may cost more or less than this listed cost if your GM using the *Item Rarity* variant.

Sooner or later you'll have treasure, equipment, or other items that you'll wish to sell. Normally, you can sell these items when you return to a town, provided that you can find buyers interested in your goods.

Equipment. In general, merchants won't pay full price for a piece of equipment; they'll only want something they can turn a profit on. Mundane equipment can be sold for half its listed value.

Valuable Treasure. Objects or art, gemstones, and precious metals retain their value. These items can be sold for their full value to interested buyers, and can often be used as currency themselves for large purchases.

Relics. Magical items of the Old Empire still exist in the world, and even the least of these relics is invaluable. These items do not have an associated cost in suls, and are rarely treated as a commodity for trade. Even if you should desire to sell a relic for coin, only the wealthiest of nobles would be able to afford a fair price, and only then if they are interested in buying in the first place.

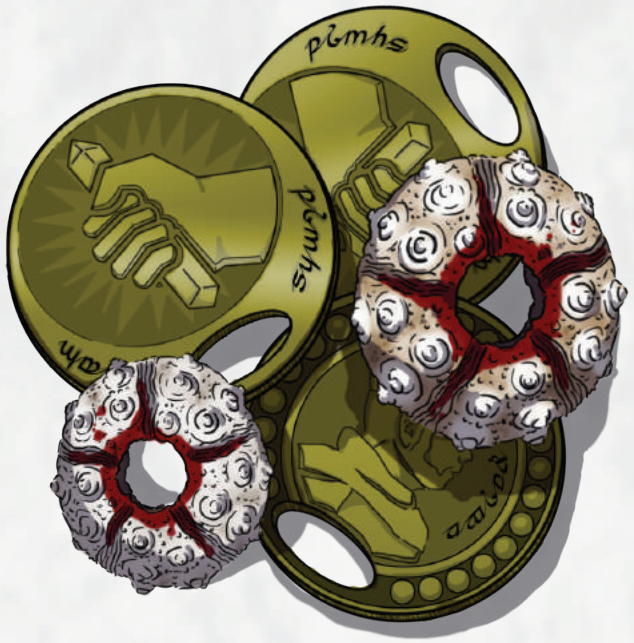
Bartering

Bartering is the most common method of exchange for goods and services in small towns or remote villages. Coins may be a frightening new prospect to their residents, whereas bartering is a familiar form of trade they have practiced their entire lives. Common farmers and laborers typically do not carry or desire coinage unless they often sell and buy goods at market. A peasant might turn up her nose at a relatively large number of suls in favor of a simple trade for food or work done around the house.

You may wish to barter goods and services with NPCs or even between other player characters. The rarity of any item should be taken into account when bartering, and the value in suls can be used as a measure of comparison. However, don't count on NPCs being willing to trade, particularly when an item is scarce. A horse may be worth 200 suls on the open market, but to a farmer the horse may be his only livelihood and he would not trade it for any amount.

Appraising an Item's Value

You can make a Normal (7) Knowledge (Education) check to determine an item's market value and rarity. A successful check results in knowing the adjusted value of the product. Merely knowing the market value isn't enough to determine an item's relative worth to its owner, however. Successfully bartering for an item will come down to your wits, influence, and common sense.



General Equipment

General equipment comprises the majority of gear used by binders and common people alike. This section describes items with special rules or uses that require explanation, with the exception of drajules. Though readily available to binders, normal people do not buy and trade drajules with regularity. For more information, refer to the sidebar drajules.

Adventurer's pack. An adventurer's pack is the preferred starting bundle for most new binders. It contains a backpack, a set of explorer's clothes, 50 feet of rope, a grappling hook, 5 days' rations, 3 sacks, a tinderbox, a bedroll, and 5 torches. Excluding the clothes, the entire kit weighs just under 40 pounds. Purchasing an adventurer's pack is less expensive than purchasing each included item individually.

Apothecary's kit. This set of alchemical tools is necessary for binders that take the apothecary archetype, and apothecaries begin the game with one already in their possession at no extra cost. This kit consists of five glass vials, an eye dropper, a small glass distillation apparatus, various salts, and dried herbs all stored in a secure case. The salts and herbs have minimal value (most are used in cooking) and can be restocked for the cost of several eyes.

The glass elements of this kit will last for decades if well-maintained. Additional glass vials may need to be purchased if concoctions are given away and the vials are not recovered. However, if the trials of adventuring prove rough and break the delicate glass of the equipment, the kit may need to be replaced. Unfortunately, full apothecary kits are generally only commonly available in the Capitol.

Armor. Armor consists of different suits of protective gear, ranging from simple studded leather outfits to chainmail, animal hides to full platemail.

You wear armor over your clothes. Armor helps prevent mundane attacks from hitting your vital spots and dealing you damage. Every 50 suls spent on a suit of armor allows you to reduce damage from mundane attacks against you by 1 (to a max of 10 at 500 suls). Additionally, Every 100 suls spent on a suit of armor increases the check number needed to successfully hit you by 1 (to a max of 5 at 500 suls).

Keep in mind, armor does nothing to stop a MajiMonster's attacks. You do not gain these bonuses if you are unfortunate enough to be attacked by a Monster. In such cases, your best protection is having a MajiMonster of your own to defend you!

Variant: Item Rarity

Though there may be other possible currencies, eyes, suls, and imperials are the most circulated and accepted across the empire. The equipment lists in this chapter use prices in suls.

However, since trade is still a hardship, some regions have only limited access to materials such as wood and wool, making the rarity of certain products very high. This rarity affects both the availability and the cost of a product, as the distance travelled to obtain it would raise the labor and cost needed.

Rarity is a modifier on the product to increase its cost by a certain percentage, based on the geographic affiliation with the New Empire. However, this is just a guideline; value fluctuates constantly in any economy, and factors such as a bad harvest and the opening of a new trade route could mean dramatic spikes and dips in the rarity of a product. The GM can choose to assign a rarity to an item to affect its cost.

Note that item rarity can fluctuate depending upon where it is sought. For instance, a particular item like a glass vial in the Capitol may be common, because commerce and industry allow for the cheap production of glass. However, very same item may be uncommon or rare in small or outlying towns, where materials for manufacture are not readily available. In the case of a glass vial, small villages may lack the means and technology to produce such an item, so could consider it uncommon or even rare.

Common: This product is made of commonly found materials, is fairly easy to produce, and is needed for basic sustenance. Unless a region suffers from a scarcity such as famine or drought, this product should be readily available for purchase in nearly any town or village at the price listed.

Uncommon: This product takes a high level of skill to produce, relies on materials that are difficult to find, or is a luxury good that is not needed for basic sustenance. An uncommon item is 50% more expensive than its listed cost outside of the Capitol and major towns.

Rare: This product take a high level of skill (or even magic) to produce, relies on rare materials, or is just rarely needed. A rare item is twice as expensive as its listed cost outside of the Capitol and major towns.

Regional Specialty: These products can only be obtained or purchased in a specific region other than the Capitol. Due to travel hardships, spoilage, or extreme manufacturing specialty, they cannot be made outside of the region they are from. Inside their region, these items are considered common or uncommon. However, outside of their region, these items may cost three to five times as much their listed cost.

General Equipment

Item	Cost (suls)	Weight
Abacus	30	2 lb.
Adventurer's pack	100	40 lb.
Apothecary's kit	100	3 lb.
Armor	50-500	5-50 lb.
Artisan's tools	25	2-10 lb.
Backpack	20	5 lb.
Barrel	20	50 lb.
Bedroll	10	7 lb.
Blanket	5	3 lb.
Book (blank, 60 pages)	50	4 lb.
Bottle (glass, with stopper)	20	1 lb.
Bucket	1	2 lb.
Candle (bundle of 5)	1	-
Chalk (10 pieces)	1	-
Chest (without lock)	50	20 lb.
Cloak	10	2 lb.
Clothes, casual	5	3 lb.
Clothes, explorer's	15	6 lb.
Clothes, fine	100	4 lb.
Compass	50	-
Crowbar	10	4 lb.
Drajule	100	-
Feed (2 days)	1	2 lb.
Fishing tackle	10	4 lb.
Gaming set	1-10	1-3 lb.
Grappling hook	20	4 lb.
Hammer	10	3 lb.
Hourglass	200	½ lb.
Hunting trap	50	20 lb.
Ink (1 oz. vial, includes quill)	30	-
Jug or pitcher	1	3 lb.
Ladder (10-foot)	3	25 lb.
Lantern	10	2 lb.
Lock	25-250	1 lb.
Manacles	20	6 lb.
Mess Kit	2	1 lb.
Mirror	45	½ lb.
Musical instrument	20-200	1-10 lbs.
Oil (lantern, 6 hours' worth)	1	1 lb.
Parchment (1 sheet)	1	-
Pick (miner's)	20	8 lb.
Piton (bundle of 4)	2	¼ lb.
Pouch	2	-
Rations (1 day)	3	2 lb.
Rope (hemp, 50 feet)	10	8 lb.
Sack (bundle of 10)	1	½ lb.
Scale (merchants)	50	3 lb.
Scribe's tools	100	5 lb.
Scroll case	10	1 lb.
Sealing wax	5	-
Shovel	20	5 lb.
Signet ring	50	-
Soap (1 lb or 10 bars)	1	-
Tent	25	15 lb.
Textiles (per square yard)	10-50	2-4 lb.
Theives' tools	25	1 lb.
Tinderbox	5	1 lb.
Torches (bundle of 5)	1	½ lb.
Waterskin	1	½ lb.
Whistle	1	-
Weapon	50-500	1-20 lbs.

Livestock

Livestock	Cost (suls)
Cattle	100
Chicken	1
Donkey or Mule	100
Goat or Sheep	20
Horse	200
Pig	30

Services

Service	Cost (suls)
Labor (contract)	varies
Labor (skilled)	5/hour
Labor (unskilled)	1/hour
Lodging	5-40
Meals	1-10
Technique Tutoring (Tier 1 Technique)	500
Technique Tutoring (Tier 2 Technique)	2,000
Technique Tutoring (Tier 3 Technique)	5,000
Technique Tutoring (Tier 4 Technique)	10,000
Technique Tutoring (Tier 5 Technique)	20,000

Vehicles

Vehicle	Occupants	Cost (suls)
Carriage	8	1,000
Cart	4	200
Sled	4	200
Wagon	6	350
Rowboat	6	300
Keelboat	20	25,000
Longboat	50	100,000
Galleon	80	300,000

Artisan's tools. This set of tools is necessary to perform a trade. Artisan's tools may be supplies or tools for carpenters, cooks, jewelers, painters, smiths, weavers, woodcarvers, or any other appropriate profession (not including binder archetypes). You must possess a set of these tools to make Knowledge (Proficiency) checks related to performing the trade.

Candle. A tallow candle burns for 1 hour, shedding light in a 10-foot radius.

Chain. A chain has 10 hit points. It can be burst with a Very Hard (11) Vigor (Strength) check.

Crowbar. If you use a crowbar to attempt a Vigor (Strength) check, you gain a +1 bonus to the result if the crowbar's leverage can be applied.

Fishing tackle. This kit contains a fishing rod and line, hooks, bobbers, sinkers, and lures. You can use it to make Knowledge (Survival) checks to catch fish.

Gaming set. Various gaming sets include cards, dice, tokens, pawns, and game boards. You decide the game when you purchase the set.

Hunting trap. A hunting trap can be a snare, net, cage or other trap designed to catch or kill small game. You decide whether the trap is deadly or not when you purchase it. You can use a hunting trap to make Knowledge (Survival) checks to trap animals.

Lantern. Lanterns either cast light in a 50-foot radius around it or in a cone 100 feet long; you decide which kind when you purchase the lantern. Once lit, it burns a flask of oil for up to 6 hours. You can use a combat action to extinguish the lantern flame.

Lock. Locks are made of varying quality, and each comes with its key provided. You can use an Interaction (Guile) check to attempt a pick a lock if you have thieves' tools. Each attempt requires 1 minute for every 25 suls in the lock's price (to a max of 10 minutes for a 250 sul lock). Picking a lock worth up to 150 suls requires a successful Hard (9) check, while picking a lock worth more requires a successful Very Hard (11) check.

Manacles. These metal handcuffs are designed to restrain other humans. A restrained creature cannot make attacks or perform magic, including binding rituals (however, a restrained binder can still reflexively summon MajiMonsters from their drajules). If restrained, a creature can escape with a successful Very Hard (11) Vigor (Athletics) check. Manacles have 15 hit points.

Mess kit. This metal box has simple cutlery and a cup for drinking. It can be used for cooking or as a shallow bowl, and the whole kit folds and locks together for easy travel.

Rations. Rations are preserved to provide sustenance, typically consisting of nuts, jerky, hardtack, and dried fruit.

Rope. Generally, rope can hold up to 2,000 pounds aloft before snapping. Rope has 5 hit points and can be snapped by a Hard (9) Vigor (Athletics) check.

Scroll case. These cylindrical cases are used to hold rolled up pieces of parchment, ideal for scrolls and maps. A case can hold up to 10 pieces at a time.

Scribe's tools. This set of drajulecraft tools is necessary for binders that take the scribe archetype, and scribes begin the game with one already in their possession at no extra cost. This kit consists of a finely-tempered steel rasp, pointed chisel, and gouge. These are tools used in mundane stone working, but with finer and harder points that can be used in scribing glyphs. A short heavy hammer is included to strike the tool against the drajule, though a heavy rock could be used in a pinch.

A full kit also usually contains polishing oil, soft polishing

Drajules

Drajules are magical crystals, specially prepared to capture and contain the essence of MajiMonsters. They appear as translucent stones of various sizes and colors, often set into jewelry, knitted into garments, or attached to chains for easy access by the binders who use them. The name "drajule" derives from "dragon jewel," the title given to crystals by the maji who conceived them, centuries ago.

Drajules are unique in the equipment list. Unlike the other goods listed, drajules are magical items with a single purpose. Because of their esoteric nature, they don't often command a high price. Drajules might be rare and powerful, but in the hands of a common man incapable of binding Monsters they are merely pretty stones.

Binders can generally find the right people to talk to in towns or cities to buy and sell drajules, and their value is fixed at the Capitol. Like any other item, drajules can have a fluctuating rarity depending upon the location and some remote villages may not have anyone who caters to binders and their unique needs.

Due to their magical nature, drajules are extraordinarily resilient. A drajule can fall from a cliff, be struck from a sledgehammer, submerged into lava, and swallowed by beast and emerge unscathed. The only known way to destroy a drajule is to fracture it while performing a binding ritual; from time to time, inept binders bungled their binding attempts by pouring too much focus into the stone. In these instances, drajules have been known to rupture and shatter like glass in the binder's hand. However, once a drajule has a Monster bound to it, it remains virtually indestructible.

Only the *scribe* archetype can create drajules from ordinary stones (see Chapter 2). Other binders must either purchase drajules, find them, or become friends with a scribe. Scribes also need a specialty kit to create drajules, which can be found in the equipment list as the Scribe's kit.

In addition to the magical qualities of a drajule that allow binders to capture and summon MajiMonsters with them, binders that interact with any one drajule know the following qualities about it:

MajiMonster. A binder that touches a drajule knows whether or not a MajiMonster's essence lay within. This quality does not, however, inform the binder of any information about the MajiMonster therein, including its species.

Control. Simply having a drajule is not enough to summon the Monster within. A binder must have control over a MajiMonster to summon or dismiss it from its drajule. A binder that touches a MajiMonster's drajule knows whether or not he or she has control over it. Control must be willfully given from one binder to another; a stolen drajule or one plundered from a slain binder is as good as a paperweight. For more information about control, see Chapter 6.

I remember sighing as the merchant looked baffled at the coins I handed him. I often forget that in distant lands, suls are not always known about or accepted. It was fortunate that I carried eyes on me as well, or else I'd be begging for meals until I could get to a larger village.

rags, and a dust mask, though these items aren't strictly essential and can be replaced for a few eyes. The steel elements of this kit will last for decades if well-maintained and frequently sharpened. At a blacksmith, these tools may be sharpened or repaired if broken. New scribe kits can generally only be found in the Capitol.

Tent. A tent can comfortably sleep two, providing protection from the elements. It requires 5 minutes to set up or break down.

Textiles. Textiles consist of cloth, silks, and other fabrics typically used as trade goods and fashioned into clothing or other items. The cost depends on the specific type of cloth.

Thieves' tools. A set of thieves' tools consists of lock picks, a small file, scissors, and pliers. You can use thieves' tools to make an Interaction (Guile) check to pick a lock, sabotage an object, or disable mechanical devices.

Tinderbox. Tinderboxes contain flint, fire steel, and tinder, helpful for quickly starting a fire. Using a tinderbox to start a campfire takes 1 minute.

Torch. A torch burns for 1 hour, shedding light in a 30-foot radius. You can light or extinguish a torch as a utility action.

Weapons. Weapons consist of a myriad of hunting and warfare tools designed to kill. They include axes, bows, crossbows, clubs, daggers, swords, warhammers, mauls, spears, glaives, and other weapons.

You must hold a weapon in at least one hand. Having a weapon allows you to perform mundane attacks against other humans or common beasts. To make an attack, you make a Normal (7) Vigor (Athletics) check against an opponent (this number is higher if the opponent is wearing armor). If you are successful, your attack deals 1d6 mundane damage. For every 100 suls spent on a weapon, you gain a +1 bonus to this damage roll (to a max of 5 at 500 suls). For ranged weapons, you gain this bonus for every 150 suls spent (to a max of 3 at 450 suls).

Manmade weapons won't damage MajiMonsters, however. Regardless of how well you attack, your strikes will glance off them without effect.

Livestock

Livestock is a common trade good across the empire; many understand the worth of a good horse or fat pig, and they're commodities that rarely lose value. Livestock eat feed.

Services

In addition to trading for goods, you can buy an NPC's services; this could entail securing lodging at a tavern for the evening, purchasing a meal, paying a stable boy to tend to your horse, commissioning a blacksmith to repair your armor, or hiring a thief to steal the town elder's pendant.

The cost of securing lodging or ordering meals depends upon their quality. A tavern with squalid conditions and poor food isn't likely to charge more than a few suls for either, whereas extravagant meals and beds carry a higher price tag.

Labor is divided between skilled and unskilled laborers, each charging a per hour rate. Skilled laborers generally require tools and some proficiency to use them, such as carpenters, tailors, cooks, medicine men, masons, and so on. Unskilled laborers carry out simple tasks, such as carrying equipment, driving carts, delivering items or messages about town, cleaning, or serving food.

Contract work is a different kind of skilled labor. It is generally understood that a contracted NPC in a binder's party is assuming some extra danger. Contract-based hirelings include mercenaries, bodyguards, thieves, assassins, and spies. Contracted laborers usually set their own prices, and it's not unusual for such individuals to demand a cut of treasure if they're to be dragged out on an adventure!

Technique Tutoring

A special kind of service binders can seek is that of technique tutors. A technique tutor is an individual so familiar with a technique that they are able to teach it to a MajiMonster (provided the technique does not contain any of the Monster's barred descriptors). The prices listed for the different technique tiers here are baselines; the individual may charge more or less depending upon his or her relationship with a character and the power of the technique.

The GM decides how available a technique tutor may be, and what technique or techniques they are able to teach. The process requires 1 hour of uninterrupted time, after which the Monster replaces one of its techniques with the newly learned one.

The tiers for each technique are listed in Chapter 10.

Vehicles

Vehicles help you move quickly from one place to another, as well as carry gear and items you'd otherwise be unable to transport. In general, a horse-drawn vehicle can move up to 50 feet in a round, averaging 5 mph.

Ships travel at a rate varying on its method of travel; keelboats and rowboats average 1 mph while larger boats average 4 mph. A full crew is necessary to operate these larger ships at their fastest speed. In general, a ship requires a crew of 1 trained sailor for every 5,000 suls in its base cost.

Each vehicle has a maximum number of occupants listed. This number represents the maximum number of fully grown humans that the vehicle can support.

Merits

Merits are a binder's talents and specializations. Merits often require more extensive training, intuition, and skill beyond what normal binders are capable of.

Merits shape the way a binder behaves in the world of MajiMonsters. They allow binders to teach Monsters special skills, bind Monsters more efficiently, or dabble in the abilities of other binder classes.

When you gain a merit its effect is immediate; MajiMonsters that you control gain any benefit provided even if you obtained the Monster before you gained the merit. You may take a merit only once unless the merit's description indicates otherwise.

Gaining Merits

Merits are unlike other abilities your character gains because they are handed out purely at the GM's discretion. They are major rewards, gained sparsely throughout a binder's career, representing focus and development. A binder may complete several adventures in the time it takes for them to earn a merit.

When you make a new character, you can select 1 merit from the list below. From that point on, you gain merits as rewards as the GM awards them. A binder may spend years adventuring and never attain more than a handful of merits, so choose your merits wisely!

If you are a GM looking for more information in regards to awarding merits, refer to Chapter 8.

Types of Merits

Merits are divided into the following categories.

Binding Merits. These merits affect how you perform binding rituals, allowing you to capture MajiMonsters more efficiently in some situations.

Multiclass Merits. These merits allow you to take on the features normally restricted to other classes. You can select a multiclass merit to gain the features of the archetype of your own class that you did not select at character creation. You cannot select a multiclass merit to gain access to an archetype ability that you already have.

Training Merits. These merits represent the ways you've trained your MajiMonsters, allowing them to respond to your instructions in battle or use their techniques more effectively.

Class Merits. In addition to the merits listed in this section, each class has a selection of merits exclusive to its members. These merits are listed at the end of each class description in Chapter 2.

Advantageous Binding [Binding]

You keenly recognize conditions that hamper a MajiMonster's bind resistance and take advantage of them.

Mechanic: MajiMonsters affected by the bleeding, confused, disoriented, or poisoned conditions you attempt to bind suffer a -2 penalty to their bind resistance, instead of a -1 penalty.

Affinity Field [Multiclass Concordant]

You've deepened your connection to a certain affinity, allowing you to evoke affinity fields as would a concordant.

Mechanic: You choose a single affinity and gain the concordant's affinity attunement features, although your pool of attunement points is limited to 1, and this total does not increase with your Authority score. You may not choose this merit as a concordant in order to choose a new affinity attunement. You also gain the affinity field ability as described by the evoker archetype of the concordant class. However, you only choose 1 field effect.

Multiclass: You are considered a concordant for features that affect this class. You can select class merits available to the concordant, and when your MajiMonsters gain traits you can choose from the concordant class list of traits.

Aimed Attack [Training]

You've trained your MajiMonsters to hold position and steady their aim, ensuring their ranged attacks strike true.

Mechanic: You can use your utility action to instruct a MajiMonster you control to perform an *aimed attack*. If you do, the Monster's next ranged attack roll this turn gains a +2 bonus and ignores cover. You cannot perform this action if the MajiMonster has used any of its movement this turn, if it is blinded, its Speed is 0, or if the target is invisible. A Monster that performs an aimed attack cannot move for the rest of its turn. Attacks with the *area* descriptor do not gain the benefit of this merit.

Ameliorating Techniques [Training]

You've taught your MajiMonsters secrets to make them adept healers.

Mechanic: When a MajiMonster you control uses a technique with the *healing* descriptor to restore hit points, the amount of hit points recovered is increased by 3. If the Monster is Grade 4 or higher, the amount of hit points recovered is instead increased by 5.

Bond [Multiclass Knight]

You've proven yourself as a worthy leader, and bonded with your MajiMonsters as a knight would.

Mechanic: You gain the bond ability as described by the champion archetype of the knight class, although you may only bond with up to two MajiMonsters at a time. Additionally, you only choose 1 bond ability that you can invoke. You can invoke this bond twice. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered a knight for features that affect this class. You can select class merits available to the knight, and when your MajiMonsters gain traits you can choose from the knight class list of traits.

Caustic Techniques [Training]

You've taught your MajiMonsters to hit their opponents with the full brunt of their techniques that deal damage over time.

Mechanic: When a MajiMonster you control uses a technique to affect an opponent with the bleeding or burning conditions, the amount of damage caused each round by the condition is increased by 2. If the Monster is Grade 4 or higher, the amount of damage caused each round by the condition is instead increased by 3.

Charge [Training]

You can instruct your Monsters to assault their enemies with a ferocious charge.

Mechanic: You can use a utility action to instruct a MajiMonster you control to charge. If you do, the Monster must use its movement to move at least 10 feet towards a target and make a melee attack. If the attack hits, the damage roll gains a +3 bonus. If the Monster is at least Grade 4, the damage roll gains a +5 bonus instead.

Channeled Powers [Multiclass Concordant]

You've deepened your connection to a certain affinity, allowing you to channel magic as would a concordant.

Mechanic: You choose a single affinity and gain the concordant's affinity attunement features, although your pool of attunement points is limited to 1, and this total does not increase with your Authority score. You may not choose this merit as a concordant in order to choose a new affinity attunement. You also gain the channeled powers ability as described by the channeler archetype of the concordant class. However, you only choose 1 channeled power.

Multiclass: You are considered a concordant for features that affect this class. You can select class merits available to the concordant, and when your MajiMonsters gain traits you can choose from the concordant class list of traits.

Cleave [Training]

You've taught your MajiMonsters to follow through on their strikes, allowing them to hit more targets than usual.

Mechanic: You can use a utility action to instruct a MajiMonster you control to cleave. If you do, the MajiMonster can choose two targets for the next melee attack it uses this turn. The Monster can only apply its affinity bonus as bonus damage to one target.

Concoctions [Multiclass Alchemist]

You've dabbled in the art of alchemy, learning how to brew powerful concoctions.

Mechanic: You gain the concoctions ability as described by the apothecary archetype of the alchemist class. However, you choose only 2 recipes that you can make. Additionally, when you brew concoctions, you always yield 4 concoctions from a successful batch. Note that you must obtain the proper equipment in order to create concoctions.

Multiclass: You are considered an alchemist for features that affect this class. You can select class merits available to the alchemist, and when your MajiMonsters gain traits you can choose from the alchemist class list of traits.

Drajulecraft [Multiclass Scholar]

You've unlocked the secrets to drajulecraft, allowing you create drajules and scribe glyphs to them as a scholar would.

Mechanic: You gain the drajulecraft ability as described by the scribe archetype of the scholar class, although you only gain a +1 bonus when attempting to bind a wild MajiMonster with a drajule you have crafted. Additionally, you only choose 1 glyph that you can scribe onto drajules you prepare. Note that you must obtain the proper equipment to create and scribe drajules.

Multiclass: You are considered a scholar for features which affect this class. You can select class merits available to the scholar, and when your MajiMonsters gain traits you can choose from the scholar class list of traits.

Eager Binding [Binding]

You've learned how to more effectively bind a Monster that is even moderately damaged.

Mechanic: A MajiMonster suffers a -2 penalty to its bind resistance against your bind attempts when it is between 51 – 75% of its maximum hit points.

Enforced Binding [Binding]

You've trained yourself to resist a MajiMonster's final attempts at breaking free from your binding ritual.

Mechanic: When a MajiMonster you attempt to bind uses Grit to temporarily increase its bind resistance, it suffers a -2 penalty to its roll. The result cannot be reduced to less than 0.

Enforced Condition [Training]

Your MajiMonsters have been trained to make their hindering techniques especially potent.

Mechanic: When you select this merit, choose one of the following conditions: bleeding, blinded, burning, confused, disoriented, frightened, frozen, poisoned, or sleeping. Enemy MajiMonsters suffer a -1 penalty to checks made to end this condition if it was caused by a Monster you control.

Additional: This merit may be selected more than once. Each time you select this merit, apply its effect to a new condition.

Exploits [Multiclass Scoundrel]

You've grown sly, teaching your MajiMonsters to exploit opponents just as a scoundrel would.

Mechanic: You gain the exploits ability as described by the opportunist archetype of the scoundrel class. However, you only choose 1 exploit that you can use. You can use this exploit twice. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered a scoundrel for features that affect this class. You can select class merits available to the scoundrel, and when your MajiMonsters gain traits you can choose from the scoundrel class list of traits.

Focus [Training]

You've trained your MajiMonsters to focus, allowing them to overcome fear, conquer uncertainty, and pinpoint enemy positions.

Mechanic: You can use a utility action to instruct a MajiMonster you control to focus. If you do, the Monster makes a check to end each blinded, confused, and frightened condition affecting it. The condition must be able to be ended by a check.

Forceful Techniques [Training]

You've trained your MajiMonsters to drive their enemies away with their techniques.

Mechanic: When a MajiMonster you control causes another MajiMonster to be pushed, the push distance is increased by 10 feet per point of the Monster's Grade. If the technique dealt damage, the damage roll gains a +2 bonus. If the Monster is Grade 4 or higher, the technique's damage roll instead gains a +3 bonus.

Improved Critical [Training]

You've taught your MajiMonsters to find an edge in combat in order to more frequently land critical blows.

Mechanic: MajiMonsters you control score a critical hit on a natural 10+ on attack rolls that hit the target's defense.

Improved Empowered Damage [Training]

You've taught your MajiMonsters to become especially lethal when empowering the damage of their attacks.

Mechanic: When a MajiMonster you control spends a point of Grit to empower a damage roll, the damage bonus dice become d8s instead of d6s. Note that effects that cause damage to become empowered without spending Grit do not trigger this effect.

Improved Empowered Check [Training]

Your MajiMonsters have been trained to follow through and effectively shake off conditions.

Mechanic: When a MajiMonster you control spends a point of Grit to empower a skill check or check made to end a condition, it gains a +1 bonus to the result, in addition to any other effects. Note that effects that cause checks to become empowered without spending Grit do not trigger this effect.

Improved Initiative [Training]

You've taught your MajiMonsters to react quickly to threats.

Mechanic: MajiMonsters you control gain a +3 bonus to initiative rolls. During the first round of combat, when your MajiMonster attacks a surprised creature or a creature that has not acted yet, you can choose to empower one atttack or one damage roll before the end of the turn without spending Grit.

MajiMonster Breeder [Multiclass Scholar]

You've unlocked the secrets to combining MajiMonster essences, allowing you to breed them as a scholar would.

Mechanic: You gain the MajiMonster breeder ability as described by the breeder archetype of the scholar class, although you can only care for 1 maturing offspring at a time. Additionally, you only choose 1 breed quality that you can breed into offspring.

Multiclass: You are considered a scholar for features that affect this class. You can select class merits available to the scholar, and when your MajiMonsters gain traits you can choose from the scholar class list of traits.

Opportunistic Binding [Binding]

You seize the opportunity to bind a MajiMonster when it is caught off guard.

Mechanic: MajiMonsters affected by the prone, outnumbered, burning, or frightened conditions that you attempt to bind suffer a -1 penalty to their bind resistance.

Order [Multiclass Knight]

You've proven yourself as a worthy leader, and issue orders to allied MajiMonsters as a knight would do.

Mechanic: You gain the order ability as described by the commander archetype of the knight class. However, you only choose 1 order that you can issue. You can issue this order twice before resting. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered a knight for features that affect this class. You can select class merits available to the knight, and when your MajiMonsters gain traits you can choose from the knight class list of traits.

Pinning Techniques [Training]

You've trained your MajiMonsters to topple over opponents.

Mechanic: When a MajiMonster you control causes an opponent MajiMonster to become grounded, the target also becomes prone. When a MajiMonster you control causes an opponent MajiMonster to become prone with a technique that deals damage, the technique's damage roll gains a +2 bonus. If the Monster is Grade 4 or higher, the technique's damage roll instead gains a +3 bonus.

Pursuant Binding [Binding]

You know how to capitalize on the distractions present when a MajiMonster attempts to run from battle.

Mechanic: Fleeing MajiMonsters you attempt to bind suffer a -1 penalty to their bind resistance.

Quickened Binding [Binding]

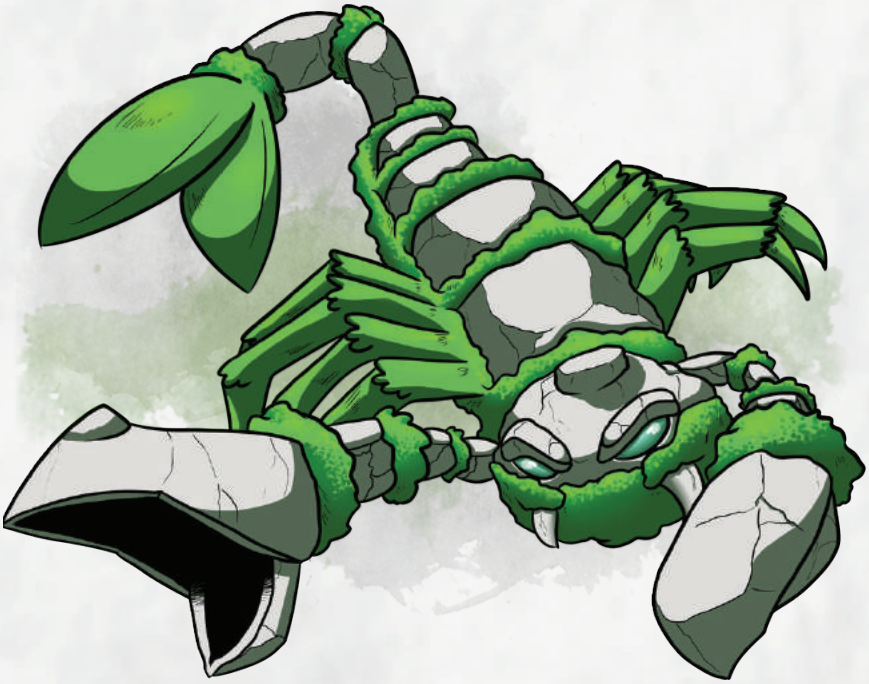
You can rush through a binding ritual, though the process takes a heavy toll on you and the ritual is easier for Monsters to resist.

Mechanic: You can choose to use the Perform Binding Ritual action as a utility action, and you are able to use other available actions as well. Your target increases its bind resistance for your attempt by 3. Whether you are successful or not, you must rest for at least 6 hours before you can gain the benefit of this merit again.

Restrained Attack [Training]

You've trained your MajiMonsters to pull their punches.

Mechanic: You can use a utility action to instruct a MajiMonster you control to perform a restrained attack. If you do, any damage caused by the Monster's next attack this turn cannot reduce its target to less than 1 hit point.



Scuttle [Training]

You've trained your MajiMonsters to move furtively and purposefully.

Mechanic: You can use a utility action to instruct a MajiMonster you control to scuttle. If you do, the Monster moves up to 5 feet immediately. This movement does not provoke withdraw strikes and ignores difficult terrain.

Grophelop Ryann (or, simply "Grophe" to those close to him) has the distinguished honor of being quite possibly the most versatile binder I've ever met. As soon as Grophe showed a knack for binding, he buried his head in books, deigning to learn all he could. Grophe could prepare drajules as readily as he could brew concoctions. He learned to survive the Wildlands as well as any ranger. He gave orders with the conviction of a knight, but that never kept him from resorting to a scoundrel's tricks if the situation warranted it.

Shift [Training]

You've trained your MajiMonsters to reposition themselves in the brief moment when an opponent is off balance.

Multiclass: When an enemy MajiMonster misses a MajiMonster you control with a melee attack, you can use a response to instruct your MajiMonster to shift. If you do, the Monster can immediately move up to 5 feet. This movement ignores difficult terrain and does not provoke withdraw strikes from the enemy MajiMonster that triggered the response.

Survival Tactics [Multiclass Ranger]

You can endure the harsh Wildlands, allowing you to make use of survival tactics as a ranger would.

Mechanic: You gain the survival tactics ability as described by the survivalist archetype of the ranger class. However, you only choose 1 survival tactic which you can use. You can use 2 survival tactics before resting. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered a ranger for features that affect this class. You can select class merits available to the ranger, and when your MajiMonsters gain traits you can choose from the ranger class list of traits.

Totems and Traps [Multiclass Ranger]

You've learned the hunting methods in the Wildlands, allowing you to make use of a ranger's totems and traps.

Mechanic: You gain the totems and traps ability as described by the hunter archetype of the ranger class. However, you only choose 1 totem and trap that you can use. You can use 2 totems and traps before resting. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered a ranger for features that affect this class. You can select class merits available to the ranger, and when your MajiMonsters gain traits you can choose from the ranger class list of traits.

Transmutation [Multiclass Alchemist]

You've dabbled in the art of alchemy, learning how to perform powerful transmutations.

Mechanic: You gain the transmutations ability as described by the transmuter archetype of the alchemist class. However, you only choose 1 transmutation which you can perform. You can only perform this transmutation 2 times before resting. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered an alchemist for features that affect this class. You can select class merits available to the alchemist, and when your MajiMonsters gain traits you can choose from the alchemist class list of traits.

Tricks [Multiclass Scoundrel]

You've grown sly, teaching your MajiMonsters a scoundrel's tricks to confound opponents.

Mechanic: You gain the tricks ability as described by the trickster archetype of the scoundrel class. However, you only choose 1 trick which you can use. You can use this trick 2 times before resting. You regain expended uses after resting for at least 6 hours.

Multiclass: You are considered a scoundrel for features that affect this class. You can select class merits available to the scoundrel, and when your MajiMonsters gain traits you can choose from the scoundrel class list of traits.

PART 2
HOW TO PLAY

Isaac strained his good eye in the tavern, looking over the small foreign girl again. He shook his head and looked back to his father, “It… no, it can’t be. There is no way such a young thing is a binder.”

Gerald exhaled deeply, keeping a watch on the girl from the corner of his eye as he faced his son, “She’s openly wearing drajules—that’s all the proof I need.”

“So maybe she just wears them as jewelry. She might not know what she has. Maybe they don’t have Monsters where she comes from?”

Gerald shook his head, “No son, there are Monsters *everywhere*. Since the Old Empire fell, the world is full of them. But that girl,” he says as he motioned his head towards her, “is one of the few in the world who can control them.”

Isaac looked at the girl again, making no attempt to hide where his attention was focused. Could it be that his father was right? Could she really possess the talents of the ancient maji, those powerful sorcerers of so long ago? It seemed an odd thing, really. MajiMonsters all but destroyed humanity once, though Isaac and his father lived in a great age of recovery compared to his ancestors. But here this girl was, this small thing. And, according to his father, she could control such a force. He wasn’t convinced.

Isaac was silent for a moment. He shut his eyes for a moment, took a deep breath, and rose from his seat.

“Where are you going?” Gerald asked, a slight note of concern in his voice.

“To find out.” he said as he took the first steps toward the girl’s table.

His father rose from his seat, following his son. “Wait, stop! Isaac!” he hissed under his breath, drawing more looks from the other patrons.

However, Gerald was too slow to catch his son before he strode across the floor of the tavern and stood opposite from the girl. He leaned onto her table, waiting for her to acknowledge him. She gave him only a cursory glance, and then returned her attention back to her meal.

“Girl, why are you wearing those things around your neck? Do you know what they are? You’ve got silly old men thinking you’re a binder.”

The tavern fell a silent as a crypt.

“*Enough* Isaac, leave this traveler in peace,” Gerald said, placing his hand on his son’s shoulder.

Isaac ignored him. “I asked you a question, girl. Why are you wearing—”

The girl’s eyes rose from her food as she cut him off. “Illya heard you first time. Illya did not answer because rude man interrupt meal,” she said with a stern look.

The room remained silent and still for a fleeting moment, and then a burst of laughter erupted from behind them. “Careful Isaac, you already look like you lost a fight with a wild boar, and that one looks twice as fierce!”

More laughter followed. Isaac clenched his fists and glowered at Illya, heels locked and heedless of his father’s continued attempts to move him away from her table.

“Come on Isaac, before you cause any more trouble for us,” Gerald said, trying to pull his son away.

Isaac slammed his fist down on the table, “*This* silly old man thinks you are a binder, and I want to know for real,” he said loudly.

All eyes were now on the girl, many of the patrons noticing the crystals around her neck for the first time. Murmurs began to make their way through the crowd.

“She’s a binder?” one man asked quietly.

“Is she from the Capitol?” another woman guessed.

“No. She’s seen too few years to be,” a voice from the back offered.

“Nothing good can come from dealing with Monsters,” said another voice from beside Gerald.

Isaac nodded. The crowd seemed to agree with him.

“*Of course* Illya is binder,” she said as she set down her spoon and stared at Isaac, her face unwavering. “No reason to carry drajules otherwise.”

Gerald felt the hair on the back of his neck stand as the girl confirmed his suspicions. “Isaac, enough. We’re leaving!”

A growing commotion grew from the crowd. Isaac crossed his armed and pressed further.

“It’s not nice to tell lies, little girl. If you really are a binder, call out one of your MajiMonsters.”

The entire tavern froze.

“*No.* Illya has nothing to prove to rude man,” she replied.

Gerald, stepped in before Isaac could retort. “Young lady, please forgive my son for his rudeness. Our cart was robbed earlier today and I fear the situation has made him lose his sense in addition to a couple teeth,” he said, pulling his son away.

Gerald turned to Isaac. “I can’t believe you would

antagonize that girl. What were you thinking, actually asking her to call out a Monster?"

Isaac smiled, "I called her bluff. There is no way that little thing is a—"

A hiss from behind them drew both Gerald and Isaac's attentions.

"Illya is *person*, not *thing*. You want proof that Illya is binder? Fine," she said, as she stood from her seat.

A nimbus of bright, orange light suddenly surrounded the girl, making the room dance with shadows. Each patron gasped in unison. Illya's hair and clothes began to rustle and flow from a breeze that seemed to emanate from her. Each drajule around her neck began to glow with power.

"Move," she commanded, her voice deeper and as hard as stone.

The men complied, awestruck, as she detached a glowing drajule from her necklace and walked toward the door.

"She's...she's not bluffing, is she?" Isaac said to himself, stunned. He found his father following her, as if under some spell. Isaac grabbed his shirt and yanked him roughly back towards him.

"You don't mean to go out there, father?" Isaac said with grave concern.

Gerald nodded his head. "Yes," he said, as a thought passed through his mind and settled somewhere to paint a smile on his face. "After the robbery today, how many suls do we have left?"

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CHAPTER 4
BINDER ATTRIBUTES, SKILLS, & CHECKS

While playing **MajiMonsters**, you decide which actions are taken by both your binder and the Monster your binder controls. Under normal circumstances, just stating what you intend to do is enough. However, in dangerous situations, or when failure has a consequence, a roll of the dice is necessary.

This chapter explores the first half of the equation: actions taken by your binder. It defines each of your binder's *attributes* and *statistics*, describes the uses of *skills*, and explains how to preform *checks* that determine the success or failure of your binder's actions.

Information for MajiMonster attributes, as well as actions in combat, is covered in Chapter 6 and Chapter 7.

Binder Statistics

Every binder has the following statistics, defined in detail below.

Authority

Authority is a measure of a binder's mystical ability to control MajiMonsters. A binder's Authority score is determined by his or her class.

A person that does not have an Authority score cannot summon or control a MajiMonster. Authority makes binders what they are—unique individuals, touched by magic, with the power to command even the most unruly MajiMonsters.

This Authority score also has some influence on a Binder's personality. The magnitude of this score reflects a mixture of confidence, willpower, charisma, training, and skill. Binders do not find themselves in control of Monsters because they are meek or passive people. They may be reserved, but they're rarely timid.

Bound MajiMonsters that you control gain a bonus to their Grit point maximum equal to your Authority score. Additionally, you may have one or more class features limited by this score. It is very difficult to raise Authority, but it is possible with dedication and training. Should your Authority score increase, this benefit is immediate; your MajiMonsters increase their Grit maximum and the limitation of class features increase immediately. Information on gaining increases to Authority and other binder statistics can be found in Chapter 8.

Attribute Scores

Attributes are broad categories that measure your binder's range of physical and mental characteristics. Binders, as well as most other nonmagical creatures, have the following attributes.

- ***Interaction***, measuring one's ability to interact with others or react to events.
- ***Knowledge***, measuring one's reasoning, memory, and training.
- ***Vigor***, measuring one's physical strength, fitness, and resolve.

Each attribute has a score that quantifies the extent of associated abilities. Most normal humans have an average score of 2 or 3 in each attribute. A score of 1 may signify a particularly oblivious, dimwitted, or feeble individual, while a score of a 5 or higher is on the level of the world's most prodigious intellectuals or athletes.

Attributes are rarely used individually, but tied to every skill available to you. Each attribute has a list of skills associated with it; these skills receive a number of starting ranks at character creation equal to the attribute's score, before bonus skills from backgrounds or discretionary ranks are distributed.

Each attribute, as well as their associated skills, is described below in *Attributes & Skills*. Information for using skills is described under *Checks*.

Effective Attributes

MajiMonsters are not natural creatures, and thus have different attribute scores that express their supernatural qualities. These scores are used as the foundation for combat between MajiMonsters, as well as defining a Monster's range of ability. Having separate sets of attributes works so long as MajiMonsters are fighting each other, but things become more complicated when humans and other creatures enter the mix. In these rare cases, a creature is assigned an *effective attribute score*—a score used to resolve a MajiMonster's technique or trait.

All binders have the following effective attribute scores:

Effective Attributes

Score	Effective Score
Health	1
Strike	1
Protection	6
Magic	1
Discipline	6
Speed	6

It's important to note that, while binders have effective Strike and Magic scores, mundane attacks against MajiMonsters will always result in no damage to the MajiMonster—this is a result of the maji's design to make these magical creatures invincible to human touch. Additionally, since humans do not gain levels the same way MajiMonsters do, a binder's effective Health score is not added as a bonus to his or her hit point maximum.

NPC binders possess the same effective attributes as player characters. Other creatures, including other humans, have the same effective attributes with the exception of their effective Magic score, which is 0.

MajiMonsters will not attack humans so long as other MajiMonster threats are present. This means players will rarely need to rely on effective attribute scores; they typically will not come into play unless all their Monsters are defeated or they are otherwise unable to use their own MajiMonsters to defend them. For more information on how a MajiMonster uses its attributes you can refer to Chapter 6 and Chapter 7.

Hit Points

Hit points are an abstract way of representing your binder's life force. They are a combination of durability, resilience, determination, and sheer luck.

Your binder has 20 hit points. You lose hit points when the unfortunate occurs: you tumble off a steep ledge, burn yourself in a fire, get punched by an angry innkeeper, or suffer damage from a MajiMonster's attack. You can regain hit points by resting, receiving medical aid, and using magical relics to mend your wounds. Regardless of how well you are healed, you cannot recover more than your maximum hit points.

If your hit point total reaches 0, your binder has been slain. Your total amount of hit points can never be less than 0, and the loss of hit points does not affect your capabilities until your total reaches 0 as well.

Objects also possess hit points. For instance, a chain securing a gate together might have 10 hit points. A wooden door might have 20 hit points. Dealing damage to an object until its hit point total reaches 0 will break the object. The hit points of some commonly broken items are listed in Chapter 3. In other cases, an object's durability is up to the GM; an item might be too difficult to break through, or may be extremely fragile.

Speed

You possess an average walking speed of 3 miles per hour. In a day of unhurried travel on foot you can cover about 25 miles. You can jog a mile in about 10 minutes, and you can sprint a mile in about 5 minutes, although you'd be unable to keep this pace over a prolonged period of time.

During combat, it may be necessary to measure your character's speed in feet. During your turn you can move up to 30 feet.

Difficult terrain, such as a dense forest trail or a thick field of snow, slows your movement as it does other creatures. When you move through difficult terrain, you must spend 1 additional foot of movement for every 1 foot of difficult terrain you move through.

Attributes & Skills

Your binder's three attributes and associated skills are detailed in this section.

Interaction

Your *Interaction* attribute represents your ability to perceive, interact, and react to the world around you, either directly or indirectly. It is a measure of your awareness, natural charisma, cunning, and confidence. A binder with a high Interaction score might be a keen scout, an accomplished pickpocket, an astute diplomat, or a wily conman.

When you are required to make an *Interaction check*, the GM typically identifies an associated skill from the following list.

Guile

You use your Guile for actions of subtlety or deceit, such as moving silently down an alley, hiding from a watchman, or slipping a ring off the duke's finger during a handshake without him noticing. It encompasses other duplicitous actions, such as picking locks, forging documents, or creating disguises.

Most Interaction (Guile) checks are contested against a target's Interaction (Perception) or Knowledge (Intuition) check, whichever is appropriate. Retries are generally not allowed.

You would make an Interaction (Guile) check when you are:

- *Attempting to move silently or hide from sight* (contested vs. a target's Interaction (Perception) check).
- *Performing a sleight of hand, such as picking a pocket* (contested vs. a target's Interaction (Perception) check).
- *Forging a document or creating a disguise* (contested vs. a target's Knowledge (Intuition) check).
- *Sabotaging an object* (the GM sets the difficulty, or contested vs. the user's Knowledge (Proficiency) check).

Perception

You use your Perception to notice something happening. This might be an active attempt, such as standing guard over a campsite looking for intruders, or passive, such as hearing the floorboards creak in an adjacent room.

When making an Interaction (Perception) check, the GM determines the difficulty required, or the check is contested against a target's Interaction (Guile) check. Retries may or may not be allowed, depending on the situation.

You would make an Interaction (Perception) check when you are:

- *Attempting to hear a creature moving silently* (contested vs. the creature's Interaction (Guile) check).
- *Attempting to find a hiding creature* (contested vs. the creature's (Interaction (Guile) check).
- *Using your sense of smell, touch, or taste, to glean information* (the GM sets the difficulty).
- *Passively noticing something through a sense* (the GM sets the difficulty, or the check is contested).

Persuasion

You use your Persuasion to convince others to believe something or to take different course of action. Persuasion may involve the use of bribery, flattery, diplomatic influence, intimidation, subtle misdirection, or outright lies.

When making an Interaction (Persuasion) check, the GM determines the difficulty required, or the check is contested against a target's Knowledge (Intuition) check, Vigor (Willpower) check, or Interaction (Wits) check. Keep in mind, some people simply cannot be persuaded, regardless of the method used. Retries may or may not be allowed, depending on the situation.

You would make an Interaction (Persuasion) check when you are:

- *Attempting to convince someone diplomatically* (the GM sets the difficulty).
- *Attempting to convince someone of a lie* (contested against the target's Knowledge (Intuition) check).
- *Attempting to bribe or flatter someone* (contested against the target's Vigor (Willpower) check).
- *Attempting to intimidate someone* (contested against the target's Interaction (Wits) check).
- *Impersonating or mimicking someone else* (contested against a target's Knowledge (Intuition) check).

Wits

You use your Wits to react quickly to an unpredictable situation. This might be dodging out of the way of a hidden trap, grabbing an ally before she slips off a ledge, catching a drajule from falling into a rushing river, or saving face with repartee after being publicly insulted.

When making an Interaction (Wits) check, the GM determines the difficulty required, or the check is contested against a target's Interaction (Wits) check. Generally the check cannot be retried—either the character reacts successfully or does not.

You would make an Interaction (Wits) check when you are:

- *Reacting to avoid a trap or hazard, or save someone else from one* (the GM sets the difficulty).
- *Reacting to someone's attempt to embarrass or intimidate you* (contested against the instigator's Interaction (Wits) check).

Knowledge

Your *Knowledge* attribute represents your ability to recall information, solve puzzles, discern lies from truth, employ your talents, and reason. It is a measure of your capacity to learn, creative thinking, experience, and natural instinct. A binder with a high Knowledge score might be an honored teacher, a skilled craftsman, a gifted artist, a shrewd inquisitor, or veteran explorer.

When you are required to make a *Knowledge check*, the GM typically identifies an associated skill from the following list.

Education

You use your education to recall what your character knows about a subject. This could be a general knowledge (*"What do I remember about the Battle of Red River?"*) to something very specific (*"What herbs in this region make the best poultices for burns?"*)

When making a Knowledge (Education) check, the GM determines the difficulty required, and generally the check cannot be retried—the character either knows something or does not. The GM may also not allow a character to make a Knowledge (Education) check if there's no basis for a character to know something. For instance, a character that discovers a new language couldn't possibly read it.

You would make a Knowledge (Education) check when you are:

- *Attempting to read a foreign language or script that you are familiar with, but do not speak or read natively* (the GM sets the difficulty).
- *Attempting to recognize a magical effect* (the GM sets the difficulty).
- *Attempting to recall lessons of history, science, and nature* (the GM sets the difficulty).

- *Attempting to recall lessons of magic, religion, and medicine* (the GM sets the difficulty).
- *Attempting to recall lessons of professional trade, hobby, or craft* (the GM sets the difficulty).

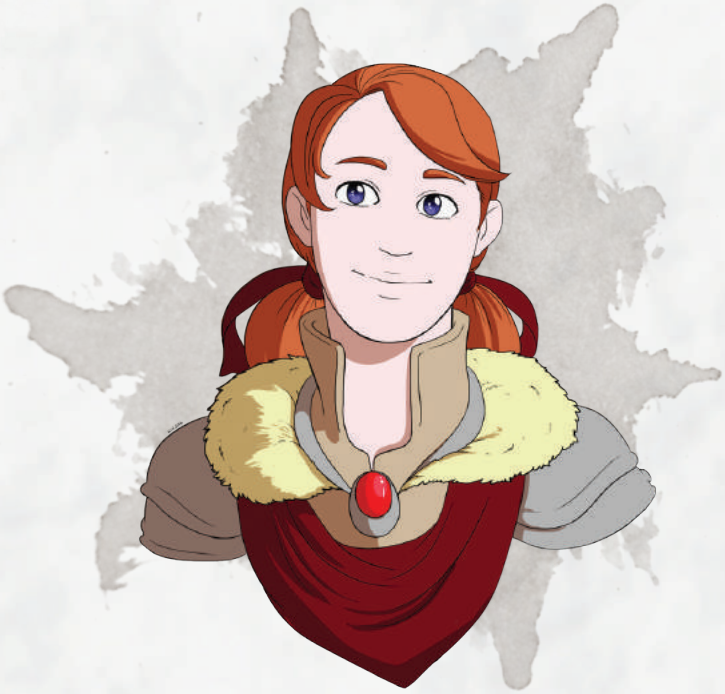
Intuition

You use your Intuition to discern the truth from lies, sense another's motive, or simply act on instinct.

When making a Knowledge (Intuition) check, the GM determines the difficulty required, or the check is contested against a target's Interaction (Persuasion) or Interaction (Guile) check. Retries may or may not be allowed, depending on the situation.

You would make a Knowledge (Intuition) check when you are:

- *Identifying a forged document or person in disguise* (contested vs. the creator's Interaction (Guile) check).
- *Recognizing when someone is lying* (contested vs. the liar's Interaction (Persuasion) check).
- *Recognizing an impostor (*contested vs. the impostor's Interaction (Persuasion) check).
- *Identifying someone's motive for action* (the GM sets the difficulty).
- *Getting an instinctual read a situation, object, person, or creature* (the GM sets the difficulty).



Proficiency

You use your Proficiency to perform a trade or talent, often making use of a tool or device. This includes attempting to learn how something works (such as figuring out how to use an ancient device discovered in the ruins of a citadel), or using a honed and practiced skill (such as painting a portrait, baking a pie, or forging a dagger).

Sometimes, specific tools are required to make Knowledge (Proficiency) checks, particularly for checks related to artisans and tradesmen. When you use your Proficiency to make something, your degree of success determines the product's quality, determined by the GM.

When making a Knowledge (Proficiency) check, the GM determines the difficulty required, as well as the maximum degree of success. For instance, a character attempting to sing a complex song for the first time may require a Very Hard (11) check, but the best the character could do would be to keep an audience mildly entertained without upsetting them. A character that has devoted years of practice to singing and is familiar with the melody may require the same check, but could enthrall an audience perhaps to the point of being offered money, additional jobs, and other honors. Generally, retries for such checks are not allowed.

You would make a Knowledge (Proficiency) check when you are:

- *Recognizing a trapped or sabotaged object* (contested vs. the saboteur's Interaction (Guile) check).
- *Attempting to figure out how a device operates* (the GM sets the difficulty).

- *Performing a professional trade over a period of time* (the GM sets the difficulty).
- *Entertaining an audience* (the GM sets the difficulty).
- *Crafting objects or creating art* (your check result determines the quality).

Survival

You use your Survival to avoid common hazards of the wilderness as well as to make use of the hidden bounty that nature provides. This may include foraging for food, water, and shelter, as well as interacting with wildlife, and finding your way after becoming lost.

When making a Knowledge (Survival) check, the GM determines the difficulty required. Retries are generally allowed at the cost of time, as each check may require a lengthy amount of time to perform.

You would make a Knowledge (Survival) check when you are:

- *Hunting, fishing, or foraging for food* (the GM sets the difficulty).
- *Securing campsites, creating fires, and building shelters* (the GM sets the difficulty).
- *Interacting with wildlife* (the GM sets the difficulty).
- *Following tracks, or attempting to find your way after becoming lost* (the GM sets the difficulty).
- *Determine a cardinal direction* (the GM sets the difficulty).

Vigor

Your *Vigor* attribute represents your physical strength, agility, and resilience as well as mental hardiness. It is a measure of your ability to lift heavy objects, run long distances, hold your breath, and maintain focus. A binder with a high Vigor score might be a nimble athlete, a trained soldier, a hardened outdoorsman, or a steadfast adjudicator.

When you are required to make a *Vigor check*, the GM typically identifies an associated skill from the following list.

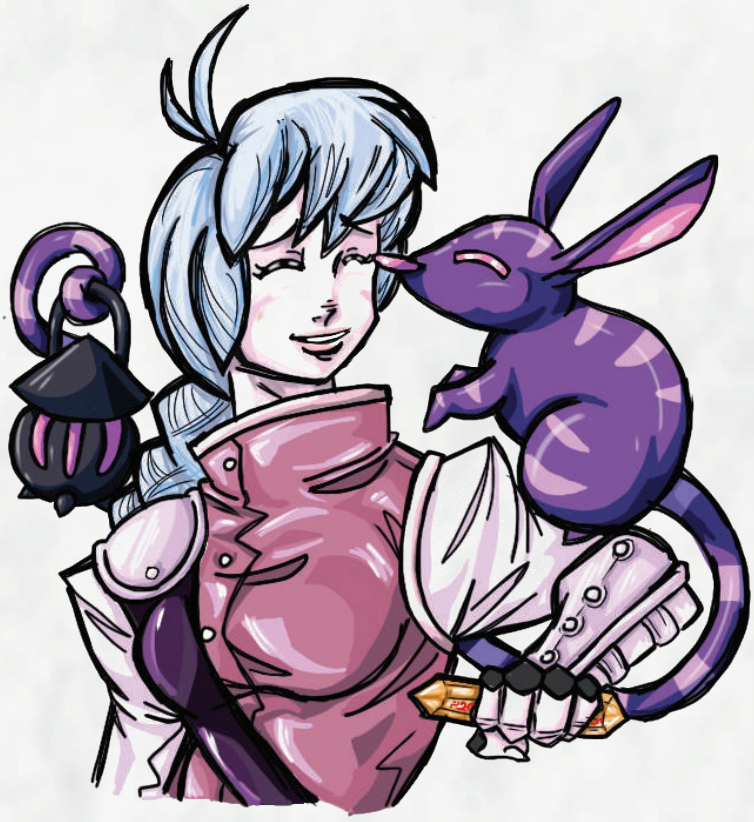
Athletics

You use your Athletics to perform a feat of physical activity. This could include running to catch a fleeing animal, climbing a cliff, leaping over a gap between buildings, swimming across a river, balancing on a sheet of ice, tumbling past an armed guard, or wrestling a criminal to the ground.

When making a Vigor (Athletics) check, the GM determines the difficulty required, or the check is contested against a target's Vigor (Athletics) check. Retries may or may not be allowed, depending on the situation.

You would make a Vigor (Athletics) check when you are:

- *Trying to outrun a creature* (contested vs. the creature's Vigor (Athletics) check).
- *Required to jump, swim, climb, or throw something a certain distance* (the GM sets the difficulty).



- *Attempting to move acrobatically, such as performing a flip or somersault* (the GM sets the difficulty).
- *Attempting to maintain your balance* (the GM sets the difficulty).
- *Attempting to grapple, wrestle, or pin a creature* (contested vs. the creature's Vigor (Athletics) check).

Fortitude

You use your Fortitude to perform a feat of resilience. It might be enduring the oppressive heat of the desert, the blistering cold of the arctic, pressing on after days without food, holding your breath under water, staying awake throughout the night, or staving off a cough or illness.

When making a Vigor (Fortitude) check, the GM determines the difficulty required, and generally retries are not allowed.

You would make a Vigor (Fortitude) check when you are:

- *Attempting to endure inclement weather or temperature* (the GM sets the difficulty).
- *Attempting to endure fatigue from lack of food, water, or sleep* (the GM sets the difficulty).
- *Attempting to hold your breath for long periods of time* (the GM sets the difficulty).
- *Attempting to resist the effects of disease, poison, wounds, or infection* (the GM sets the difficulty).

Strength

You use your Strength to perform a feat of physical power. It might be preventing a large boulder from rolling down a hill, lifting a portcullis open, carrying an injured comrade, or kicking down a barred door.

When making a Vigor (Strength) check, the GM determines the difficulty required, as well as the maximum degree of success (if success is even achievable). For instance, the GM might assign a Normal (7) check to kick down a wooden door, but it's perfectly reasonable to assume that a character could not do the same to an iron door, regardless of the roll. Generally, retries are allowed, but there is often a cost to failure; a character that fails to hold back a boulder rolling down a hill, for instance, might be pushed several yards downward, or be entirely bowled over by it.

You would make a Vigor (Strength) check when you are:

- *Attempting to physically break an object* (the GM sets the difficulty if not described by the item).
- *Attempting to push, pull, lift, or carry a heavy or encumbering object* (the GM sets the difficulty).

Willpower

You use your Vigor to maintain concentration, focus, and discipline in the face of difficulty. It might be used to resist temptation, overcome a magic enchantment, or continue reciting an incantation despite distractions.

When making a Vigor (Willpower) check, the GM determines the difficulty required. Retries may or may not be allowed, depending on the situation.

You would make a Vigor (Willpower) check when you are:

- *Attempting to show self-discipline or restraint* (the GM sets the difficulty).
- *Attempting to concentrate or ignore distractions* (the GM sets the difficulty, or the check is contest).
- *Resisting someone's attempt to bribe or flatter you* (contested vs. the briber's Interaction (Persuasion) check).
- *Resisting a magical effect* (the GM sets the difficulty).

Gaining Skill Ranks

You gain additional skill ranks as rewards from the GM throughout play. Chapter 8 has more details for the Game Master as using skill ranks as rewards.

Checks

Check is the general term used for the roll of the dice to decide if an outcome is successful or not. You make checks when using your skills.

Making a Check

Most of the time, you'll know your objective when you make a check. The GM will describe what the check relates to, as some abilities or items may modify specific kinds of checks.

Making a check follows this process:

Announce your Intention. You should tell your GM what you intend on accomplishing. This way, the GM can determine if there are any contesting rolls, additional hindrances, and if the action is even possible to achieve.

Roll the Dice. You roll the dice appropriate for the check and add the total together. When making skill checks, you will either roll 2d4, 2d6, or 2d8, depending upon your attribute score (see *Check Dice* for more information).

Apply Modifiers. If a merit, class feature, or some other effect gives you a bonus or penalty to the check, modify the current total showing.

Announce the Total. Tell the GM the result.

Check Dice

When you perform a skill check, the dice you roll is determined by your rank in that skill. Skill ranks determine how confident, capable, or experienced your binder is in the skill. The more ranks you possess in a skill, the more likely you are to succeed on a roll using this skill.

1 to 4 ranks. You are a novice in the skill. You roll 2d4 when making a skill check. You can reliably accomplish tasks with a difficulty of Easy (5) or lower. However, a check with a difficulty of Hard (9) or higher is outside of your skill range without a bonus provided to your check by another effect.

5 to 7 ranks. You are practiced with the skill. You roll 2d6 when making a skill check. This is average for most humans and in most cases you will accomplish tasks up to a difficulty of Normal (7).

8 ranks. You are an expert in the skill. You roll 2d8 when making a skill check. You can reliably accomplish tasks with a difficulty of Hard (9) or lower.

I am one of the few people, I presume, to have spoken candidly with famed pirate Nikoli Everblade. He told me his motto was "Anything worth doing is worth doing well." When I asked him what was worth doing, he gave me a smile and replied "not drowning, hanging, or getting caught."

MajiMonsters and Checks

MajiMonsters also make checks, typically as part of techniques or traits, and to resist or shake the effects of their enemies. When your MajiMonster makes a check, it always uses 2d6. You have the option of spending a point of Grit to empower a check as well, allowing you to roll 2d8 for your MajiMonster's check instead.

Determining Success

When a character or Monster makes a check, it is made against a *difficulty* appointed by the GM. This score reflect how challenging an action is and will determine the number on the dice needed to succeed. For example, "Normal (7)" indicates normal difficulty for most checks, requiring a total of 7 on the dice, after modifiers, for a check to succeed.

Difficulty

Check Difficulty	Target Number Required for Success
Very Easy	3
Easy	5
Normal	7
Hard	9
Very Hard	11

Effects can modify a difficulty so that the number needed is not the same as those listed on the table above. For instance, a scholar attempting to breed a MajiMonster offspring with two breed qualities must pass a Hard (10) check (base Hard (9), +1 for the second breed quality).

Difficulty Steps. Every increase or decrease of 2 is referred to as a *difficulty step*. If an effect states that a difficulty is increased or decreased by a "step," its base difficulty is increased or decreased by 2, before factoring in other modifiers.

Combining Modifiers. Bonuses and penalties to checks are cumulative, provided they come from different sources. For instance, an alchemist may receive a +1 bonus to her Knowledge (Proficiency) check results thanks to her skilled class feature, as well as a +1 bonus to the same check when baking pies thanks to the artisan background. In this case, the check result gains a +2 bonus (in essence, reducing the check difficulty by a step!)

Difficulty of 13 or higher. It's possible the GM can assign a difficulty of 13 or higher for a check. In these cases, success is out of reach for all but the most trained in a skill, and even then victory is not assured.

Automatic Failure. If the results of all the dice rolled for a check are 1s, you automatically fail the check, even if modifiers would make the result pass.

Contested Checks

When two or more creatures attempt to do the same thing and only one can succeed, a contested check arises. Contested checks are not matched against a set difficulty; instead, each contestant makes an opposing roll and the highest succeeds.

For instance, a drajule drops from a statue in an ancient tomb and both you and another binder wish to grab it first. The GM would ask each of you to make a check based on speed and reaction, and the player with the highest roll would claim the drajule.

In other cases, you might attempt an action that another creature actively opposes. If you need to tell a lie in order to convince a town alderman to let you use his private library, you'd roll a check to lie to the official while the GM would make a contested check for the alderman to determine if the NPC sees through your deceptions.

CHAPTER 5
EXPLORATION

Whether you're exploring the ruin of a fallen city, slipping through the hedge mazes of the cultists' sanctum, or wading through the sludge of a festering bog, most **MajiMonsters** adventures will require your binder to explore the world. And mystery is at the heart of exploration!

Exploration is the backbone of *adventuring*, the lifestyle of discovery that all binders pursue. A few mechanics are commonly used while exploring: movement, stealth, and perception. Movement determines how far or fast a creature can travel, and different ways they can travel. Rules for stealth cover how well a creature can hide from others, while rules for perception explain how to spot those that are hidden.

Encompassing all of these rules are the rules for *time*. How time passes in the game world varies, ranging from precisely measured increments to large swathes of downtime.

Time

When you explore an area, the GM tracks your progress and describes what you see and encounter, but time within the game may not pass at the same rate as out of game. Hours or days may pass in the matter of a few minutes as the GM describes how your character leisurely explores a forgotten cavern. When things get intense, the GM may decide to keep track of minutes in either game time or even real time. But when every moment is critical, the GM will keep track of time in rounds.

Days. When your party travels long distances that are fairly uneventful, the GM will speed up time out of game and keep track of the days your character spends traveling. It may become important to pay attention if an important calendar event is upcoming. Also, rations for humans and animals may run out after a few days, forcing the party to forage for food. It is usually practical to measure time in days for particularly involved tasks, such as building a stronghold, researching lost arcana, or waiting for bred MajiMonsters to mature.

Hours. The GM broadly tracks the number of hours that pass during the course of active adventuring. Some activities require hours to finish, such as scribing glyphs to drajules, resting for the evening, or brewing concoctions. Measuring hours can be quite important as nightfall comes with new dangers.

Minutes. Most minor tasks don't take much time, and are best measured in minutes. It might take 5 minutes to make it up the long staircase to the caliph's grand chamber, or 20 minutes to ink a letter to be sent back to the Capitol. These actions can usually be summed up in a few seconds of real time. If things are vital, however, the GM may require they are handled in real time.

Rounds. A round is the smallest unit of time used to measure each creature's actions during its turn in an encounter, roughly equivalent to 6 seconds of time. Thus, 10 rounds are equal to 1 minute.

Rounds dictate the pace of combat, when each action can hold dire consequences. Chapter 7 has more information on rounds, and just what a creature can do each round during its turn.

Movement

Every creature has a Speed score, which is the limit that the creature can normally move each round during its turn. Most creatures' Speed scores are expressed in feet. A MajiMonster's Speed score dictates how many spaces it can move on a *combat grid* in 1 round. To determine how far a MajiMonster can move in feet per round, multiply this score by 5.

Difficult terrain. It's not uncommon to be impeded by terrain that is hard to traverse. Snow piles up, forcing you to slog through it ever so slowly. Rushing water pushes you back as you attempt to cross. Knotted brush and bramble make you question every step. These kinds of areas are referred to as difficult terrain. A creature passing through difficult terrain must spend 1 additional foot of movement for every 1 foot of difficult terrain it moves through, causing the creature to move at half its maximum speed.

Types of Movement

There are many different ways a creature can move, from simply walking from one to place to another, to jumping, swimming, or climbing. A creature is not limited in what kind of movement it performs during its turn, unless a technique requires all of its movement. When you or your MajiMonster moves, simply deduct the distance of each part of your movement from your available total as you go.

Normal Movement. Moving normally assumes you are walking or moving at a brisk enough pace that you can still perform another action during the round. Humans can move 30 feet normally during a round. A MajiMonster's Speed score determines how far it can move with its normal movement in a round by multiplying by 5.

Travel Speed. Outside combat, parties can traverse at a steady pace, averaging 3 miles per hour. This assumes the party is traveling at the pace of its slowest member, moving on foot without rushing. However, if your party is able to cover ground more quickly (such as by riding horseback), your travel speed increases. If the party is traveling at a slower pace to accommodate a slower creature or wagon, your travel speed decreases. To determine your travel speed in miles per hour, refer to the chart below.

Travel Speed

Speed Score	Approximate Miles Per Hour
4	1 mph
5	2 mph
6	3 mph
7	4 mph
8	5 mph

Your travel speed assumes the party is not rushing, nor is it making its way through difficult terrain (which halves this speed, as normal).

Mounted Travel Speed. You can mount a friendly creature that is at least Large sized or larger, including MajiMonsters. You move with it when it moves, including special forms of movement such as flying, swimming, or climbing. A Large MajiMonster can carry one mounted binder, while a Huge MajiMonster can carry up to four.

Mounted speed is typically used for travel purposes only; it's difficult for a Monster to carry humans and fight in combat at the same time. In cases where combat arises while you are mounted on a MajiMonster, the GM can rule that your mount be unable to fight until your dismount. It requires a utility action to mount or dismount a creature.

Jump. With a jump, you leap into the air to cover distance, clear a hurdle, or grab something out of your reach. Jumps fall into two different categories: long jumps and high jumps.

Long Jump. If you move at least 10 feet before making a long jump, make a Vigor (Athletics) check. The check is not assigned a difficulty. Instead, you jump 5 feet plus the resulting number of your check. If you're standing before making a long jump, you only jump half that distance.

High Jump. If you move at least 10 feet before making a high jump, make a Vigor (Athletics) check. You rise 3 feet in the air for succeeding up to Normal (7) difficulty. You increase the distance you rise by 2 feet for each additional difficulty step you pass. If you make a standing high jump, you rise half that distance.

Climb. When you climb a vertical surface with sufficient handholds, you move at half your speed. Climbing slippery surfaces or one with hazards or few handholds requires a Hard (9) or Very Hard (11) Vigor (Athletics) check to progress or else you risk falling. You cannot climb sheer surfaces such as walls of ice or similar areas without special abilities or climbing equipment.

Swim. When you swim, you move at half your speed. Swimming through rough water usually requires a Normal (7) or higher Vigor (Athletics) check to progress or risk drowning. Creatures with the Aquatic or Seaborn trait do not need to make checks to swim, and move at full speed through watery environments.

Standing. If you are knocked prone, you can stand up as part of your movement. Doing so spends half of your movement for the turn. This also applies to your MajiMonsters standing from prone.

Crawl. Crawling is the only way you can move while prone unil you stand. You move at half your speed when crawling. This also applies to your crawling MajiMonsters. Creatures with the Slither trait move at full speed when crawling.

Forced Movement

Some techniques or effects move a creature against its will. For instance, the *bluster* technique pushes an affected target away when its attack roll becomes empowered. Unless otherwise stated, when you or your MajiMonsters are forced to move, the following rules apply.

No Withdraw Strike. Forced movement does not provoke withdraw strikes from opponents.

Stop at Obstacles. Any obstacle stops a creature from its forced movement. For instance, if the creature collides with a large object (such as a tree or wall) or with another creature its same size or larger, it immediately stops moving, even if the effect would normally move it further.

Stealth

Sometimes remaining unnoticed is of utmost importance. There are two possible ways that you can hide. If you're not visible at all (such as hiding behind a wall), you need only to remain silent to avoid detection. If visible detection is possible and you are actively trying to hide yourself from view, you must make an Interaction (Guile) check contested against the Interaction (Perception) check of each creature in your area. The GM may decide that you receive a bonus or penalty to your check depending upon the merit of your camouflage and the attentions of your pursuers.

While you or your MajiMonster are hidden, you cannot be targeted by another creature's technique or attack if it requires a specific target. Techniques that cover an area, such as *lightning bolt* or *fire breath*, may still affect you.

If you or your MajiMonster makes an attack against a target

while hidden, you gain a +1 bonus to the attack roll or check made to hit. Making an attack reveals your position, however, and you cease to be hidden.

Perception

As you move through a lost tomb, scour the edge of an overgrown swamp, or study the glyphs on the hermit's necklace, you rely on your abilities to spot clues, notice hidden MajiMonsters, and avoid any traps or hazards. Your GM describes the scene to you, but you may wish to search for something the GM has omitted from the description. The rules for perception help determine whether or not you can find a hidden object or creature, or otherwise notice that something is happening.

Perception Checks

Most of the time, finding something that is hidden comes down to a matter of succeeding an Interaction (Perception) check. Your GM assigns a difficulty to spot the hidden object, and upon passing this check your character will find it. The difficulty can vary for each circumstance. For instance, trying to find a drajule that was hastily stowed in a puddle of mud might be an Easy (5) check, but trying to spot the same drajule magically camouflaged to blend in with its surroundings might be a Hard (9) or Very Hard (11) check.

If you're attempting to find a creature that is actively hiding from you, you roll an Interaction (Perception) check contested against its Interaction (Guile) check. If you meet or beat its total, you're able to spot the creature.

Searching and Noticing

Rolling an Interaction (Perception) check can happen through two different circumstances. Either you're aware of something you wish to find, or you actively declare that you are searching to find it. Or, sometimes the GM is aware of something in the area that you are not, and asks you to roll a check to see if your binder notices it. Different circumstances can alter the outcome of these checks.

Adventuring

Glory awaits those bold enough to adventure through the Wildlands, but such a task deadly and arduous. It takes as much foresight and luck as it does tenacity to survive the untamed land, and more than a few have met their end by attempting to do so unprepared.

Adventuring is a broad term for exploration, but also describes the overarching career of your character. Binding and battling MajiMonsters is only a small part of adventuring. Adventuring also includes foraging through the woods for food, exploring the dusty crypts of a long-lost dungeon, negotiating politics at court, studying the strange symbols on a cave's wall, and hauling bags of riches back to town to spend. However, a smart adventurer knows how to ration resources and avoid hazards.

Fatigue

One of the most dangerous elements of adventuring is fatigue. A binder who does not prepare for the harsh conditions of the Wildlands risks becoming too tired and weak to continue on, and may even die of exposure to the elements. Binders may become fatigued when they travel too quickly, do not pack enough rations, lack access to fresh water, venture into extreme temperature conditions, and deprive themselves of sleep.

When you become fatigued, your speed and hit point maximum are halved, and you suffer a -2 penalty to any check you make. Some situations listed below can result in death if fatigue lasts too long. When the cause of the fatigue is resolved (such as by eating when hungry or sleeping when tired), the effects cease.

The penalties of fatigue can become cumulative if they arise from multiple causes. A binder who has not slept and has not eaten in days suffers both of these fatigue penalties, reducing them to 25% hit point maximum and speed, and suffering a -4 penalty to checks.

MajiMonsters can always avoid fatigue by resting in drajules, but in the rare case that a binder overworks a Monster, they too suffer the effects of fatigue.

Traveling

When you travel, you cover a distance over a period of time. For overland travel, you can refer to your party's travel speed to see how far you progress each day.

If you're in a hurry, you can move at a faster pace to cover ground more quickly. However, doing so may cause you to miss hidden objects or creatures you would have otherwise interacted with. If you're being cautious, you can move at a slower pace to keep an eye on your surroundings, or move stealthily yourself.

The GM decides the effect of moving at a faster or slower pace, as well as the actual distance covered. In general, moving at a faster pace increases your total distance covered by no more than 25%, and doing so for a prolonged amount of time can cause you to become fatigued.

Food & Water

Though your MajiMonster needs only to be dismissed to its drajule for rest and sustenance, binders need to eat and drink to survive. If you are unable to eat or drink regularly, you begin to suffer ill effects, described below.

Food

Your character needs to eat at least one pound of food rations per day, spread throughout two or three meals. You can go without food for 4 days + 1 day for each rank you have in Fortitude. At the end of half this time, you become fatigued and suffer the penalties described above. At the end of this time, your binder dies of starvation. A normal day's worth of rations resets this count of days without food to zero.

Water

Your character needs to drink one gallon of water each day, or two gallons per day if traveling through a hot environment. You can go without water for 2 days + 1 day for every 2 ranks

you have in Fortitude. At the end of half this time, you become fatigued. At the end of this time, your binder dies of dehydration. A normal day's worth of water resets this count of days without food to zero.

Hazards

Adventuring means having to explore difficult and dangerous places. Hazards abound throughout the Wildlands—there are more than just Monsters out there!

Darkness

In order to do just about anything—notice a MajiMonster, avoid a hazard, or simply stay on the right path—you must be able to see. You cannot see in darkness. Lighting a torch or lantern provides light for a period of time. Additionally, many MajiMonsters have techniques that produce light or fire which allow you to see as well.

Some areas may be only partially obscured by darkness, such as a campsite lit by moonlight or a dark cave illuminated by a torch. The GM may rule that you have enough light to see, but still impose a penalty to your Interaction (Perception) checks.

Extreme Cold or Heat

In extreme climates, such as a frigid wasteland or a scorching desert, you are more prone to exhaustion from travel. You must dress accordingly when traveling through such inhospitable environments, wearing clothing appropriate for hot or cold weather. Additionally, you must take in food or water twice as frequently in order to avoid fatigue. The GM may rule that there are other adverse effects for extreme climates such as damage from frostbite and heatstroke.

Falling

When you travel at great heights, such as scaling a decrepit tower, risking combat on the edge of a cliff, or on the back of a winged MajiMonster, you risk falling.

Falling Damage. At the end of a fall, a creature takes 1d6 damage for every 10 feet it fell, to a maximum of 20d6. Do not apply resistances or vulnerabilities to this damage. The creature lands prone, unless it is somehow able to ignore damage from the fall.

Landing in Water. If a creature lands in water that is at least 10 feet deep, the first 20 feet of falling deals no damage. If a creature deliberately dives no more than 100 feet through the air and succeeds a Normal (7) Vigor (Athletics) check, falling deals no damage provided the water it lands in is at least 30 feet deep.

Ice

Slippery ice is difficult terrain. When you or a MajiMonster move more than half your total speed over slippery ice, you must succeed a Normal (7) Vigor Athletics check or else fall prone.

Suffocating

Sometimes it is necessary to hold your breath. Your binder may be swimming through an underground lake, or trying not to breathe in the smoke pouring out of a burning building. A normal creature can hold its breath for 1 minute for each rank it has in Fortitude. At the end of that time, the creature asphyxiates and dies. If a creature does not have at least 1 rank in Fortitude, it can hold its breath for 30 seconds.

A MajiMonster can hold its breath for 1 minute for each point of its Health score + its Grade. At the end of this time, it is either returned to the aether or dismissed back to its drajule.

Rest and Sleep

Traveling the Wildlands takes much out of explorers, even those as bold as binders. Sooner or later, you're going to need to stop for a rest. Resting usually occurs at the end of the day, allowing binders to tend to their wounds, spend some time training their MajiMonsters, eat a good meal, and enjoy a night of sleep.

A rest can be as long or as short as needed, but most creatures do not gain a benefit or regain expended uses of abilities unless resting for at least 6 hours. When resting, you cannot engage in anything more than light activity such as eating, reading, or talking. After resting for at least 6 hours, you regain all lost hit points. You also regain expended uses of class features or abilities.

You do not necessarily need to sleep during a rest, but binders need at least 6 hours of sleep during a 24 hour period, which makes a rest an ideal times to do so. This sleep can be interrupted,

but must equal 6 hours. Going without a full 6 hours of sleep in a 24 hour period results in fatigue.

A MajiMonster dismissed to its drajule is always considered to be resting. Therefore, it's possible to have fully rested MajiMonsters available to stand guard as a party of binders rests for the evening.

Downtime

The time between adventures, or large chunks of time of relative inactivity, is referred to as *downtime*. Downtime does not have a set duration, it's as long or as short as the time it takes before your binder is adventuring again.

Lifestyle Expenses

Even when characters are not actively doing or making anything, they'll still need to pay to maintain their lifestyle.

Binders live a modest lifestyle off 10 suls per day. This cost covers meals, comfortable beds, practical clothing, and routine maintenance of their property.

You can choose to live a more extravagant lifestyle by paying more suls per day, or live a poorer lifestyle by paying fewer. A beggar might be able to stretch a single sul each day, while a noble might not be able to fathom spending fewer than 50!

Downtime Activities

You can use your downtime to engage in one or more downtime activities. It's assumed that characters engaging in downtime activities are spending at least 8 hours each day doing so. The days spent doing an activity need not be consecutive, and it's possible for a character to engage in multiple downtime activities at the same time.

Below are a few common downtime activities for binders. Other activities may be possible if cleared with the GM.

Acquiring Resources

Many binders require resources to perform their special abilities; alchemists are in need of ingredients to brew their concoctions and scholars may need to replace tools in order to craft and inscribe drajules. During downtime, a character can acquire resources for class abilities at the GM's discretion. A cost may or may not be associated with the materials, depending upon the binder's location and situation.

Building a Stronghold

Many teams of binders desire to have a base of operations—a place to plan adventures, train MajiMonsters, perform experiments, and work in peace away from the attention of others. Building such a place is costly, but worth the price.

Building a stronghold first requires a plot of land. This could be a swath of land cut from the Wildlands, or a parcel of land inside a town or city chartered from the local ruling party. A deed to an area of land costs anywhere from 1,000 to 5,000 suls for a small estate, to upwards of 50,000 suls for a large estate.

Once an area of land is secured, the character must pay towards construction costs and laborers. The table below shows the cost of building a stronghold by its type (including the cost of paying laborers), as well as the amount of time it takes. It's assumed that the character is using downtime to oversee the construction.

Construction can continue while the character is away, perhaps off on another adventure, but each day away adds 2 days to the construction time.

Stronghold Time & Cost

Small Estates		
Stronghold Type	**Construction Cost**	**Construction Time**
Fort or Hall	50,000 suls	75 days
Fortified Tower	150,000 suls	100 days
Small Keep	250,000 suls	400 days

Large Estates		
Stronghold Type	**Construction Cost**	**Construction Time**
Abbey	500,000 suls	400 days
Castle	500,000 suls	400 days
Palace	3,000,000 suls	1,200 days
Temple	500,000 suls	400 days

Laborers generally do not venture out into the Wildlands unless well-guarded, and construction materials aren't always readily available depending upon the binder's location. The costs listed in the table above assume that the laborers and materials are in supply. At the GM's discretion, these prices could as much as double if resources are hard to get ahold of, or if the location for the stronghold is dangerous.

Crafting

You can use your downtime to craft items, such as trinkets, works of art, or equipment. Doing so may require access to special materials or locations needed to create it. For example, forging a breastplate would require access to a forge and blacksmith's tools.

Every day you spend crafting allows you to create an item with a total market value of no more than 20 suls, and you must expend raw materials worth half the total market value. If you want to create something with a higher market value, you make progress each day in 20-sul increments until you reach the market value. For instance, if you wanted to tailor a set of fine clothes worth 100 suls, it would take you 5 days to do so and would cost you 50 suls worth of materials.

When the item is created you make a Normal (7) Knowledge (Proficiency) check. On a failure, the resulting is worth half its market value and is flawed in some way. On a success, the item is worth its market value +10% for each point past the check difficulty's threshold.

You can sell your crafts to cover your daily lifestyle expenses, breaking even between these and your material costs.

Gathering Information

You can use your downtime to gather information from a village or town's inhabitants. Perhaps you're aware of some misdeed the local baron has done, but you're looking for more evidence to bring him to trial. Or maybe you'd like to know about the cave a mile south of town the villagers say is cursed. Whatever your intent, you can converse with locals to get a better idea about the topic you seek.

Gathering helpful information generally takes about 2d6 days' worth of downtime. At the end of this time, the GM can ask you to make an Interaction (Persuasion) check. If you succeed a Normal (7) or higher check, the GM provides you with a helpful piece of information regarding your subject if one exists. If your result is higher, the GM may provide you with more pieces of information as well.

Each day spent gathering information requires 10 suls to cover your expenses, in addition to your normal lifestyle expenses.

Learning or Performing a Trade

You can use your downtime to learn a trade. To do so, you must find an instructor or mentor willing to take you on as an apprentice. This usually requires up to 2d6 days, and a successful Interaction (Persuasion) check of at least Normal (7) difficulty. The difficulty may be higher depending upon your location.

It requires at least 200 days' worth of training to learn a trade, and you must spend 10 suls each day. More complex trades may require a longer amount of time to learn. At the end of this time, you learn the trade and are free to practice it or teach it to others.

If you know a trade, you can practice your trade during your downtime to maintain a modest lifestyle. While performing a trade, you can maintain a modest lifestyle without needing to pay 10 suls per day.

Study and Research

You can use your downtime to research items you have unearthed, studying lost relics, or simply investigating the mysteries you've discovered throughout your adventures. Research usually requires a suitable place, such as a library or a quiet room.

Study and research generally takes about 2d6 days' worth of downtime. At the end of this time, the GM can ask you to make a Knowledge (Education) check. If you succeed a Normal (7) or higher check, the GM provides you with a helpful piece of information regarding your subject if one exists. If your result is higher, the GM may provide you with more pieces of information as well.

Each day spent in research requires 10 suls to cover your expenses, in addition to your normal lifestyle expenses.

Training MajiMonsters / Quick Leveling

The GM may require that your MajiMonsters do not gain access to new traits or increased attribute scores unless they are trained. In this case, you can use your downtime to train one or more MajiMonsters you control. Regardless, training and interacting with your MajiMonster is a good way to form a relationship based on trust and respect. Additionally, it's often an enjoyable and entertaining way to pass the time (depending on the Monster, of course).

Training a MajiMonster requires 1d6 days per Grade of the Monster. After this time, the Monster gains access to any of its new features it has acquired from gaining levels.

You can also use downtime to quick level your MajiMonsters, as described in Chapter 6.

CHAPTER 6
MAJIMONSTER STATISTICS

Every binder is unique, but no quality of any individual binder is more fantastic or compelling than the incredible MajiMonsters they control. These are creatures of awe and wonder, terrifying and beautiful at the same time.

This chapter covers the basics for interacting with MajiMonsters, both wild and those bound to you. It covers a myriad of MajiMonster features as well, including what it means to *control* a MajiMonster, how a binder uses *drajules* containing bound Monsters, the *statistics* of a bound MajiMonster, and how MajiMonsters change as they *advance* in level.

Monster Interaction

When you interact with a MajiMonster, wild or bound, the GM responds with the Monster's reactions as he or she would for any other NPC. These reactions as well as the binder's approach should take into consideration whether the Monster is wild or bound; you can think of the difference being as stark as a loyal canine pet compared with an untamed wolf.

Wild MajiMonsters can be terrifying; even the most docile among them are capable of ending a human's life, causing them to be justly feared by most of humanity for centuries. This doesn't mean that all wild MajiMonsters are blood-thirsty predators, however. Many MajiMonsters are indifferent towards humans, and may even be curious or playful depending upon their nature. There are also folktales of MajiMonsters being benevolent towards humans—leading shipwrecked sailors to shore and defending children from predators in the Wildlands.

When a MajiMonster is bound, it shares a connection of empathy with its binder. Binders instinctively know how Monsters they control are feeling, but may still struggle to completely understand their nature.

Communication

Bound MajiMonsters basically understand the languages of their controlling binders, though some nuances, complexities, and references may be lost on this non-human creature. However, MajiMonsters lack the anatomy to speak. Thus, a Monster may communicate that it understands a directive by making guttural noises, howling, wagging its tail, licking its binder's hands or face, or triggering a small display of magic about it.

Wild MajiMonsters are more feral and lack the empathic connection with a human, and so do not respond to language. Instead, these creatures respond to emotion, sudden movement, sharp sounds, and food.

Monster Sexes

MajiMonsters can reproduce in the wild with the opposite sex of their species, but may occasionally crossbreed with similar species and mundane animals.

Scholars that "breed" MajiMonsters do not do so in a conventional sense—these binders create offspring through magic alone, and can do so with any two MajiMonsters of any species or sex.

A MajiMonster's sex does not affect its game statistics. Male and female members of a species may have differentiating marks, such as differences in the lengths of ears or tails, stripes, or other features.

When you encounter a MajiMonster in the wild, the GM may indicate its sex. This can be predetermined, or determined randomly by rolling any die. On an even result, the Monster is female. On an odd result, it is male.

Monster Sizes

MajiMonsters and other creatures fall into one of five size categories: Tiny, Small, Medium, Large, or Huge. The table below shows how much space a MajiMonster of each size occupies.

Monster Sizes

Size	Space	Examples
Tiny	1 x 1 ft.	Dibbik, Statick
Small	3 x 3 ft.	Amphare, Scutter Crab
Medium	5 x 5 ft.	Angeroo, Warlarkra
Large	10 x 10 ft.	Stalagmaul, Ursicle
Huge	15 x 15 ft.	Kamuouy, Wurmdra

Space

The space a creature occupies is the area in feet it effectively controls in combat, not its exact physical dimensions. It is a reflection of the area it needs in order to fight effectively.

A young woman came running into the tavern, claiming that she had seen a specter of death itself. By her description of the Monster with the lantern, I knew that she had seen a Spiricoot. I quickly paid for my meal and followed her directions, eager to catch a glimpse of the Monster that had eluded me for so long.

Control

Control is the term for ownership of bound MajiMonsters. It is a function of a binder's Authority, and works on the deepest levels of their identity and will. You can only summon and dismiss a MajiMonster that you control, and only when you have access to its drajule.

When you bind a MajiMonster, you immediately gain control over it. At your discretion, you can freely give this control to any other binder. Doing so requires a conscious decision to relinquish command and—unlike binding a wild MajiMonster—a minimum of one hour of acclimation time for the new binder. This time is necessary for the Monster to get used to its new binder and for the transference to become complete. Thus, you could bind a MajiMonster and gift it to an ally, but you could not do so during a hurried situation, such as in the middle of a battle.

Astonishingly, control over a MajiMonster lasts beyond the grave. Deceased maji seem to have often left drajules for those that come after out of the hope that their favorite companions would find a new home. Some adventurers have even spoken of finding a drajule in ancient ruins only to have ghostly forms of maji appear murmuring words of transference, but these stories are of dubious origin. Whatever the case, simply discovering an older drajule in a treasure trove is often enough to have control over any MajiMonster bound to it.

However, because transferring control is a consensual process, thieves have little use for stealing a drajule that already has a MajiMonster bound to it (unless they merely mean to aggravate the owner). This also means that binders who perish can rest peacefully knowing that their MajiMonsters do not fall into the hands of their enemies!

Drajules

Drajules are special stones, magically prepared and used by binders to capture and contain a MajiMonster's essence. In order to summon or dismiss a MajiMonster you control, you must have access to its drajule.

"Empty" Drajules

A drajule that does not contain a MajiMonster is referred to as an "empty" drajule. Binders must have access to an empty drajule to perform a binding ritual. Binders of the scribe archetype in the scholar class can create empty drajules with the *drajulecraft* ability.

Activated and Dormant Drajules

Once a drajule has been used to bind a MajiMonster, it exists in one of two states: *activated* or *dormant*.

Activated Drajules

A MajiMonster in an activated drajule is resting, but is ready to help at a moment's notice! An activated drajule can be freely used by a binder to summon or dismiss the MajiMonster it is bound to. Most binders can activate up to 3 drajules at a time (with the exception of rangers, who can activate up to 4 at a time).

A MajiMonster can only gain XP from combat or overcoming challenges if its drajule was activated at the time the XP was gained.

Dormant Drajules

A MajiMonster with a dormant drajule is in a state of deep hibernation. A dormant drajule cannot be used to summon the MajiMonster bound to it. A MajiMonster cannot gain XP from combat or overcoming challenges if its drajule was dormant at the time the XP was gained.

Activation Processes

When you bind a new MajiMonster, its drajule is activated automatically if you are not at your current limit. Otherwise, the drajule immediately becomes dormant.

You can choose to switch the activation states of any of your drajules. Doing so requires 1 hours' time of meditation and focus. At the end of this time, you choose which drajules become activated up to your limit, and the rest immediately become dormant. Due to the strain this process places on its user, this activation process can only be performed once before you are required to rest for at least 6 hours.

A much shorter process may be used merely to place an activated drajule into a dormant state. This only requires 5 minutes, commonly performed when binders wish to keep one or more potential activated drajule slots open. There is no limit on how many times you can place activated drajules into a dormant state.

Drajules and Control

When a binder touches an activated or dormant drajule, the binder immediately knows whether or not he or she has control over the MajiMonster bound to it.

Affinities

The world of MajiMonsters is woven with magic. The same magic the maji used to create the MajiMonsters still permeates the world today.

Think of magic as a blanket covering the whole world. Each thread of this magical mantle is colored by its magical *affinity*: a distinct aspect of magic that gives character and material form to magic. Tugging on a thread may cause lighting to split the sky, fire to roar from one's fingertips, or a typhoon to crash from the clouds.

Each MajiMonster is associated with at least one or more affinities. Additionally, every MajiMonster technique is associated with an affinity. In game terms, Monsters and techniques are said to "have" an affinity—a Monster may have the fire affinity, and the technique which allows it to spew a fiery breath weapon has the fire affinity as well.

A Monster typically grows to learn combat techniques in the portfolio of affinities it has, but it is not strictly limited to them
.

What Affinities Affect

A MajiMonster's affinities determine the application of bonuses with techniques, as well as resistances and vulnerabilities.

Affinity Bonus

When a MajiMonster uses a technique that is shared with one of its affinities, the magic of that technique is strengthened through synergy. This enhancement of power is called an *affinity bonus*, which is equal to twice the Monster's Grade.

If a MajiMonster uses a technique that deals damage, it adds its affinity bonus as extra damage if the technique's affinity matches one that the Monster has. Unless otherwise indicated, a MajiMonster can only apply its affinity bonus as additional damage once per action, regardless of how many targets are hit by an attack. If an attack hits multiple targets, you can choose which one suffers the additional damage.

Resistances and Vulnerabilities

Affinities interact differently with each other. Water quenches out the fire affinity, while earth is unmoved by lightning. The way a technique's affinity interacts with a target's affinity is represented by a MajiMonster's resistances and vulnerabilities.

Resistance. When a MajiMonster suffers damage from an affinity type it is resistant to, it reduces the damage by its resistance value, which is equal to twice its Grade. This applies to each separate instance the damage would apply.

Vulnerability. When a MajiMonster suffers damage from an affinity type it is vulnerable to, it takes extra damage equal to the attacker's affinity bonus. This applies to each separate instance of damage.

Both Resistant & Vulnerable. It is possible for a Monster to have several resistances and vulnerabilities. If a Monster's affinities would cause it to be both resistant and vulnerable to the same affinity, the effects are negated, causing the affinity to be neither a resistance nor vulnerability.

A MajiMonster's resistances and vulnerabilities are determined based off of its affinities, per the table below.

Resistances & Vulnerabilities by Affinity

Monster's Affinity Type	Monster is Resistant to...	Monster is Vulnerable to...
Basic	Mystic	Fury
Earth	Lightning	Verdant
Fire	Ice	Water
Fury	Basic	Mystic
Ice	Wind	Fire
Lightning	Verdant	Earth
Mystic	Fury	Basic
Verdant	Water	Wind
Water	Fire	Lighting
Wind	Earth	Ice

Affinity Types

There are 10 known affinities in the world of MajiMonsters. A short description of each, and their associated symbols, are detailed below:

Basic

The basic affinity is the foundation of magic, the plain and foundational warp threads that provide stability for the more ornate weft of the other affinities. The basic affinity emphasizes physical strength, simplicity over showiness, utility over power. Monsters and techniques of the basic affinity often have a nature that is amplified rather than completely altered. Combat techniques of this affinity are commonly physical attacks, and deal basic damage.

Earth

The earth affinity holds dominion over stone and soil. It is as patient and stoic as solid ground. This affinity augments endurance, patience, and resilience. Earth affinity combat techniques can cause the ground to tremble or rocks to rain from the sky, and deal earth damage.

Fire

The fire affinity is the domain of char and flame. It burns swiftly and intensely, consuming all in its path. Fire affinity combat techniques often leave the ground ablaze and their victims severely burned, dealing fire damage.

Fury

The fury affinity is rage made manifest. It taps the considerable power of aggression. This affinity feeds on anger, passion, and emotion, and places triumph first, often without regard to personal safety. Fury affinity combat techniques are exploits of physical strength and raw power, and deal fury damage.

Ice

The ice affinity embraces the frigid powers of cold, snow, and ice. Its character is one of preservation and slow progress. Ice affinity combat techniques can call forth winter at a whim, blanketing the ground in snow and freezing opponents where they stand, dealing ice damage.

Lightning

The lightning affinity holds control over all electrical power, as well as the disruptive power of thunder. The affinity never sacrifices speed for power, but instead relies on haste and momentum. Lightning combat techniques commonly manifest electricity to shock and disorient foes, dealing lightning damage.

Mystic

The mystic affinity taps into the power of the arcane. It is capable of supernatural effects both wonderful and weird. It is slow and calculating, often depending on strategy over brute force. Techniques of this affinity use magic to augment friends and cripple foes, dealing mystic damage.

Verdant

The verdant affinity controls plants and trees, promoting life, growth, and expansion. This affinity can heal and bolster more efficiently than any other. Verdant affinity combat techniques may also call forth roots and vines from the soil to entangle and restrict foes, and can summon razor sharp leaves or mighty limbs of wood to batter them, dealing verdant damage.

Water

All water that falls from the sky, rises from the deep, resides in small pools, and gushes forth in rapids is the domain of the water affinity. As water itself seeks balance, the water affinity's techniques are balanced between physical and magical attacks, offense and defense, speed and stamina. These techniques summon forth great bodies of water, dealing water damage.

Wind

The wind affinity harnesses the open power of the atmosphere and the turbulent effects of wind and weather. This affinity demands freedom and hates confinement. Thus, wind combat techniques tend to emphasize speed and mobility. Its techniques shape wind to form small gales to violent tornadoes, dealing wind damage.

MajiMonster Statistics

Every MajiMonster has six main attributes: *Health, Strike, Protection, Magic, Discipline,* and *Speed*. Each attribute is represented with a score. These attribute scores describe in broad terms intrinsic features, training, and competence when performing tasks related to the attribute or defending itself.

MajiMonsters also possess *Brawn* and *Talent* scores, which are primarily used to show effectiveness in combat. A MajiMonster's reserve of power, determination, and willingness to fight for its binder are represented by its *Grit*.

Attributes

The following are considered a MajiMonster's *core attributes*. As Monsters gain experience and grow under the control of a binder, these attributes develop and increase.

Health

Health is a measure of a MajiMonster's physical vitality, heartiness, and ability to resist disease and fatigue. The higher a Monster's Health score, the more hit points it has. A MajiMonster gains additional hit points equal to its Health score for every level it gains.

Strike

Strike is a measure of the MajiMonster's aim and skill at arms. It combines muscle mass and coordination, and is most often used for attack rolls with techniques that employ physical assaults against an opponent.

Protection

Protection is a measure of a MajiMonster's ability to avoid or mitigate damage. It may represent evasiveness, martial training, physical armor, or a natural hide or carapace.

Magic

Magic is a measure of a MajiMonster's aptitude with magical powers. It combines focus and skill, and is often used for attack rolls with techniques that manifest some magical effect.

Discipline

Discipline is a measure of a MajiMonster's ability to resist magical forces and effects. It may represent unflinching resolve, indomitable will, lightning fast reflex, or an innate ward against magic.

Speed

Speed is a measure of a MajiMonster's pace of movement and reaction time. A Monster can move 5 feet during its movement per point of Speed score it possesses. A MajiMonster also gains its Speed score as a bonus on initiative checks.

Brawn and Talent

A MajiMonster's Brawn and Talent are special attribute scores. Unlike the scores listed above, these scores cannot be increased from training or experience.

Brawn. Brawn is a measure of a MajiMonster's physical bulk and strength. Brawn is typically added to checks to burst through walls, lift heavy objects, or throw objects long distances. Most combat techniques that deal damage from physical weapons or blows add a MajiMonster's Brawn as bonus damage.

Talent. Talent is a measure of a MajiMonster's ability to reason, strategize, and manipulate magical forces. Most combat techniques that deal damage from magical forces add a MajiMonster's Talent as bonus damage.

Grit

Each MajiMonster has a reserve of power they can unleash in bursts, measured by its Grit. Grit is a resource that can be spent in numerous ways by a wild MajiMonster, or at the direction of its binder. Each MajiMonster has a pool of Grit points equal to its Grade. A MajiMonster under the control of a binder adds its binder's Authority score to this total.

Using Grit

A Monster can spend one point of Grit to do the following:

Recover Hit Points action. The Monster uses the Recover Hit Points action as a utility action. It regains hit points equal to its Grade multiplied by its Health Score. Doing so requires the use of a utility action. This action can only be used once per round.

Brace for Impact action. The Monster uses the Brace for Impact action in response to being hit by an enemy attack. When it uses this action, it reduces damage from the attack by 5 per Grade. This reduction is applied before factoring in the Monster's vulnerabilities and resistances.

Empower an attack roll or check. The Monster empowers any check it would make, spending 1 point of Grit for each separate instance. A MajiMonster can empower initiative rolls, attack rolls, skill checks, and checks to end or prevent a condition. Doing so does not require an action.

Empower damage from an attack. When the Monster hits a target with a technique that deals damage, it can spend one point of Grit to roll an additional amount of d6s equal to its Grade as part of the damage roll. This is referred to as a Monster's *empowered damage bonus*.

This extra damage is applied per target. In an instance where a technique would hit multiple targets, you decide which one suffers the extra damage. You can also choose for the Monster to spend additional points of Grit for multiple targets to be affected, each suffering the same amount of empowered damage.

Resist binding ritual. Wild MajiMonsters can also spend Grit as a last-ditch effort to resist a binding ritual. Rules for this are covered in Chapter 8.

Recovering Grit

MajiMonsters naturally regain all spent points of Grit after spending at least 6 hours in its drajule. There are also other methods of regaining Grit, such as possessing the Nettled trait, and using magical items and relics.

Skill Checks

MajiMonsters can perform skill checks just like binders. They possess all the same skills, but do not have ranks in these skills. Instead, when a MajiMonster makes a skill check, it always rolls 2d6. It can spend 1 point of grit to empower the roll, using 2d8 instead.

The GM should rule that some MajiMonsters are incapable of certain skill checks. For instance, a MajiMonster that lacks the anatomy to climb is unable to make a Vigor (Athletics) check to do so. Additionally, since MajiMonsters cannot communicate verbally, they'd be hard pressed to use the Interaction (Persuasion) skill, at least for checks that depend on language. In all cases, the GM should use the Monster's description as a basis for their capabilities and employ common sense.

Techniques and other rules that require MajiMonsters to make skill checks do not specify individual skills, since the Monster uses the same dice for all skills.

Techniques

Techniques, or "combat techniques," are supernatural powers and maneuvers possessed by MajiMonsters. Each technique has an affinity. A technique might be a physical attack, a display of magic, a method of movement, or a magical augmentation that aids or hampers its target.

Both wild and bound MajiMonsters develop new techniques as they advance in level. A MajiMonster only has access to 4 techniques at a time. If your MajiMonster would gain a technique beyond this limit, you must replace one of its current ones with the new technique.

How techniques function in combat is described in Chapter 7. All of the MajiMonster techniques are listed in Chapter 10.

Barred Descriptors

In general, a MajiMonster can learn any technique, provided it has the means to do so. However, sometimes a MajiMonster may lack the physical capacity or anatomy to perform a technique. Each technique has a list of *descriptors*, defining qualities of the technique's execution and effect. Each MajiMonster also has a list of *barred descriptors*. A MajiMonster cannot learn or perform a technique associated with one of its barred descriptors, unless that technique appears on its technique roster in the Monster's Bestiary entry.

Learning Techniques

Your MajiMonster can gain new techniques using the following methods.

Gaining levels. The most common way MajiMonsters gain new techniques is by gaining levels. When your MajiMonster gains a level that would allow it to gain a new technique, you can assign it one from its list of techniques in its description, provided it is the requisite Grade. You do not have to assign your MajiMonster a new technique when it gains a level that would allow it one; you may keep the set it already has.

I was knocked to the ground as the behemoth flew past me, the wind from its flight embedded me into the dirt. As I looked up I could only see a vague silhouette of an enormous MajiMonster. Its wings shuddered with flame and lighting, and it was but a blur in the sky by the time I had my senses. What kind of creature can move that fast?

Relics. Special relics exist that contain the knowledge of techniques. You can use these relics to permanently or temporarily bestow a MajiMonster the ability to use the associated technique, provided the technique does not contain a barred descriptor.

Tutors. There are binders in the world that have focused their lives on specific techniques, able to teach these techniques to any and all MajiMonsters that can learn them. Learning a technique from a tutor takes a small amount of time, but its effect is permanent.

Technique Upgrades

Techniques can be augmented by technique upgrades. A technique upgrade represents a Monster's specialty with a technique. A MajiMonster gains access to technique upgrades at levels 8, 12, 16, and 20. A single technique cannot have more than 1 technique upgrade at a time. At any time your MajiMonster would gain a new technique upgrade, you can choose to replace an existing one, or apply it to a new technique.

If you later choose to replace an upgraded technique with a new one, the new technique does not receive any upgrades. However, if the MajiMonster relearns a technique it once developed an upgrade for, it relearns the technique with the upgrade in place.

A list of technique upgrades is provided at the end of this chapter.

Traits

MajiMonster traits are special abilities. Every MajiMonster has at least 1 trait, standard to its species. This trait is called its *starting trait*, and every Monster of its species is born with it.

Traits allow MajiMonsters to be capable of new power, enhance the way they perform existing ones, or change the way they function entirely. A MajiMonster's trait supersedes broad game rules when there is a conflict.

A MajiMonster under the control of a binder gains traits as it increases in level. At levels 5, 9, 13, and 17, the MajiMonster's controlling binder assigns it a new trait. The new trait can be from the list of MajiMonster traits presented at the end of this chapter, from the binder's class list of traits, or from a MajiMonster's optional trait listed in its description. An *optional trait* can only be gained if the Monster is the requisite Grade.

Wild MajiMonsters do not gain new traits as they increase in level, with the exception of optional traits. A wild MajiMonster that reaches the requisite Grade in the wild develops its optional trait immediately.

A list of traits is provided at the end of this chapter.

Monster Advancement

By facing increasingly difficult obstacles, binders learn more effective ways to fight foes and overcome challenges. In turn, they train their MajiMonsters to become more powerful. This growth is represented by *experience points* (XP). When a Monster reaches a specified experience point total it advances in capability, which is called *gaining a level* or simply *advancing*.

Gaining a level results in new benefits. These may increase a Monster's attribute scores, bestow a new trait, give access to a new combat technique, or improve an existing one.

Each time your MajiMonster gains a level, its hit point maximum increases an amount equal to its Health score. It also gains the same amount of hit points immediately.

The MajiMonster Advancement table indicates the experience point totals required to advance from level 1 through level 20, as well as the Grade and other improvements Monsters gain at each level.

Experience Points

Experience points represent how much a binder learns from prevailing over challenges. When a MajiMonster attains enough XP, it gains a level as well as new or improved abilities.

Typical XP Awards

After a combat encounter, each player receives XP equal to the average Grade of the MajiMonsters that they defeated or forced to retreat. For instance, a party of binders is challenged by a group of five rivals, all of which use Grade 2 MajiMonsters against them. With a victory, each player is awarded 2 XP. If a challenge is either tougher or easier than intended, the GM may alter the award by 1 XP. For instance, in the example above, one of the rival binders has a magical relic that weakens the party's MajiMonsters. As a result, our heroes struggle greatly and victory is uncertain until the knight's Clobster delivers a debilitating blow. After the battle, the GM awards each player 3 XP instead of 2.

For non-combat challenges—such as solving puzzles, overcoming traps, or particularly good role-playing—the GM may award 1 to 5 additional XP. It's recommended that the XP reward mirrors the average Grade of the party's MajiMonsters.

Something must present a challenge or be important to the story in order to be worth XP; a group of seasoned binders with Grade 5 MajiMonsters gain nothing from trouncing level 1 wild MajiMonsters, or solving a puzzle with no relevance.

MajiMonster Advancement

Total XP	Monster Level	Monster Grade	Benefit
0	1	1	*Grade 1 benefits, starting trait, starting techniques*
3	2	1	*New technique*
7	3	1	*Attribute increase*
12	4	1	*New technique*
17	5	2	*Grade 2 benefits, new trait*
23	6	2	*New technique*
30	7	2	*Attribute increase*
38	8	2	*New technique or technique upgrade*
46	9	3	*Grade 3 benefits, new trait*
54	10	3	*New technique*
64	11	3	*Attribute increase*
75	12	3	*New technique or technique upgrade*
86	13	4	*Grade 4 benefits, new trait*
98	14	4	*New technique*
101	15	4	*Attribute increase*
115	16	4	*New technique or technique upgrade*
129	17	5	*Grade 5 benefits, new trait*
144	18	5	*New technique*
160	19	5	*Attribute increase*
177	20	5	*New technique or technique upgrade*

Distributing XP to MajiMonsters

When you gain XP, you divide and distribute it among the MajiMonsters you control. Distributing XP is immediate, it cannot be "banked" to be assigned to a MajiMonster at a later time.

You can decide to give XP to a MajiMonster even if the Monster did not participate in combat or assist in the challenge that yielded experience. However, a Monster's drajule must be activated in order for it to receive XP. MajiMonsters in dormant drajules are not eligible to receive XP (although they can quick level, as described below).

This division of XP reflects how much time and attention the binder puts into training a MajiMonster. A binder can choose to lavish attention and training on one Monster, a few, or all of them equally.

Example

Sabrina and her allies finish combat against a powerful wild MajiMonster, and their GM awards them each 4 XP. Sabrina has three activated MajiMonsters: Amphiboil, Bombshell, and Steinmaske, but only Bombshell participated in the encounter. She decides to give Bombshell 1 XP, Amphiboil 1 XP, and Steinmaske 2 XP. She plans on training all of her MajiMonsters, but paying special attention to improving Steinmaske's combat abilities—as a result of the 2 XP, Steinmaske reaches level 9, gaining Grade 3 benefits as well as a new trait! She could have distributed these experience points differently if she had wanted to, giving all 4 XP to one Monster and 0 to the others, but this would reflect very different training goals.

Quick Leveling

Due to the way that experience is awarded in **MajiMonsters**, it's possible for a gap to grow between a binder's highest and lowest level Monsters. If a player chooses to give all their XP to a single Monster, that MajiMonster will grow very quickly while the others will not grow at all.

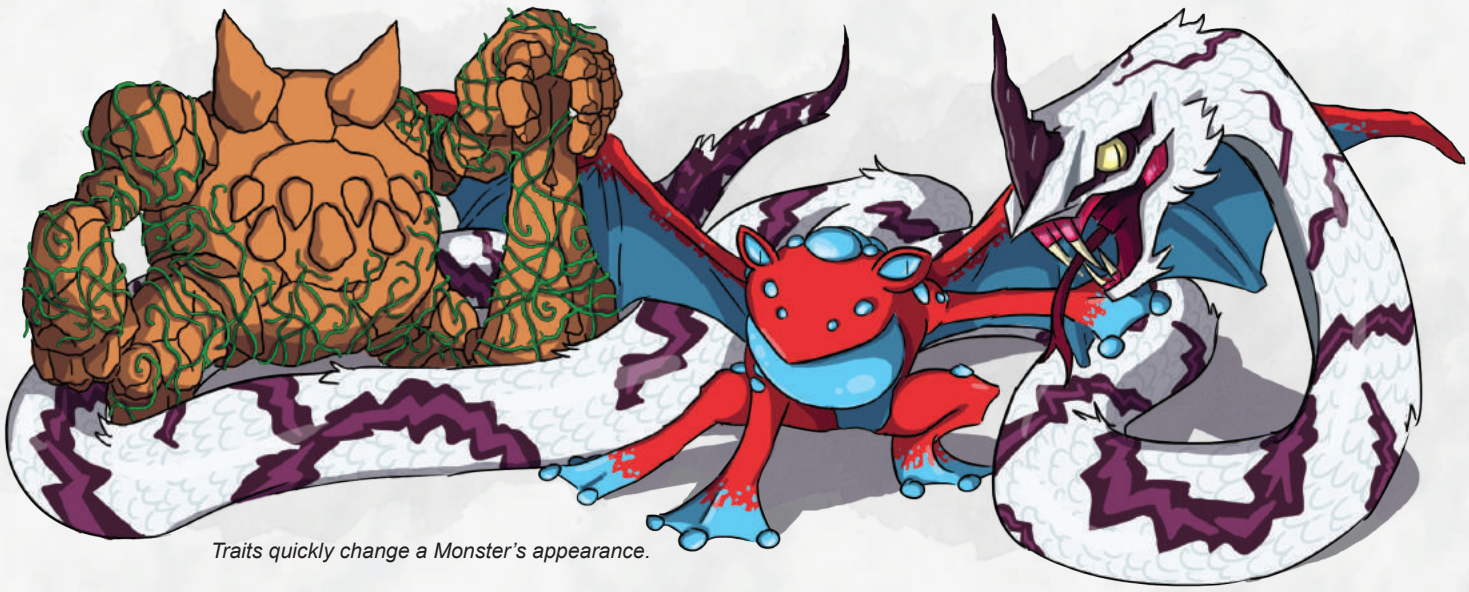
It's assumed that binders spend much of their free time training their Monsters, including weaker ones. Binders forge stronger connections with Monsters and improve their skills by going over tactics with them, practicing their techniques, and setting them to spar against each other. These activities often happen during the downtime between adventures, during rests, and while traveling from location to location. When the GM allows a party to *quick level* their MajiMonsters, each player has the option to level up one or more of their Monsters as a result of this training.

When you quick level, you assign a number of levels equal to the highest Grade MajiMonster you control, and these levels may be dispersed among any other MajiMonsters you control. Recipients of these levels may not be the highest level MajiMonster you currently control, and a single MajiMonster may not receive an amount of levels that would make it higher than the highest level MajiMonster you currently control. When a MajiMonster's level is increased by this process, its current amount of XP changes to the minimum amount needed to attain that level.

Example

Sabrina's Amphiboil is level 6 (Grade 2), her Bombshell is level 7 (Grade 2), and her Steinmaske just reached level 9 (Grade 3). Before ending the gaming session, she manages to bind a level 4 (Grade 1) Lumishroom. When the session ends, the GM instructs her and the rest of the players that the party has time to quick level their Monsters before their next adventure.

Sabrina's highest level MajiMonster is Steinmaske, at Grade 3. That means she has 3 levels to disperse to any of her other Monsters. She can't raise Steinmaske's level, since it's the highest level MajiMonster she has, and she can't raise any MajiMonster past level 9 either. She could make both Amphiboil and Bombshell level 8 by giving them 2 and 1 level, respectively, but instead opts to give Lumishroom all 3 levels to advance it to level 7! She changes Lumishroom's current XP total to 30, the minimum needed for that level, and begins advancing the Monster with its new benefits.



Traits quickly change a Monster's appearance.

Benefits from Gaining Levels

When a MajiMonster under your control gains a level, it gains benefits immediately. The benefit it gains is determined by its level, according to the MajiMonster Advancement table. When an improvement or new benefit is a matter of choice, players need to make this choice immediately—level benefits cannot be saved or changed later on.

Attribute Increases. When your MajiMonster reaches levels 3, 7, 11, 15, and 19, you can increase its Health, Strike, Protection, Magic, Discipline, or Speed score by 1. A single attribute cannot be increased more than 2 times through any effect, including gaining levels, unless otherwise specified.

Wild MajiMonsters do not gain this benefit. The attributes of wild MajiMonsters are the same as those listed in its description unless otherwise specified. Once a wild MajiMonster is bound, however, it has the opportunity to increase these scores by gaining levels under a binder's control.

Grade Benefits. A MajiMonster's Grade affects several of its abilities, including its affinity bonus, eligibility for techniques, vulnerabilities, and resistances. A Monster's Grade increases by 1 at levels 5, 9, 13, and 17. Refer to *Grade Benefits* at the end of this section for each ability that a MajiMonster's Grade affects.

Hit Points. Every time a MajiMonster gains a level, its hit point maximum is increased by its Health score, and it also gains this amount of hit points.

New Techniques. A level 1 MajiMonster is born knowing the techniques listed under its starting techniques in its description. Starting at level 2, MajiMonsters gain access to a new technique every other level. If the MajiMonster already has 4 techniques, one must be replaced in order to learn a new one. When a MajiMonster learns a new technique in this fashion, it can only be selected from the list of techniques in its description, and may only choose techniques of the requisite Grade.

New Traits. When your MajiMonster reaches levels 5, 9, 13, and 17, you can assign it an additional trait.

Wild MajiMonsters do not gain this benefit. Wild MajiMonsters are limited to its starting trait and its optional trait if the Monster is the requisite Grade. Once a wild MajiMonster is bound, however, it has the opportunity to gain new traits by gaining levels under a binder's control.

Technique Upgrades. When your MajiMonster reaches levels 8, 12, 16, and 20, you can choose to to upgrade to a technique it knows instead of it learning new technique altogether. Wild MajiMonsters do not gain this benefit.

Grade Benefits

Your MajiMonster's Grade is a representation of its power. A MajiMonster of a higher Grade would be heavily favored to win a duel over a Monster of a lower one. Your MajiMonster's Grade affects the following game statistics.

Affinity Bonus. Your Monster's mastery of its techniques deepens as it grows in experience. Its affinity bonus is added as bonus damage to attacks it shares an affinity with, or when dealing a damage type that a target is vulnerable to (or both, if both apply!). Your Monster's affinity bonus is equal to twice its Grade.

Empowered Damage Bonus. The higher your Monster's Grade, the more *umph* it packs when it is really giving its all. Your MajiMonster's empowered damage bonus is equal to 1d6 per Grade.

Resistance Value. As Monsters become stronger, they become more resilient to certain damage types. When a Monster suffers damage, you subtract its resistance value from the damage taken. A MajiMonster's resistance value is equal to twice its Grade.

Scaling Actions, Items, & Techniques. Many techniques, actions, and items specify an effect that scales with a MajiMonster's Grade. For instance, the Brace for Impact action reduces an attack's damage by 5 per Grade of the Monster. When a MajiMonster's Grade increases, it increases the benefit of these scaling effects.

Technique Availability. Every MajiMonster's techniques are listed by Grade. In order to choose a Grade 3 technique, for instance, your Monster must be at least Grade 3. Once a technique becomes available, you can select it any time your MajiMonster would learn a technique by gaining a level.

List of Technique Upgrades

The following is the list of technique upgrades, including prerequisites and descriptions.

Adroit Upgrade

Prerequisite: *The technique must be normally used as a response.*

When the Monster uses this technique, it still may use a response before its next turn to make a withdraw strike.

Aftermath Upgrade

Prerequisite: *The technique must have a triggered effect that a check can end.*

When a target succeeds the check to end the effect triggered by this technique, it suffers damage equal to the user's Grade. Do not apply resistances or vulnerabilities to this damage.

Attack on the Run Upgrade

Prerequisite: *The technique must require a melee attack roll against a single target.*

Movement made after this attack does not provoke withdraw strikes.

Chain Reaction Upgrade

Prerequisite: *The technique must deal damage and have a trigger effect.*

When this technique scores a critical hit, you reduce the number needed to trigger the technique's effect by 1 against that target. This benefit lasts until the end of your current turn.

Defiant Upgrade

Prerequisite: *The technique must require a melee attack roll against a single target.*

This technique's attack roll is empowered without having to spend Grit when the user is outnumbered.

Exclude Upgrade

Prerequisite: *The technique must have the* area *descriptor.*

The user can exclude a number of targets from this technique's area equal to its Talent score.

Fulfilling Upgrade

Prerequisite: *The technique must only affect the user, and must require a combat action to use.*

When the Monster uses (not maintains) this technique, it either regains hit points equal to its Grade, or gains a +1 bonus to checks made to end effects at the end of its turn.

Grounding Upgrade

Prerequisite: *The technique must require a ranged attack roll against a single target.*

Targets hit by this technique become grounded.

Intense Upgrade

Prerequisite: *The technique must deal damage.*

Damage rolls for this technique gain a +2 bonus. If the Monster is Grade 4 or higher, damage rolls for this technique gain a +3 bonus.

Invigorating Upgrade

Prerequisite: *The technique must deal damage.*

Once per round when this technique deals damage, the user regains hit points equal to its Grade.

Mastery Upgrade

Prerequisite: *The technique must deal damage.*

If a damage roll from the technique results in the minimal amount of damage, the damage may be rerolled and the second result taken instead.

Precise Upgrade

Prerequisite: *The technique must require a ranged attack roll against a single target.*

Targets of this technique do not gain a bonus to their defenses for cover or by using the Defend action.

Punishing Upgrade

Prerequisite: *The technique must deal damage.*

When the technique's damage roll is empowered, it deals an additional +1d6 damage.

Sinister Upgrade

Prerequisite: *The technique must have a triggered effect.*

Targets subject to the triggered effect suffer a -1 penalty on checks made to end it.

Staggering Upgrade

Prerequisite: *The technique must deal damage.*

When the technique deals damage to a target vulnerable to its damage type, the target's Brawn and Talent scores become 0 until the end of its next turn. During this time, the target cannot gain a bonus to its Brawn or Talent scores.

Swift Upgrade

Prerequisite: *The technique must be normally used as a combat action.*

The Monster can spend a point of Grit to use the technique as a utility action rather than a combat action.

Unyielding Upgrade

Prerequisite: *The technique must require an attack roll against a single target.*

If this technique hits, the user cannot be moved from its position until the beginning of its next turn.

List of Traits

In addition to the traits listed here, a MajiMonster can also gain a trait from its binder's class list of traits, or its optional trait if it is of the requisite Grade.

**Traits marked with an asterisk can be selected more than once. Each additional time it is selected, the trait must apply to a different feature.*

Alert

The Monster gains a bonus to Interaction (Perception) checks and initiative checks equal to its Grade.

Antitoxin

The Monster cannot suffer the poisoned condition.

Artillerist

The Monster increases the range of its techniques with the ranged descriptor by 10 feet.

Attentive

An additional opponent is required to outnumber the Monster.

Attenuate

The Monster reduces damage it receives from critical hits by an amount equal to its Health score + its Grade.

Bite

The Monster grows a mouthful of sharp teeth if it has the anatomy that can support it. You may remove the *bite* descriptor from its list of barred descriptors, add *fang strike* to its list of Grade 2 techniques, and add *monstrous bite* to its list of Grade 4 techniques. When the Monster gains this trait, it has the option of replacing one of its techniques with *fang strike*, or *monstrous bite* if the Monster is Grade 4 or higher.

Brawler

When the Monster makes a contested check, it gains a +1 bonus to its roll. This bonus increases to +2 at Grade 3 and +3 at Grade 5.

Brawny

When the Monster gains this trait, its Brawn score is permanently increased by 1. At Grade 4, its Brawn score is permanently increased by an additional 1. If the Monster is at least Grade 4 when it gains this trait, its Brawn score is permanently increased by 2.

Brutal

The Monster scores a critical hit on its techniques on a roll of a 10+. The result must still match or exceed the target's defense.

Clarity

The Monster cannot suffer the confused condition.

Claws

The Monster grows a pair of claws if it has the anatomy that can support them. You may remove the *claw* descriptor from its list of barred descriptors, add *claw strike* to its list of Grade 2 techniques, and add *monstrous claw* to its list of Grade 4 techniques. When the Monster gains this trait, it has the option of replacing one of its techniques with *claw strike*, or *monstrous claw* if the Monster is Grade 4 or higher.

Complacent

The Monster can be dismissed as a utility action instead of a combat action.

Concentrative

The Monster cannot suffer the disoriented condition.

Critical: Cripple

When the Monster scores a critical hit with a technique that has a trigger effect, it can roll the trigger die twice and take the higher result.

Critical: Devastate

When the Monster scores a critical hit with a technique that deals damage, the technique deals an additional 1d8 damage. This increases to 2d8 damage at Grade 3 and 3d8 damage at Grade 5.

Critical: Invigorate

When the Monster scores a critical hit with a technique that deals damage, it regains hit points equal to its Grade +2.

Exemplary

While within 10 feet of this Monster, friendly Monsters gain a +1 bonus to their Brawn scores. This bonus increases to +2 at Grade 3 and +3 at Grade 5.

Evasive

Withdraw strikes against the Monster are not empowered. An opponent cannot empower a withdraw strike's attack or damage roll by spending Grit.

Fearless

The Monster cannot suffer the frightened condition.

Fierce Anatomy*

Choose one of the following descriptors: *bite, claw, horn, tail,* or *wing*. Once per round, when the Monster deals damage to an opponent using a technique with the chosen descriptor, it deals additional damage equal to its Grade +2.

Focus: [Affinity]*

When the Monster gains this trait, choose one of the Monster's affinities. The Monster gains a +1 bonus to damage with techniques it knows of this affinity. This bonus increases to +2 at Grade 3 and +3 at Grade 5.

Fortified

The Monster increases its resistance value by an amount equal to its Grade.

Hamper

When the Monster hits a creature with a withdraw strike, the target's Speed score becomes 0 until the end of its turn. During this time it cannot gain a bonus to its Speed.

Healthy

When the Monster gains this trait, its Hit Point maximum is permanently increased by an amount equal to 3, + 1 for each level it has gained beyond 1st. Each time the Monster gains a level, its hit point maximum is increased by an additional 1.

Heroic

The Monster gains a +1 bonus to checks made to end conditions and effects. This bonus increases to +2 at Grade 4.

Horn

The Monster grows a horn if it has the anatomy that can support it. It removes the *horn* descriptor from its list of barred descriptors, and adds *horn strike* to its list of Grade 2 techniques and *monstrous horn* to its list of Grade 4 techniques. When the Monster gains this trait, it has the option of replacing one of its techniques with *horn strike*, or *monstrous horn* if the Monster is Grade 4 or higher.

Insomnia

The Monster cannot suffer the sleeping condition.

Inspiring

While within 10 feet of this Monster, friendly Monsters gain a +1 bonus to their Talent scores. This bonus increases to +2 at Grade 3 and +3 at Grade 5.

Opportunist

When the Monster hits an opponent with a withdraw strike, it deals additional damage equal to twice its Grade.

Resistance: [Affinity]*

When the Monster gains this trait, choose an affinity that is not already one of the Monster's resistances. The Monster adds this affinity to its resistances. If the Monster is vulnerable to the chosen affinity, instead of gaining a resistance, the Monster loses the vulnerability.

Savage

Once per round when the Monster deals damage a target is vulnerable to, the target suffers additional damage equal to the Monster's Grade +2.

Size Increase

When the Monster gains this trait, if it is smaller than Huge size, it increases one size category.

Tail

The Monster grows a tail if it has the anatomy that can support it. It removes the *tail* descriptor from its list of barred descriptors, and adds *tail strike* to its list of Grade 2 techniques and monstrous tail to its list of Grade 4 techniques. When the Monster gains this trait, it has the option of replacing one of its techniques with *tail strike*, or *monstrous tail* if the Monster is Grade 4 or higher.

Talented

When the Monster gains this trait, its Talent score is permanently increased by 1. At Grade 4, its Talent score is permanently increased by an additional 1. If the Monster is at least Grade 4 when it gains this trait, its Talent score is permanently increased by 2.

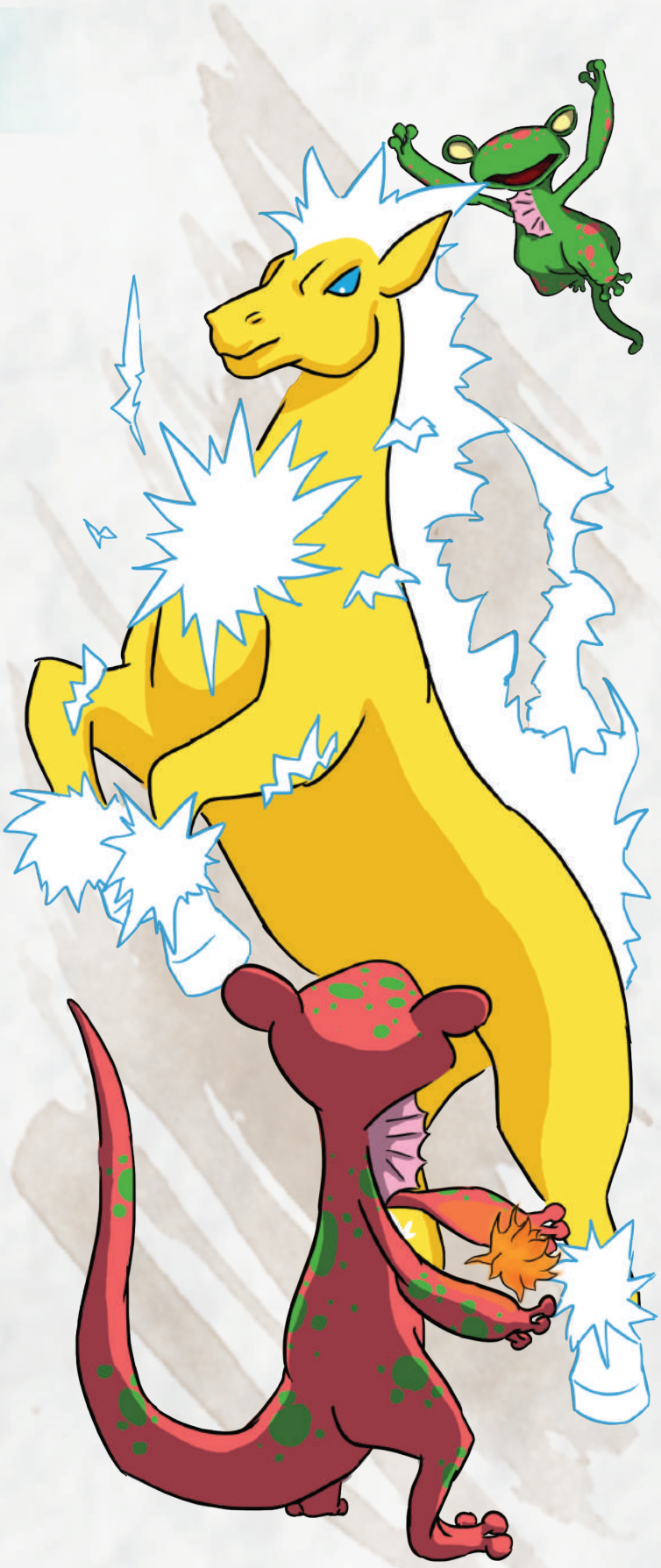
Thick Blooded

The Monster cannot suffer the bleeding condition.

Wings

The Monster grows a pair of wings if it has the anatomy that can support them. It removes the *wing* descriptor from its list of barred descriptors, and adds *wing strike* to its list of Grade 2 techniques and monstrous wing to its list of Grade 4 techniques. When the Monster gains this trait, it has the option of replacing one of its techniques with *wing strike*, or *monstrous wing* if the Monster is Grade 4 or higher.

CHAPTER 7
MAJIMONSTER COMBAT



A group of binders is nestled deep in the woods, resting from the day's travel. As they settle in by their campfire, an ominous chitter alerts them that they are not alone. In an instant, spiders—the size of dogs—descend upon them with webbed wings from the canopy above. Instinctively, each binder reaches for a drajule and summons a MajiMonster to defend the camp.

On the other side of the empire, two women stare each other down in the moonlit ruin of an ancient colosseum. Each grasps a drajule, and a flash from the gem paints the ground with colored light. Before a word is said, their Monsters collide against the other with a roar and a hiss. Whichever is left standing when the dust settles will determine the victor.

Sooner or later, you're going to engage in combat. Whether you must defend yourself from wild MajiMonsters or dueling rival binders, every binder experiences the taste of battle eventually. This chapter provides the rules for MajiMonster combat, detailing the process involved and actions you can take.

Types of Combat Encounters

In MajiMonsters, there are two kinds of combat encounters, but the rules for each are the same.

Duels. When you face a rival binder, or party of binders, you pit your MajiMonster against theirs. Sometimes this is the equivalent of friendly sparring, other times you may be forced to defend yourself from death. These encounters are referred to as *duels*.

Wild Encounters. When you encounter a wild MajiMonster (a MajiMonster not bound to a drajule), you have an opportunity to bind it during the encounter as an alternate method of defeating it. These encounters are referred to as a *wild encounters*.

Mixed Encounters. It's possible for both a duel and wild encounter to happen at the same time. For instance, your party discovers a clutch of Aerochnid in a forest canopy. During your attempt to bind them, you're ambushed by other binders looking for the same MajiMonsters, actively trying to prevent your success! In this example the encounter begins as a wild encounter, and the duel is added thereafter, causing a mixed encounter.

Time & Combat

Each and every moment of a battle could be lethal, thus time in combat is measured in very precise increments.

Combat begins by each participant rolling *initiative*. Initiative measures how quickly combatants react in battle, and swiftly they can carry out their attacks.

Each participant in battle takes a *turn*, according to the initiative order. During your turn, you can move and take actions. Actions are shared between binder and MajiMonster, but movement is not. Both binder and MajiMonster can move during the same turn, but they both cannot perform an ability or attack

that requires the same kind of action.

The time it takes for each participant to take a turn in combat is a *round*, which is 6 seconds of time in the game world. Once each participant takes a turn and the round completes, a new round begins if neither side has bested the other.

Fog of War

When your MajiMonster engages in combat, it heeds your instructions. You decide where it moves, which techniques it uses, and what targets to attack. All of this communication happens through the special connection that you have with your Monster. You need not be within earshot or even shouting aloud to make your objectives known—your commands are perfectly communicated to your MajiMonster through the magical link between yourself, the drajule, and your Monster.

All the while, you both enter into a special battle state called the *fog of war*, which allows both of you and your Monster to intensely focus on enemies while blocking out other distractions. Fog of war begins as soon as combat begins, as the intensity of battle is what triggers this special state.

While experiencing the fog of war, a MajiMonster does not perceive any other creature as a threat other than other hostile MajiMonsters. This is much in the same way a lion may toy with a rabbit, but only if it's not threatened by another lion. Even though binders are present during MajiMonster combat, they're not at the forefront of the action. Hostile MajiMonsters lock their attention on their foes, while binders move out of the way of harmful techniques to protect themselves. While MajiMonsters clash, binders are dodging and running on the fringe of battle, all while issuing orders to their Monsters and taking cover.

During MajiMonster combat, humans and other creatures are never considered targets for a MajiMonsters' technique, so long as there is at least one other MajiMonster hostile to it that it is aware of. This includes techniques with areas of effect.

Interestingly, MajiMonster combat has mysterious effects on the surrounding environment as well. In the fog of war, all in the vicinity experience a focused haze of attentions, even spectators. The sight of two or more of these great magical creatures locked in battle tugs at the very threads of magic, and captivates all. Humans cannot participate in MajiMonster combat by fighting the Monsters themselves or by attacking other binders.

The Combat Sequence

In **MajiMonsters**, combat follows an established sequence. Combat begins by determining if any parties are surprised, and continues as each participant takes its turn in initiative order until the fighting is over.

Surprise

A party of binders walk through the citadel's courtyard while they await an audience with the duchess, unaware of the vizier's goons lying in wait to ambush them. A rare MajiMonster sips water from a nearby stream, failing to notice a knight preparing to battle with it.

In these situations, one side of the battle is surprised by the other. A surprised creature is caught off guard or otherwise unprepared to react at a critical moment. When a combat encounter begins, one side may be surprised, all sides may be surprised, or no sides may be surprised; the results will vary with each situation.

Determining Surprise

When a combat encounter begins, the GM determines which participants are surprised. Creatures unaware of potential foes are always surprised unless they have a special rule that prevents them from being so. A creature can be surprised even if its allies are not.

Effect of surprise

A creature that is surprised cannot move or take actions during the first round of battle. A binder that is surprised can still reflexively summon a MajiMonster to her defense, but the MajiMonster cannot move or take actions in this instance. Surprised creatures still roll initiative, they just fail to act in any other way until the second round of combat.

Initiative and Summoning

Initiative is term used to describe how quickly a creature acts and reacts. It determines the order of participants' turns during an encounter.

After witnessing a fierce duel between two knights in training, it surprised me that neither man set his Monster directly at his rival binder, instead only their MajiMonsters clashed. I admit this didn't occur to me until after the duel had finished, and when I asked them about it, both men floundered for explanation. Binders may couch their justification in terms of honor and tradition, but the real reason seems somewhat more intangible, mystical even, whether we know it or not.

Hurrin undoubtedly penned this before we put a name to this fog of war. Because binders emerge unscathed after the most catastrophic MajiMonster battles, scholars used to theorize that combat between MajiMonsters took place in another reality overlaid with our own. Such notions, of course, have since been put to rest. The fog of war is as real as Monsters are, though—it may be the only thing that keeps binders alive during these fights.

Initiative Order

Before any creature acts during combat, all combatants roll a special check to determine *initiative order*. This check always uses 2d6. When an initiative check is required, a binder can summon a MajiMonster he or she controls immediately, regardless if the binder is surprised or not. If the binder had multiple MajiMonsters summoned at the point when an initiative check is required, he or she chooses 1 to remain active and the others are dismissed.

So long as a binder has a MajiMonster to summon or summoned at the time of the initiative check, the Monster is considered to be fighting on a binder's behalf and gains a bonus to the check equal to its Speed score. The Monster and binder always share a single initiative roll—the binder does not roll a separate initiative check.

The GM ranks the combatants in order from highest to lowest initiative check results. This is the order in which participants act during each round.

Groups. A group of identical creatures (such as an army of wild Permafrogs) can use one roll for the entire group, with each member of the group acting at the same time.

Resolving Ties. In the result of a tie between initiative results, the creature with the higher Speed goes first. Further ties are resolved by the highest Grade, and then highest amount of remaining Grit points. In the event of a tie still, the two can roll contested initiative checks again to resolve the order.

Empowering Initiative. An initiative check can be empowered by a MajiMonster by spending a point of Grit. The empowered check is resolved with 2d8 instead of 2d6.

Combat Quick-Reference

It's helpful to keep the combat steps and rules of engagement in mind for each battle.

Combat Step-by-Step

Combat is played out using the following steps:

1. **Determine surprise.** The GM will determine whether any participant in combat is surprised. Surprised creatures still roll initiative and are allowed to summon MajiMonsters, but cannot move or take actions during combat's first round.
2. **Establish positions.** The GM will describe where all of the Monsters are in relationship to another. If you're using a combat grid, you can represent each MajiMonster with a token.
3. **Roll initiative.** Initiative is ranked from highest to lowest, the resulting list is the order in which participants take their turns until battle ends.
4. **Take turns.** Each participant (including hostile parties) takes turn in initiative order. During its turn it can move, perform 1 combat action, and 1 utility action.
5. **Begin the next round.** When all parties have had a turn, the round ends and the next round begins. Repeat step 4 until all hostile creatures are defeated.

Rules of Engagement

Keep the following broad rules in mind for combat:

- The actions available in a turn are shared between binder and MajiMonster. Controlling a MajiMonster takes incredible focus and effort, resulting in you and your companion working in sync toward victory. You share initiative with your Monster. When a rule states that a binder or MajiMonster can spend "its" action, it uses one action between the two.
- You can only control 1 MajiMonster in combat at a time. If a combat encounter begins and you have multiple MajiMonsters summoned, you choose 1 and the others are instantly dismissed. During combat, you can dismiss and summon new MajiMonsters at your option, but you can only have 1 active at any one point. This MajiMonster is often referred to as your *active MajiMonster*. (Some NPC binders are exceptions to these rules, able to control multiple MajiMonsters at a time, each acting on its own initiative count).
- A MajiMonster must attack any remaining hostile MajiMonsters before it can attack any other creature. This is due to the *fog of war* state that every MajiMonster experiences in combat.

Your Combat Turn

On your turn, you share your actions with an active MajiMonster you control. Each combat turn has three phases that you progress through sequentially.

1. Start of Turn

At the start of your turn, you determineif an effect in combat expires or applies.

Ending effects. The effect of many techniques expire at the start of the target's turn. For instance, a MajiMonster affected by the *evil eye* technique has its Talent reduced to 0 until the start of its next turn. When the start of its next turn occurs, its Talent returns to its normal score.

Applying effects. If a creature is suffering a condition or other ongoing effect, this effect applies at the start of its turn. For instance, burning and bleeding creatures suffer the associated damage with the condition at this time.

2. Actions and Movement

The main part of your turn is when you take actions and move.

Actions. During each round a creature can perform 1 combat action and 1 utility action if it has the means to do so. Many techniques, traits, and class features require a utility action to use. A binder shares actions with his or her active MajiMonster; if either binder or Monster uses an action, it is not available to use by the other during the same turn.

Movement. A creature can move at any point during its turn, and is able to break up its movement between actions. Both binder and active MajiMonster can move independently in the same turn; they do not share movement the same way they share actions.

3. End of Turn

At the end of your turn, you again determine if an effect expires, and make checks to end conditions that can be ended.

Ending effects. Many technique effects expire at the end of a target's turn. For instance, the *lifeflow* technique expires at the end of the user's turn. The user does not gain its benefit once this phase occurs.

Check to end conditions. At the end of a creature's turn, it can make a check to end conditions and effects that can be ended by one. The difficulty to end a condition or effect is described by the source that caused it. MajiMonsters can empower these checks by spending Grit, although each check must be empowered separately.

Response

Once per round, you can use your response, a special reaction to a trigger of some sort. For instance, the *horrific grimace* technique states that it can only be used in response to taking damage the user is vulnerable to from an opponent's melee attack. The technique can only be used in that specific circumstance.

Like combat and utility actions, a binder shares his or her response with an active MajiMonster. If one uses the response, it is not available to the other until after the pair's next turn.

Skipping Your Turn or Part of It

You don't have to move or take actions on your turn, and sometimes you might want to do nothing other than watch the battle unfold.

If you choose to do nothing on your turn, you can use your combat action to take the Defend action (see *Actions in Combat* for more information).

Movement in Combat

When you move during a battle, you can mix and match different modes of movement such as normal walking, jumping, climbing, and so on. So long as you do not exceed the total amount of movement available to you the manner of this movement does not matter. A binder can move independently of his or her active MajiMonster; the two do not share movement the same way they share actions.

Breaking Up Movement

A creature can break up its movement on its turn, moving both before and after an action, or in between actions. For instance, a MajiMonster with a Speed score of 8 can move 40 feet during its turn. It may move 10 feet, use a combat technique to fire a volley of stones at opponents, move an additional 20 feet to use its utility action to heal an ally, then move its last 10 feet before ending its turn.

Moving Around Other Creatures

In combat, friendly creatures do not count as occupied spaces. You may move through an ally's space, but not through the space of hostile enemies. You must move around them instead, but should be aware of how close you get.

Withdraw Strikes

The space within 5 feet of a MajiMonster is referred to as its threatened area. When a hostile creature moves out of your MajiMonster's *threatened area*, it can use its response to make a special melee attack against it. This attack is called a *withdraw strike*, because it is triggered by creatures withdrawing from this space. A withdraw strike's attack and damage rolls are both empowered without the need to spend Grit.

A MajiMonster uses any melee attack technique against a triggering target when it makes a withdraw strike. An eligible technique must require an attack roll and deal damage, and must be limited to targets in the user's melee range. The limitations of the technique still apply. For instance, *clobber*, *excluding strike*, and *water blade* could all be used to make a withdraw strike, but *water crash* could not since it requires the user to move before using it. If the Monster does not have an eligible melee attack technique, it cannot perform withdraw strikes. Regardless of how many creatures the technique normally targets, when used to make a withdraw strike, the technique only targets the triggering creature.

A creature can avoid provoking withdraw strikes from your opponents by using the Retreat Safely action (see *Actions in Combat*). Some techniques allow a MajiMonster to move without provoking a withdraw strike from opponents as well. A creature that is forced to move out of another creature's threatened area does not provoke a withdraw strike.

Movement During Actions

Various techniques allow a MajiMonster to move during an action, rather than during its movement. For instance, the *pounce* technique allows the user to move up to 5 feet before making its associated attack roll. In these instances, this movement does not count against the creature's maximum speed for the turn, it occurs during the same action used technique or effect that triggered it. This is usually included in the technique's text. A creature can move beyond its maximum speed during its turn by combining these techniques with its normal movement.

Movement Techniques

Some MajiMonster techniques are listed as movement instead of actions. When a Monster uses such a technique, it uses all of its movement for the turn. The MajiMonster moves according to the text of the technique, ignoring its normal limitation based on Speed. For instance, a MajiMonster that uses the *teleport* technique moves 30 feet, regardless of its Speed.

If a MajiMonster has another effect that would allow it to move during another action, it can still move during that action. For instance, following the example above, a MajiMonster could use *teleport* to move 30 feet, using all of its movement, and then use *pounce* with its combat action and move an additional 5 feet.

A MajiMonster cannot use a technique that requires all of its movement if it has already moved during its turn. So, a MajiMonster could not move 20 feet and then use *teleport* to move again.

Representing Combat on a Grid

Most of **MajiMonsters** can be experience in the collective imagination of the players. However, many players prefer to use special materials to visual encounters, such as a grid and miniatures, especially for things like combat where positioning and environment are critical. On a grid, each space represents a 5-foot area; a MajiMonster can move a number of squares during its turn equal to its Speed score.

If you prefer to represent combat on a grid, it is best not use tokens or markers to represent binders or other creatures in a battle. Once battle begins the fog of war sets in, and humans are protected from harm—they cannot directly interfere in battle by attacking Monsters or other binders.

Actions in Combat

This section describes the actions you can take during your turn. Some special abilities allow you to take actions other than those described here; in those cases you must refer to each effect's rules.

Each action is further defined by its action type: *combat action*, *utility action*, or *response*. Some actions require the expenditure of more than one of these kinds of actions. Each action also lists if it can be performed only by binders or MajiMonsters.

Common Actions

The most common actions are listed in this section, in order of use.

Use a Technique

Action varies, MajiMonster only

Using a technique is the most common type of action in combat. A MajiMonster's techniques are innately magical, even if they appear mundane. Combat techniques are listed with a full description in Chapter 10. Information on how techniques are used is detailed under the section *Using Techniques* in this chapter.

Use a Class Ability

Action varies, binder only

Binders learn many different skills and tricks to aid them in combat. Most of these abilities require a utility action, but some require different kinds of actions, more than one action, or no action at all.

Summon a MajiMonster

No action required, binder only

A binder can summon a MajiMonster within 15 feet of his or her location. This requires no action, and can be performed even if the binder is surprised when an initiative check is made.

In combat situations, fog of war causes human presence to fade into the background. A MajiMonster summoned during combat appears within 5 feet of a friendly Monster in a direction determined by the binder.

It is up to the GM to decide where a MajiMonster can be summoned. For instance, it may be impossible to summon a MajiMonster in certain types of terrain or environments.

Replacing Active MajiMonsters

If a binder dismisses a MajiMonster, he or she can summon a different MajiMonster to occupy its space during the same turn, regardless of the distance between them.

A MajiMonster summoned to replace a different MajiMonster does not make a new initiative check; it acts on the same initiative count as the Monster it replaced.

Dismiss a MajiMonster

Combat action, binder only

Dismissing an active MajiMonster forces it back into its drajule, allowing a binder to summon another one.

A MajiMonster that is dismissed cannot be summoned again during the same turn.

Perform Binding Ritual

Uses all actions, binder only

A binder can perform a binding ritual to capture a Monster's spirit and bind it to a drajule. These magic rituals require intense focus, requiring all of a binder's actions to perform properly.

All actions required. A binder cannot perform a binding ritual if he or she used an action during his or her turn, or if his or her active MajiMonster used an action. Movement, however, is still allowed.

Drajule required. A binder must have access to an empty drajule to perform a binding ritual, which must be held at the time the ritual is performed.

Wild MajiMonsters only. Only wild MajiMonsters can be bound during a binding ritual. If an attempt targets a MajiMonster already bound to a drajule, the attempt fails and the actions are forfeited.

Binding check. If a binder satisfies all the conditions above, the binding die (1d20) is rolled to determine success or failure. This is refered to as a *binding check*.

Bind Resistance

Some MajiMonsters are harder to bind than others. MajiMonsters of higher Grades have better resistance to these rituals due to their experience and natural ruggedness. Additionally, MajiMonsters can spend Grit to fight against the ritual and preserve their freedom.

MajiMonsters are more apt to resist being bound when they are healthy. Weakening a MajiMonster with different conditions and reducing its hit point total causes the Monster to have a difficult time fighting against the binding ritual. One must be careful not to reduce its hit points too far though, for risk of forcing it to flee or returning it to the aether!

Failure

If the binding ritual is resisted or fails, a binder is free to try again during his or her next turn. However, rolling a natural 1 on the binding die (meaning a "1" shows on the die face before any modifiers) is an automatic failure, causing the drajule used for the ritual to rupture into shards—forever lost.

Use an Item

Action varies

Both mundane objects and magical items, from curative herbs to relics thought lost to antiquity, are useful items in combat. By default, using the special effects of such an item requires a combat action or utility action, depending on the item. An individual item's description explains what type of action it requires and the item's effect.

Most common interactions with items—such as drawing a drajule, moving through a door that opens easily, picking up a key that has fallen on the ground, or stowing a potion in your backpack—do not require an action. Creatures are assumed to be able to incorporate such uses into their turns.

In some cases the GM will require the use of a combat action when an item requires special care or presents an unusual obstacle, such as a door that has been frozen shut in its frame or handling a glass vial that could break if dropped.

Brace for Impact

Response, MajiMonster only

In response to being hit by an enemy technique, the Monster reduces damage from the attack by 5 per Grade. This reduction is applied before factoring the Monster's vulnerabilities or resistances.

A MajiMonster must spend 1 point of Grit each time it uses the Brace for Impact action, unless otherwise specified.

Recover Hit Points

Utility action, MajiMonsters only

The Monster regains hit points equal to its Grade multiplied by its Health Score. This can only be performed once per round. A MajiMonster must spend 1 point of Grit each time it uses the Recover Hit Points action, unless otherwise specified.

Retreat Safely

Combat action

A creature may want to remove itself from melee combat, but doing so risks provoking withdraw strikes. When a creature uses the Retreat Safely action, it moves up to 10 feet. During this movement, the creature does not provoke withdraw strikes. This movement does not count against the creature's maximum speed during the turn.

Other Actions

Assist

Combat action

A creature can use its combat action to assist another in need. For instance, a sleeping creature can be jostled awake by an ally. Many instances of assisting an ally with a simple task happen successfully without any roll needed—all that is required is the time to help out. However, in complex or risky cases, the GM decides if a check is needed in order to succeed.

Usually, a creature must be near its target to give it assistance. The GM can rule whether or not a creature is too far away to give assistance.

Benefits of Assistance

Assistance can be provided for the following benefits.

Awaken sleeping creature. The assisted creature awakes from the sleeping condition.

Escape a grapple or pin. The assisting creature makes a contested Vigor (Athletics) check against the opponent grappler. If successful, the grappled or pinned creature escapes. A creature that escapes a pin in this manner, however, is still prone.

Improve a skill check. The assisted creature's next skill check before the end of its next turn gains a +1 bonus to the check result. Some skill checks cannot be assisted.

Check to end a condition. The assisted creature makes a check to end one condition or effect that a successful check can end.

Other examples may exist in special circumstances. Ultimately it is up to the GM to determine if a creature can be assisted or give assistance, or what other benefits assistance may provide.

Defend

Combat action

A creature that chooses to take the Defend action is entirely focused on avoiding attacks. The creature gains a +2 bonus to its Protection and Discipline scores until the start of its next turn. It loses this bonus if it cannot move, its Speed is 0, or if it is unable to use actions or make withdraw strikes.

Grab

Combat action

Using a free hand or appendage, a creature can attempt to grab onto another creature no more than one size larger than itself that is within 5 feet. To do so, the creature makes a contested check with its target. If one creature is larger than the other, it gains a +1 bonus to its check result. If one creature has a higher Brawn score than the other, it also gains a +1 bonus to this check result. A MajiMonster always adds its Grade as a bonus to this check as well.

If the creature's check is higher, its target is grabbed and can use the options below. If the target's check is higher the grab is unsuccessful. A grabbed creature's Speed becomes 0 and suffers a -1 penalty to its bind resistance.

Moving a grabbed creature. If a creature grabbing a target moves, it can drag or carry the target that it's grabbing. This causes the grabbing creature to move at half speed, unless the creature it is grabbing is two or more sizes smaller than it.

Pinning a grabbed creature. The creature can use its combat action to pin a creature it is grabbing. To do so, it makes another contested check with its target (with all the same bonuses applying). If successful, the pinned creature becomes prone and suffers a -2 penalty to attack rolls. Attack rolls against a creature pinning a target or a pinned target gain a +2 bonus. A creature can choose to stop pinning its target at any time.

Ending a Grab or Pin

A creature can release a target it has grabbed or pinned whenever it chooses; doing so does not require an action. A target is freed if the grabbing creature can't take actions or loses control of a grabbing limb.

If a force, such as the pushing effect of the *geyser* technique, moves a grabbed target away from a grabbing creature's threatened area, then the target is freed, unless the force also moves the grabbing creature with its target.

A grabbed or pinned target can use its combat action to attempt escape by forcing another contested check against the grabbing creature. On a success, the creature is free to act as it chooses. A creature freed from a pin is prone until it stands.

Hide

Combat action

In order to hide, a creature must be in an area that covers or conceals its presence, such as behind tall trees or in a dark alley. The creature makes an Interaction (Guile) check, contested against the Interaction (Perception) checks of other creatures attempting to find it.

Interact with Environment

Action varies

Sometimes it's beneficial for a creature to interact with its environment, even in the heat of battle. Cutting the rope holding a drawbridge aloft, fiddling with an ancient lever found in a crypt, or investigating the strange symbols on the cave wall all could have consequences that change the pace of combat.

The GM decides how long it takes to interact with the environment. Simple or direct interactions may only require a utility action, while more complicated actions may require a combat action. The GM may also rule that an interaction is so complex it cannot be completed in a single turn.

Knock Down

Combat action

A creature can attempt to shove another over, provided it is no more than one size larger than it. To do so, the creature makes a contested check with its target. If one creature is larger than the other, it gains a +1 bonus to its check result. If one creature has a higher Brawn score than the other, it also gains a +1 bonus to this check result. A MajiMonster always adds its Grade as a bonus to this check as well.

If the creature's check is higher, its target is knocked prone. If the target's check is higher, the knock down attempt is unsuccessful.

Push

Combat action

A creature can attempt to push another away from it, provided it is no more than one size larger than it. To do so, it makes a contested check with its target. If one creature is larger than the other, it gains a +1 bonus to its check result. If one creature has a higher Brawn score than the other, it also gains a +1 bonus to this check result. A MajiMonster always adds its Grade as a bonus to this check as well.

If the creature's check is higher, its target is pushed 5 feet away from it. If the target's check is higher, the push attempt is unsuccessful.

Ready an Action

Combat action

It may be necessary to wait for a particular circumstance to occur before a creature acts. When a creature readies an action, it prepares itself to spring into action later in the round when certain conditions are met.

When a creature readies an action, it decides what perceivable event or circumstance triggers the action it is readying, and describes what that action will be. Examples include "If the Thunderhorn charges my Amphiboil, I am going to dismiss my MajiMonster before she can be attacked," or "If Scorpivine moves next to Ursicle, it is going to attack it and anything behind it in range with *ice breath*."

When the event occurs, the creature chooses to perform its readied action by using its response. If the response interrupts another creature's turn, that creature can continue its turn immediately after the readied action resolves.

A creature that readies an action can always choose not to perform it, even if the trigger event occurs as described. If the trigger never occurs, the creature must simply wait for its next turn.

Search

Combat action

A creature can use its combat action to search for a hidden object or creature. This may require an Interaction (Perception) check.

Sprint

Combat action

A creature can choose to spend its entire turn moving instead of performing other actions. When a creature uses the Sprint action, it moves up to its current speed. This can be combined with the creature's normal movement, allowing it cover twice as much ground as normal in one turn.

Using Techniques

Each MajiMonster has an arsenal of techniques at its disposal. As a MajiMonster advances in levels, it has the opportunity to learn more, and more powerful, techniques. A technique might be a savage attack, a feat of physical prowess, or a grand display of magic.

This section gives general rules that apply to all techniques, and then presents rules that apply specifically to melee and ranged attack techniques.

Technique Basics

All techniques share the following statistics.

Action

Every technique specifies what kind of action is required for its use. Most techniques require a combat action, though a few can be used as a response or utility action. A response technique will always specify the conditions under which it can be used. Some techniques do not require an action, but use a MajiMonster's movement instead.

Affinity

Every technique derives from an affinity, and a technique's affinity describes it. For instance, techniques derived from the fire affinity are referred to as "fire techniques." If a technique deals damage, its damage is the same type as the technique's affinity.

Descriptors

Techniques have descriptors to help identify how they are utilized. If a technique has a descriptor that appears on a MajiMonster's list of barred descriptors, that MajiMonster cannot learn it.

Effects

Every technique has an effect, even if the effect is simply dealing damage. Some techniques provide a useful benefit or ability to its user or the user's allies. Some techniques hamper opponents with harmful effects or conditions. Any of these various effects can be conditional, happening when one of the following occurs.

Critical. The technique gains an additional effect when the user scores a critical hit against a target.

Empower. The technique gains an additional effect if its attack roll is empowered by any means (including the use of Grit).

Grit. The technique gains an additional effect if the MajiMonster spends a point of Grit when it is resolved.

Maintain. Maintaining a technique requires an action from its description. When a technique is maintained, it does not expire until the specified time during the next combat round. Some techniques also gain additional effects when they are maintained. A MajiMonster can maintain only 1 technique at a time.

Recoil. Recoil applies to the user only in special circumstances. Recoil might apply damage or a condition to the user on a successful hit, miss, or use of the technique.

Trigger. The technique gains an additional effect if it is triggered. When the technique hits a target, after resolving damage and effects, roll 1d6. If the number rolled is equal to or exceeds the number listed in the technique's description, the effect takes place as described.

Some abilities reduce this trigger number, such as the Mischief trait and the scoundrel's *any means necessary* class feature. Multiple different sources are cumulative to further reduce this number. A trigger number cannot be less than 2, regardless of sources which affect this number.

Range, Area, and Targets

Every technique has limitations on the physical field that it can affect. Some techniques are limited to a MajiMonster's melee range, which is typically 5 feet. Others work a distance away from the user up to 30 feet or more. If a technique can have multiple targets, such as those in an area effect, it is listed in its description.

A technique that does not explicitly describe range, area, or targets either has none or simply targets the user. In these cases, refer to the technique's description.

Once while taking a meal in Kesh, I heard a braggart claim he slayed a Monster with his sword and wore its horn around his neck as a prize. I couldn't help but scoff at him. I informed him no man-made sword would harm a MajiMonster, and slain Monsters return to the aether upon their deaths, leaving no corpse to plunder. His so called prize was a sham. All of the patrons laughed at him as he panicked with his reply, and I suppose in his embarrassment he deigned to fight me. Fortunately, he tripped over his foot and knocked himself unconscious as he tumbled to the floor.

Usage Restrictions

Some techniques can only be used in certain circumstances. For instance, a MajiMonster that uses furious charge must move at least 10 feet in a straight line at its target. If a usage restriction is not satisfied during its turn, a MajiMonster cannot use the technique.

Resolving Techniques

A technique resolves as part of the same action it takes to use. A technique resolves once all of the effects of its description have occurred or had the chance to occur.

Attack Techniques

Attack techniques (simply referred to as "attacks"), generally follow the following structure:

1. Choose a Target: Before making an attack, pick a target or targets within the attack's range. Some attacks cover an area and affect all eligible targets within that area.

2. Determine Modifiers: The GM determines if anything interferes with or helps an attack against a target. Some conditions, such as being poisoned or outnumbered, lower a target's defenses.

3. Resolve the Attack: After determining modifiers, make an attack roll. If the number is equal to or exceeds the target's defense indicated by the technique, the attack hits and the effects of the technique are applied to the target.

Attack Rolls

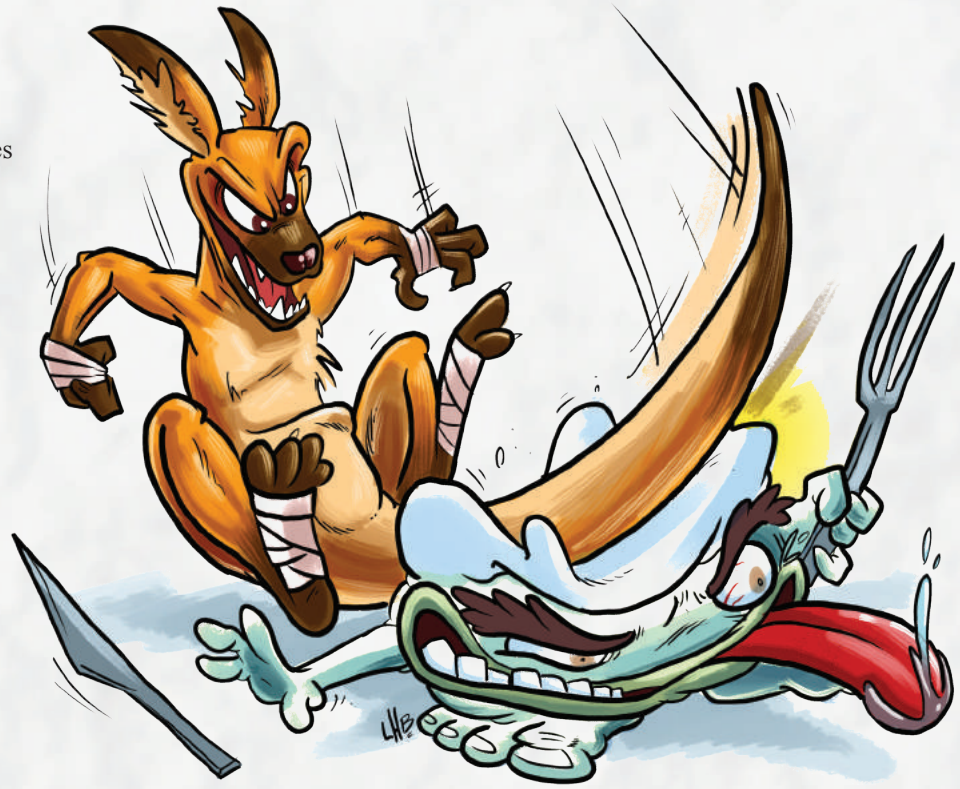
An *attack roll* determines whether or not a technique hits or misses its target. When a MajiMonster makes an attack, roll 2d6 and combine the total, adding or subtracting any situational modifiers. A MajiMonster also adds its Strike or Magic score as a bonus to this roll, as indicated by the technique.

After the roll, compare the result to your target's Protection or Discipline score (also indicated by the technique). If the total of the roll plus modifiers equals or exceeds the target's defense, the attack hits.

Attack roll shorthand. Every attack roll has a shorthand notation. This is stated as the attribute score the attacker adds as a bonus to the attack roll, versus the defense the technique targets. It's common to qualify techniques as *Strike vs. Protection, Strike vs. Discipline, Magic vs. Protection* or *Magic vs. Discipline in shorthand*.

Empowering attacks. A MajiMonster can empower an attack roll by spending a point of Grit. An empowered attack roll uses 2d8 instead of 2d6. This increases the chance to hit a target significantly. If a technique targets multiple opponents, each attack roll is empowered separately, a point of Grit spent for each.

Maximum result. If the maximum result is rolled on both dice for an attack roll, the attack automatically hits, even if modifiers would cause it to be less than the amount normally needed to hit.



Double 1s. If both dice for an attack roll result in 1s, the attack automatically misses, even if modifiers would cause it to be equal to or more than the amount normally needed to hit.

Natural 11+. If both dice for an attack roll, when added together, total 11 or higher before adding modifiers, and the total is enough to hit the target, then the attack results in a *critical hit* (see *Critical Hits*).

Cover

Cover is provided by solid objects that stand between you and your target. Trees, walls, and boulders are all common examples of cover. A creature must be behind such an obstacle so that at least half of its body is protected in order to claim the benefit of cover.

While a MajiMonster has cover, it gains a +1 bonus to its Protection and Discipline scores. A human with cover increases the number of the check needed for other human attackers to hit by 1.

Attacking an Unseen Target

Many combatants hide during an encounter to protect themselves and surprise their foes. Sometimes you are aware of the presence of a creature, but not its specific location.

Guessing location. A creature can act on a guess to target an opponent. Resolve the attack roll as if the target is where it is guessed it to be. If the attack roll would be a success, but the target is not in the space attacked, then the attack misses. If the target was in the space attacked, then it is no longer hidden, regardless of the result of the attack roll. If the target was in the space attacked and the attack roll was a success, then the target is hit as normal.

Pinpointing location. A creature can use the Search action to attempt to find a hiding creature. This usually requires an Interaction (Perception) check contested against the hiding creature's Interaction (Guile) check. If the searching creature's check is higher, it pinpoints the hiding creature's location, and can attack it without penalty.

Melee Attacks

A *melee attack* allows a creature to attack a foe within its natural reach.

Reach. Creatures have a 5-foot melee range unless stated otherwise. Some MajiMonsters with especially long limbs or appendages have the Reach trait, which increases the range of their melee attacks to 10 feet. A creature with reach has a threatened area of 10 feet as well.

Ranged Attacks

A *ranged attack* allows a creature to attack a foe at a distance. For example, a creature may lob a heavy stone, send a ray of arcane energy streaking through the air, or funnel a gust of wind at its opponent.

Range. Every ranged attack has its range listed in feet in the technique's description. An attack made against a target beyond this range automatically misses.

Ranged attacks in melee. If an attacking creature is in the melee range of another hostile creature, any target behind that hostile creature has cover from the attacking creature's ranged attacks.

Area Techniques

An *area technique* can affect multiple creatures over a physical space. For example, a MajiMonster may breath gouts of flame, hurl bolts of lightning, or cause the very ground to shake beneath its foes.

Point of origin. The point of origin for an area technique is most often the MajiMonster that uses it. For instance, *lightning bolt* has an area which occupies a 20-foot line that emanates from the user.

Area techniques at range. Sometimes a technique allows you to create an area of effect at a distance. In this case, the user may choose any point within the listed range as the point of origin for the effect.

Targets. All creatures in the technique's area are targets, unless stated otherwise. Most area techniques that deal damage do not differentiate between enemies and allies.

Types of Areas

Area techniques create effects that fall into one of the following area types.

Cones. A cone grows wider as it extends from its point of origin in a straight path. A cone's far end is as wide as it is long. A cone is 5 feet wide at its point of origin.

Lines. A line extends from in a straight path from its point of origin. A line is 5 feet wide.

Spheres. A sphere extends from its point of origin in a diameter or radius defined by the technique. A sphere's diameter is twice its radius.

Walls. Like a line, a wall extends from its point of origin, but it also extends vertically from the same space. A wall is always a high as it is long, creating a square plane in its area. If the size of an area would limit the height of a wall, it simply fills the available space. Walls are 5 feet in thickness.

Damage Rolls

If a technique deals damage, it indicates how much damage in its description. A *damage roll* consists of rolling the indicated dice, adding any modifiers, and applying the result to the target hit. MajiMonsters commonly add their Brawn or Talent as bonus damage to their damage rolls.

Damage Types

The damage that a technique deals is the same as its affinity.

The type of damage an attack deals helps describe how a target is being harmed when it loses it points—a MajiMonster damaged from a fire technique is burned and singed, while a Monster damaged from an ice technique freezes and blisters.

In some cases, damage does not have a type. If a damage source does not have an associated type, it is not subject to resistances and vulnerabilities. Damage reduced by other effects, such as the Brace for Impact action, still apply.

Critical Hits

If an attack scores a *critical hit*, roll all of the attack's damage dice twice and total the result before adding any other modifiers. Note that only the technique's damage dice are doubled, not any bonuses it might receive, such as a MajiMonster's Brawn or Talent, or bonus damage from a technique or trait.

Modifying Damage

Many factors modify how much damage a single blow can deal to an enemy.

Brawn and Talent. Most techniques that deal damage list a bonus to damage in the form of the user's Brawn or Talent. This is noted as "+ B" or "+ T" next to the technique's damage dice in its description.

Affinity bonus. If a MajiMonster shares an affinity with a technique it uses to deal damage, it gains a damage bonus equal to its affinity bonus. A MajiMonster's affinity bonus is equal to twice its Grade. Unless otherwise stated, extra damage from the affinity bonus can only be applied to one target each turn.

Empowered damage. Before making a damage roll against a hit target, you can decide to empower the roll by spending a point of Grit. Empowered damage rolls add an extra 1d6 damage per Grade of the MajiMonster.

Vulnerabilities. If a MajiMonster is vulnerable to a damage type it is dealt, it takes an additional amount of damage equal to the attacker's affinity bonus. This does not count against the attacker's application of its affinity bonus once each round. Thus, a single attack may deal extra damage to an attacker's affinity bonus twice; once for sharing an affinity, and once for the target being vulnerable to the damage type.

Vulnerabilities are resolved on a per hit basis. If a Monster takes damage that it is vulnerable to more than once during the same turn, it takes the extra damage each time.

Note that if a MajiMonster becomes vulnerable to an affinity type it is normally resistant to, it instead becomes neither vulnerable nor resistant to the affinity.

Resistances. If a MajiMonster is resistant to a damage type it is dealt, it reduces the damage from the attack by an amount equal to its resistance value. A MajiMonster's resistance value is equal to twice its Grade.

Resistances are resolved on a per hit basis. If a Monster takes damage it is resistant to more than once during the same turn, it reduces the damage each time.

Note that if a MajiMonster becomes resistant to an affinity type it is normally vulnerable to, it instead becomes neither vulnerable nor resistant to the affinity.

Hit Points

Whenever a creature takes damage, that damage is subtracted from its hit points. MajiMonsters have more hit points than other creatures, making them more durable and difficult to subdue in combat.

Damage that a MajiMonster takes has no effect on its abilities until it is reduced to 0 hit points. At that point, the MajiMonster is either dismissed to its drajule (if bound), or returned to the aether (if wild).

MajiMonsters and 0 Hit Points

MajiMonsters are not normal creatures. They were created through eldritch forces and as such are not subject to the same natural laws of life and death that govern other living creatures.

Wild MajiMonsters. When a wild MajiMonster is reduced to 0 hit points, its form becomes intangible and immediately disperses in a cloud of magical energy. Thus, when a MajiMonster is slain in the wild, it does not leave a corpse that can be further interacted with (or bound). This part of MajiMonster death is said to be called "returning to the aether," as the magical essence tied to the MajiMonster is released.

Bound MajiMonsters. A MajiMonster bound to a drajule does not return to the aether when reduced to 0 hit points. Instead, it is dismissed to its drajule immediately (no action required). A MajiMonster dismissed to its drajule as a result of being reduced to 0 hit points cannot be summoned until it has resided there for at least 6 hours.

Variant: Longer Healing

Instead of a MajiMonster regaining all of hit points back after resting for 6 or more hours, it instead only regains hit points equal to its Health score.

Humans and other creatures only regain as many hit points as ranks in Fortitude, and only after a full day of bed rest.

Healing

A creature heals whenever it regains hit points through magical or mundane means.

When a creature regains hit points, add them to its current total. A creature cannot have more hit points than its normal maximum—hit points gained in excess of this are lost.

Rest & Recovery

While relics, potions, and techniques can quickly heal a creature's wounds, sometimes the only way to regain hit points is by resting.

A creature that rests for at least 6 hours regains its lost hit points. A MajiMonster that rests for at least 6 hours also regains expended points of Grit. A single creature cannot gain this benefit more than once in a 24 hour period.
Resting creatures can only perform light activities: reading, talking, eating, or sleeping for example. Any strenuous activity, including combat, forces it to start the rest over to gain its benefit.

A MajiMonster is always considered to be resting while dismissed to its drajule.

Conditions

Conditions are adverse effects that alter a creature's capabilities. They are usually incurred as the result of an opponent's attack. Conditions are generally detrimental, but sometimes may be used to an advantage (for instance, if you are blinded you are unable to see, but you also cannot be a target of a MajiMonster's gaze technique).

Conditions are temporary. A creature with a condition usually recovers at a set period time or by making a successful check to end it. The effect or technique that imposes a condition specifies how long it lasts for. While multiple different conditions can affect the same creature, only one instance of each condition can affect it at a time. In the case a creature would have more than one of the same conditions affecting it, whichever condition is harder to recover from, lasts longer, or deals more

damage supersedes the other, and the replaced condition no longer applies.

The following definitions specify what happens to a creature while it is subject to a condition. Common conditions that usually require a check to end are represented by an icon. Other conditions, such as being outnumbered, or prone, resolve situationally or by the affected creature unless otherwise stated. A technique or trait may apply different conditions than those listed here.

Bleeding

- A bleeding creature takes bleed damage at the start of each of its turns. This damage does not have a type and is not subject to vulnerabilities or resistances.
- Bleed damage scales with the Grade of the MajiMonster that inflicts the condition. A Grade 1 MajiMonster causes an affected target to take 1d6 bleed damage. This damage increases to 1d8 at Grade 2, 1d10 at Grade 3, 2d6 at Grade 4, and 2d8 at Grade 5.
- If a bleeding creature regains hit points from a technique with the *healing* descriptor, it recovers from the bleeding condition immediately.
- A bleeding MajiMonster suffers a -1 penalty to its bind resistance.

Blinded

- A blinded creature cannot see. Use the rules for attacking unseen targets.
- A blinded creature moves at half speed.

Burning

- A burning creature is on fire. Unattended, flammable materials it touches are lit aflame as well.
- A burning creature takes burn damage at the start of each of its turns. This damage does not have a type and is not subject to vulnerabilities or resistances.
- Burn damage scales with the Grade of the MajiMonster that inflicts the condition. A Grade 1 MajiMonster causes an affected creature to take 3 burn damage. This damage increases to 4 at Grade 2, 5 at Grade 3, 6 at Grade 4, and 8 at Grade 5.
- A creature can use the Assist action to help a burning creature within 5 feet of it by attempting to extinguish the fire. After a creature uses the Assist action, the burning creature can immediately make a check to end the condition (unless otherwise stipulated).
- If a burning creature is able to submerge or douse itself in water or another nonflammable liquid, it recovers from the burning condition immediately.

Confused

- A confused creature cannot distinguish friend from foe. When a confused creature uses a technique or makes an attack, randomly determine the target from all eligible targets in range, including itself.
- A confused creature can target itself with its attacks. If it targets itself, the attack automatically hits.
- A confused MajiMonster does not count towards outnumbering an opponent.
- A confused MajiMonster suffers a -1 penalty to its bind resistance.

Debilitated

- A debilitated MajiMonster cannot spend Grit (even on checks to end the condition).
- A debilitated creature moves at half speed.

Disoriented

- A disoriented creature may only move or take a single action during its turn.
- A disoriented creature cannot use its response.
- A disoriented MajiMonster does not count towards outnumbering an opponent.
- A disoriented MajiMonster suffers a -1 penalty to its bind resistance.

Frightened

- A frightened creature must use all of its movement to move away from the source that frightened it.
- A frightened creature suffers a -1 penalty to its attack rolls against the source that frightened it, and cannot spend Grit to empower attack or damage rolls against this source either.

Frozen

- A frozen creature cannot move. If a technique would allow a MajiMonster to move, it cannot move if frozen.
- A creature can use the Assist action to help a frozen creature within 5 feet of it by attempting to warm it up. After a creature uses the Assist action, the frozen creature can immediately make a check to end the condition (unless otherwise stipulated).
- A frozen MajiMonster does not count towards outnumbering an opponent.
- A frozen MajiMonster suffers a -2 penalty to its bind resistance.

Grabbed

- A grabbed creature is subject to the rules under the Grab action.
- A grabbed MajiMonster suffers a -1 penalty to its bind resistance.

Grounded

- A grounded creature is in contact with the ground or surface connected to the ground. For instance, a creature swimming in a body of water is grounded.

Outnumbered

- A MajiMonster is outnumbered if there are more enemy Monsters within 5 feet of it than there are ally Monsters.
- A MajiMonster is its own ally for the purpose of being outnumbered, meaning a Monster cannot be outnumbered by a single opponent (unless its opponent has the Many Headed trait).
- A MajiMonster helping to outnumber an opponent gains a +1 bonus to its attack rolls against it.

Poisoned

- A poisoned creature suffers a -1 penalty to its checks and attack rolls.
- A poisoned MajiMonster suffers a -1 penalty to its bind resistance.

Prone

- A prone creature is also grounded.
- A creature can stand up from being prone by spending half its movement.
- Unless it stands, a prone creature's only method of moving is to crawl, which forces it to move at half its speed.
- A prone creature suffers a -1 penalty to its attack rolls.
- A melee attack or check against a prone creature gains a +1 bonus to hit.
- A ranged attack or check against a prone creature suffers a -1 penalty to hit, unless the attacker is within 10 feet of the creature.
- A prone MajiMonster does not count towards outnumbering an opponent.

Sealed

- A sealed MajiMonster cannot use a technique that it shares an affinity with.

Sleeping

- A sleeping creature is unconscious, dropping whatever it is holding and falling prone.
- The creature cannot move, take actions, or perceive its surroundings.
- A creature can use the Assist action to help awaken a sleeping creature within 5 feet of it. If it does so, the sleeping creature awakens, but is still prone until it stands.
- Any damage caused to a sleeping creature immediately causes it to awaken, but is still prone until it stands.
- A sleeping MajiMonster does not count towards outnumbering an opponent.
- A sleeping MajiMonster suffers a -2 penalty to its bind resistance.

PART 3

GAME MASTER'S GUIDE

Isaac and Gerald followed Illya out of the tavern, but not another soul dared to follow. Illya could see from the look on their faces she had proven her point, the slightest hint of a smile carving its way on the edges of her lips. The display of magic faded from her, her drajules flickering back to lifeless crystals. She would not call a MajiMonster. *Not yet*.

"Are rude men happy?," she asked.

Isaac sighed. "I know this is going to seem odd after… after… well, *all that*, but we need your help."

Illya quirked an eyebrow at the two men. "Why would Illya help you now? You make fun, and then ask for help? Is strange customs you have here."

Gerald stepped in. He could feel a trade about to begin, and making trades was his business. "My lady. . . Illya, is it? Our humblest apologies. My son is just agitated, as am I, at our recent trouble with bandits. You see, they have been attacking and robbing our carts on the road heading to—"

"No. Is not Illya's problem. *You* have trouble with bandits, *you* deal with bandits," Illya replied curtly, shaking her head.

Isaac stepped forward. "We can pay you. Wherever you come from, you still use suls, right? You're not from some backwater that's still pushing eyes around, are you?"

Gerald sighed, rubbing the bridge of his nose before pushing his son away. "That's enough Isaac. You are making this harder on us than it has to be."

"I told you this was a bad idea. Listen to her! She doesn't care about us."

"And *you* do nothing but increase her price."

Isaac was taken aback. "But…she just said…"

This time a real smile landed on Illya's face. "Young man is not only rude, but very bad trader," she said warmly, returning her attention to Gerald. Isaac's mouth opened in response, but his father stopped him.

"She already has suls on her. Did you ever think how she may have acquired them?" Gerald smiled, looking back at Illya. "She's not dressed to be a noble, and she's too young to be a tax collector. No, you're not just a binder, are you my lady? *You're a trader*."

The young girl shifted her posture, her smile turning to one of pride. "Illya's family trade in furs. Before leaving home, Illya learn many lessons from father. Like how to barter. Lesson rude man should learn. Binder, yes, but trader *first*." Illya paused for a second, thinking. "Illya can help with bandits for…5,000 suls."

Isaac face flattened. "You can't be serious."

"We can pay 2,000 suls for your assistance, provided you return with proof the bandits have been dealt with," Gerald responded.

"For Illya's help, 2,000 is much too small. Can help you for 4,500 suls," she continued, not missing a beat.

"You're no better than the bandits!" Isaac exclaimed.

Gerald was silent for a moment. "Your help is specialized, but we could deal with the bandits in other ways. 2,500 suls is more than fair for your help with proof of their defeats."

"Father, this is insane. We could—"

Illya pressed on, engaged in the dance with Gerald, completely ignoring his interjecting son. "Illya can go low as 4,000 suls, but no less. Time is precious and Illya has other things to do here."

"—you awful little girl, we don't need your help!"

"My final offer is 3500 suls, though I can only pay 3,000 in coin. I can give you the rest in gemstones. Or, if you prefer, something more. . . esoteric?" Gerald offered.

Illya was silent for a time, before nodding slowly. "Yes, Illya will do this for you. But will need to set trap to draw out bandits. When next cart leaves town, Illya will leave surprise for them."

"Father, you can't—"

"Isaac, for the last time, *shut up*," Gerald snapped. "We'll send another cart tomorrow morning. Listen, these men wouldn't think twice to, well, you've seen what they did to my son. "

"No worries. Illya has plan," Illya said, nodding

confidently. Gerald seemed to be assured.

And with that, the girl returned to the tavern as Gerald and Isaac plodded their way back home. The duo was quiet for a long time, Isaac seething and Gerald's mind running laps. Finally, before they arrived, Isaac spoke his mind.

"Father, you can't trust that slip of a girl. Binder or no, you're paying far too much!"

Gerald sighed, shaking his head. "Boy, you need to learn that sometime a higher price is required for better service. We've never had a real binder here before. And who knows when we will again? Besides, if she can root these bandits out, it will be worth every coin."

"And if she can't?" Isaac asked.

Gerald smiled. "Then I'm sending you into the forest with a sharp stick. Call it payback for interrupting me while doing business."

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CHAPTER 8
GM'S PROVINCE

While the proceeding chapters provide rules and information for anyone playing **MajiMonsters**, this chapter contains materials intended specifically for Game Masters.

As the GM, you're the creative and driving force behind every game. You get to shape the game world, its inhabitants, and events. Together with the players, you also get to tell a story in a world uniquely yours.

Being the Game Master means wearing many hats. You'll have to build your game world and adventures, prepare rivals and allies, hide treasure and design traps. You're also responsible for telling the story to your players, immersing them in this world you've built. It's up to you to act the roles of the world's people, creatures, and Monsters. And finally, you must govern the rules of this world and the game.

These are not small or simple tasks, and you certainly may enjoy some aspects of being a Game Master more than others. The following sections of this chapter are guidelines and rules helpful for GMs, but it's important to remember the text in this book only scratches the surface. *You* are in charge of your game—you can change rules, ignore rules, and find inspiration anywhere.

The MajiMonsters Game World Setting

The setting provided in this rulebook gives a hazy outline of the world: the ancient maji of the Old Empire, the creation and loss of control of MajiMonsters, the decline of humanity, and the rise of the New Empire are all central themes within the game. However, the setting is left vague on purpose. You can assign names to the empires, Old or New, fill it with your own NPCs, and forge the world as you see fit. Or, you can throw out the default setting for **MajiMonsters** altogether, bringing the action to an entirely new world of your design.

Creating Adventures

Your biggest task as GM is crafting your game world. It's up to you to set the scene and provide motivation for your player characters to embark on their adventures.

Creating an adventure will require some creative work on your end. Below is an outline of suggested adventure elements, tips for adventure building, and ways that you can bring everything together within an adventure narrative.

Adventure Outline

An adventure outline charts your story's intended course. It notes the major scenes or encounters that build the adventure, and strings them together with events, interaction with NPCs, travel, and other story developments.

An adventure outline doesn't need to be comprehensive—you can get by with simple notes that you refer to throughout play. The goal of the outline is to keep an overarching flow of the adventure readily available to you. All you really need is enough to keep things fresh in your mind and moving throughout the game.

Adventure Hooks

Why does the party undertake an adventure? It's one thing to tell the players why their characters brave a perilous world; it's another to let them decide for themselves.

An *adventure hook* is a plot element that snags a player's attention and provides additional motivation. Characters have varied personal motivations, so adventure hooks can provide the motivation to join a motley group in a common cause. General adventure hooks are listed below while more specific examples can be found in the sidebar *Adventure Hooks*.

- A significant monetary reward or relic is offered as payment for completing an adventure.
- A nearby event forces the characters to act out of a sense of justice.
- A mysterious message or map is found that piques a curiosity to investigate.
- A character is being blackmailed to undertake the adventure, or is in trouble with the law and must clear their name.
- A remote village besieged by Monsters is in need of help.
- A personal affliction (for a character, Monster, or NPC) cannot be cured without undergoing the adventure.

Sometimes, the only motivation a character needs is the promise of glory or prestige. Rare Monsters, treasure caches, and relics can also provide material rewards offered implicitly or explicitly as motivation. However, stronger motivations often stem from complex emotions such as fear, curiosity, anger, and compassion. Using multiple adventure hooks at once that play upon characters' collective and individual emotions can make for an exciting and memorable adventure.

For example, a GM might have the characters gather in a Capitol official's office to be hired to explore a previously unmapped territory of the Wildlands. A monetary reward is offered as well as the promise of capturing undiscovered Monsters. A few of the group members are from a village that could desperately use the money that this venture could provide. On the way, a charming scoundrel joins the group, who—unbeknownst to them—is in a hurry to get out of town to escape the forces of justice. Providing a situation where characters can be motivated by a range of emotions including curiosity, avarice, benevolence, and fear, make for a more cohesive group of individual adventurers.

Exploration & Locations

An adventure might span multiple continents, forcing the party to trek through exotic climates, visit foreign towns and cities, and explore the depths of the Wildlands—all the way overcoming multiple foes—before the journey is completed. By contrast, an adventure might take place entirely in a single

city, where the party must navigate the political, rather than geographic, landscape.

The world of **MajiMonsters** contains nearly any setting you can imagine: a desert canyon, a dormant volcano, a dilapidated maji's tower, an underground expanse, a foreboding forest, or the deck of a galleon sailing the high seas. All of these settings have Monsters native to these environments and the possibilities for exploration abound.

Maps. Sometimes an adventure location is so specific or complex that it's difficult to describe to the players. In these cases, you might want to create a map of the location. This gives you another aid to refer to when running the game, and provides a convenient visual aid that you can supply to players. You can extend your maps to cover entire regions or the whole gaming world, down to detailed maps of forgotten dungeons in the Wildlands, castles held by the New Empire, and other specific locations.

Encounters

The party will likely have many exciting encounters before completing an adventure. There are different kinds of encounters, and a good mix avoids an adventure becoming tedious. Examples of encounter types are listed below.

Random encounters. You'll likely want to plan several encounters on your adventure outline; these are the major scenes that make up the bulk of the adventure. However, you can also keep a list of alternative options, or random encounters, handy for use. A random encounter can refocus the party's attention, add some drama when you're improvising, or simply be warranted if the party has stalled for time.

Blending encounter types. You can blend the encounter types listed below to form encounters with multiple aspects at play. For instance, a puzzle found in a dilapidated laboratory may trigger a trap if solved incorrectly. Or, a social encounter with an NPC may lead to a combat encounter or a reward for the players, depending upon how things progress!

Combat Encounters

When the party must pit their MajiMonsters against others, it is a combat encounter. Combat encounters give players a chance to show off the capabilities of their Monsters, test their prowess, and gain experience. Wild encounters give the players a chance to add new MajiMonsters to their teams, while duels present more dynamic encounters and a chance for rivals and villains to come to the front of an adventure. The rules for combat and combat encounters are described in detail in Chapter 7.

Plot-Driven Encounters

Sometimes all an encounter does is help to drive the plot of an adventure. Finding an old iron key in a dungeon is a good example; the discovery might not mean much at the time, but whatever the key unlocks could be of grave importance.

A plot-driven encounter delivers information to the players. This could be done literally, spoken aloud by a magic statue, recorded in the pages of an old journal, or told to them by an NPC, for example. Conversely, information could also be delivered indirectly, such as by the characters witnessing an event or piecing discovered clues together to infer the information.

Adventure Hooks

It is the morning after the first snowfall of the season. A Yukionna glides into town, gesturing frantically towards the mountains to the north. What could it be trying to say?

A Wombatant appears before the party, driving its weapon into the ground and glaring at the players. Is it a challenge? Or maybe a request to do business?

After completing a task for a foreign trader, the players are paid in a strange currency they have never seen before. Could there be a new empire on the rise?

After driving a herd of Mosstang away from a village, all the crops begin to wither and die. Could returning the Monsters to the field solve this calamity?

After arriving in the Capitol, the guards immediately surround the party and accuse them of kidnapping the eldest prince of the royal family. What will they do?

The players come across a strange drajule that moves of its own accord. Could this be a new kind of Monster? Or something far more sinister?

A Thunderhorn begins following the party, aiding the players but running if they try to bind it. What does the Monster want?

A local shepherd begins terrorizing his home town with his flock of Rampages. How will the players stop him?

A Spiricoot appears before the party. Shortly thereafter, one of the players' Monsters falls ill and appears to be dying. How will the party save their ally?

The players are hired to defeat a woman calling herself the Queen of the Lillies, who has been terrorizing settlements across the country side. Where will she strike next? And what could her motivations be?

A local legend foretells doom should a certain Monster ever enter the town. Of course, one of the players just happens to have such a Monster. How will the residents of the town react?

The players are surprised to find a young girl riding a Lightmare. How did such a young child bind such a powerful Monster to her service?

Puzzles

A puzzle presents a special challenge to the party that tests the mental acuity of your players as well as their characters. Puzzles can exist on small or large scales. Sometimes a puzzle may lead to a small treasure, while other puzzles are the crux of the entire adventure!

Incorporating a puzzle into an adventure requires a large amount of discretion and judgment. If a puzzle is too complex or difficult players may become frustrated or lose interest. You might choose to use puzzles as optional encounters. If a puzzle is necessary to the completion of the adventure, you should be sure to give the players plenty of clues and hints to its solution.

Social Interaction

Social interaction encounters give the party a chance to interact with NPCs in the game. NPCs can provide useful information to the party, as well as drive other kinds of encounters.

Nonplayer Characters

The characters controlled by the GM are called nonplayer characters, or NPCs. More description about creating and role-playing NPCs is provided later in this chapter (see *NPCs*).

You should include some details for a few NPCs in your adventure outline, or perhaps a short list of names you can reference when you need to create an NPC on the fly. NPCs can help facilitate an adventure by providing adventure hooks, location information, or even by working against the party in some way.

Rewards

The last thing you'll want to include on your adventure outline are suitable rewards for the party, and when to reward them. For instance, you can reward the players a set amount of XP at the end of each encounter or challenge, while treasure and relics might only be stowed away in specific locations. Information and sample rewards are listed later in this chapter (see *Rewards*).

Improvising

No matter how well you prepare, no matter how well you've planned, you're likely going to have to improvise when it comes to the course of an adventure. After all, the players are exploring the world you've put before them; they don't know what actions are "part of the plan," and they're certainly going to surprise you.

You may choose to redirect attention back to an adventure's focus, but don't be afraid to improvise at certain points. Improvising parts of an adventure helps to make the game world more immersive, and can lead to fun and memorable results!

One way you can support improvised parts of adventures is by leaving plenty of options in your adventure outline. Having additional areas, encounters, and NPCs in your pocket gives you some quick material you can put into play when things deviate from the main course.

NPCs

Any character or creature controlled by the Game Master is a *nonplayer character*, or *NPC*. NPCs may be ordinary townsfolk, reclusive hermits, rival binders, local authorities, city guardsmen, or the children playing in the fields. Every MajiMonster is also an NPC, including the ones controlled by the players.

Creating NPCs

Making an engaging NPC helps bring a game world to life. Most NPCs do not require full pages of statistics like a player character, and can be made quickly with a little preparation and practice. That said, careful detail and statistics can be useful for NPCs essential to the plot, such as major antagonists.

Memorable Traits

It's easier for players to remember specific NPCs if they have a few prominent traits that display a unique personality. For instance, the barmaid with a hacking cough and tattoo of dragon's tail behind her right ear stands out among those with blander descriptions. Giving each important NPC one or two memorable traits is a quick and easy way to highlight them and keep them in the players' minds.

NPC Roles

It's often easier to create an NPC after identifying which role the NPC plays in the game world. Keep in mind that these roles won't necessarily affect an NPC's appearance, mannerisms, or personality, but they will help you determine his or her actions and interaction with player characters.

Allies. Allies actively help the party. They may provide physical assistance, equipment, or information. An ally might be a player character's close friend or family member, employed by the party, or loyal for some other reason.

Contacts. Contacts generally provide information to the party. The news they share might facilitate new adventures or assist with one the party is undertaking. Contacts may be friendly or indifferent to the party, but they are rarely hostile.

Rivals. Rivals serve as antagonists, although their motives or methods vary from outright villains. A rival might be in

I saw a Gravecloak in the distance as I walked down the Broken Road today. It only looked at me for a moment before continuing on its travels. I can still feel the dread and unease in my stomach, but I can't quite say why... I hope it hasn't decided to follow me.

competition with a player or the whole party, or perhaps they choose to work against the party for a rival organization. A rival may treat the party amicably before things become hostile.

Tradesmen. Tradesmen are skilled labors in the game world who provide goods or services the party is otherwise unable to produce. Tradesmen are usually paid for their work, and are largely indifferent to the party in most circumstances.

Villains. Villains actively work against the party, or pursue a goal that the party must stop at all costs. Villains may be overtly evil, or driven by some misunderstood motive. Things usually become hostile when a villain and the party meet.

Role-playing NPCs

You role-play NPCs when interacting with the players. How you assume these roles will define how the players respond to and remember these characters. When you role-play an NPC, consider the character's personality and motivations. A surly grump might be rude or use offensive language, but ultimately be forthcoming with information if he's been bribed or secretly in love with one of the characters.

Role-playing MajiMonsters

MajiMonsters are NPCs, though they lack the ability to communicate by language. When you role-play a MajiMonster, you can use bestial grunts and noises to emulate its communication. A MajiMonster may roar, purr, squawk, bear its teeth, wag its tail, stand motionless, or lick a player's face as would any other common animal.

Binders share an empathy with the MajiMonsters they control. In general, a player will intuitively know his or her MajiMonster's feelings towards an event or course of action. You can tell the player this directly, while the MajiMonster emotes it with its actions.

Handling Checks

As Game Master, you're responsible for handling the success or failure of a player's actions, usually by calling for a skill check. It's up to you to decide what tasks warrant a check, what skill and difficulty is required for a check, and whether or not a check has any situational modifiers.

When is a Check Required?

Not every task requires a check. When a player attempts to do something, consider what the consequences of failure might be. If there are none, or the consequences are trivial, just assume that the player is successful.

For instance, if a character tries to climb atop a rock that's roughly 5 feet high, you probably don't need to require a check for success, even if the rock is particularly difficult to climb. If the character isn't in a rush, it's reasonable to assume he or she can take the time needed to climb it. Even if the character were to fall, the distance wouldn't be enough to cause harm.

On the other hand, if the character needs to quickly scramble atop the rock to spot a MajiMonster before it flies out of sight, you may require a Vigor (Athletics) check because he or she would miss the opportunity to see the Monster with a failure. If the character needed to climb it to avoid a fire spreading from the ground, you would require the same check because a failure would put the character directly in harm's way.

Retrying Failed Checks

As you progress through play, you'll have to be prepared for players failing checks. Players will recognize when their characters have failed, and will often ask to try again.

Sometimes the penalty for a failed check is simply the time the check took to attempt. For instance, failing a Knowledge (Survival) check to start a campfire with flint and tinder just means the character has spent a reasonable amount of time without success. There's no reason he or she couldn't try again, unless there's not enough time to do so.

Other circumstances might not allow for a player to retry the attempt. For instance, it makes little sense to allow a character to retry a Knowledge (Education) check; either the character knows the information or does not. Use your best judgment on whether or not a retry makes sense.

Assigning Check Difficulty

The check difficulty scale is created to be accessed on the fly by GMs. When a player attempts to do something that requires a check, generally assess how difficult the task is for an average human being. This assessment relies wholly on your judgment, so it is important that you attempt to be consistent as well as responsive to changes in circumstances.

The average roll on 2d6, without any modifiers, makes most checks up to Normal (7) difficulty. The odds of passing check on 2d6 are listed in the table below:

Check Difficulty Percentage

Difficulty of...	% Chance
Passing a Very Easy (3) check:	*97.22%*
Passing an Easy (5) check:	*83.33%*
Passing a Normal (7) check:	*58.33%*
Passing a Hard (9) check:	*27.77%*
Passing a Very Hard (11) check:	*8.33%*

Remember, when you assign a difficulty to a task, it should be consistent for all creatures attempting it. A character's ranks in a skill, and bonuses to check results, increase his or her chance of passing a check. A character with fewer ranks or without bonuses may struggle with a check of the same difficulty.

Check Modifiers

Sometimes a situation may make a task easier or harder for one character to perform than for other characters. For instance, a poisoned creature suffers a -1 penalty to all the checks it makes. Alchemists gain a +1 bonus to check results of their specialized skills. When referring to effects that specifically modify checks, use the rules listed.

If you feel a circumstance would affect a creature's check, apply a +1 bonus or -1 penalty to its result.

Assisted Checks

Sometimes a player may wish to use the Assist action to help another making a check. When handling situations like these, use your best judgment to determine if such a check can be assisted. For instance, it's rational to assume a character trying to climb a wall might get a boost from their companion, but it's unlikely the character can receive any assistance in recognizing a bandit in disguise. In order to receive assistance, both characters must be able to help one another and take necessary actions.

When a creature receives assistance, it gains a +1 bonus to the check result. Only the creature making the check needs to roll the dice. Some situations might allow for multiple creatures to assist a single check—in these cases you could consider increasing the bonus if you feel that's appropriate.

Impossible vs. Improbable Checks

You're within your rights as a Game Master to determine if a check is impossible or not. If you feel something lies outside the realm of possibility, you can simply tell the player that their character cannot perform such a feat.

Alternatively, you can set the check difficulty to a higher threshold than the difficulties presented (such as 13 through 17). A check with such a difficulty is impossible for normal people, but only improbable for binders with special abilities and magical items relics to aid them.

The Binding Ritual

Part of the thrill of encountering a wild MajiMonster is the chance for players to bind it. The rules presented in Chapter 7 for the Perform Binding Ritual action only cover the portion the players need to know; the rest of the information detailed below.

Describing the Binding Ritual

When a player wants to try to capture a wild MajiMonster, he or she can elect to use the Perform Binding Ritual action. That's all that is necessary from the standpoint of the game mechanics, but this use of magic is a major feat and deserves special attention.

The binding ritual is a magical process that each binder class has the ability to perform. However, the manifestation of this magic is unique to each binder. A binder may make dramatic gestures, recite obscure incantations, or create wild flashes of magic.

The binder's empty drajule brightens and scintillates throughout a binding ritual; it paints the environment in colored light and may produce shockwaves of energy. The targeted MajiMonster may roar or visibly resist, clawing at trees or grabbing a hold of objects.

The moment a MajiMonster is actually bound, its form becomes shadowy and indistinct, and in a burst of magical force its essence is confined to the binder's drajule, completing the ritual.

Player Described Rituals

Odds are that you'll have to describe the binding ritual *a lot*, especially in early tiers of play. Parties may spend entire rounds with each player attempting to bind the same MajiMonster, or they may try to bind every wild MajiMonster they come across!

An easy way to keep the process memorable but retain a binding ritual's significance is to ask each player how his or her character performs it. This gives the players the opportunity to step in and mix it up, as well as adding their personal flavor to the story.

Bind Resistance

A MajiMonster's ability to resist the binding ritual is measured by its *bind resistance*. Bind resistance is the target number the player needs to roll on the binding die (1d20) in order to capture a MajiMonster.

A MajiMonster's bind resistance is a moving target, modified by a number of variables. The higher the number, the harder the Monster is to bind. Because of this, binders rarely attempt to bind a MajiMonster as soon as they encounter it; spending turns in combat to weaken the MajiMonster also serves to make it easier to capture.

Calculating Bind Resistance

When a binding ritual is performed, go down the list to adjust the Monster's bind resistance to the final target number.

Starting Score: 16 + Grade

Without any other factors, a wild MajiMonster has a bind resistance equal to 16 + its Grade. Thus, a Grade 1 MajiMonster's starting bind resistance is 17, while a Grade 5 MajiMonster's is 21.

Hit Points

A Monster weakened from battle suffers a penalty to its bind resistance.

- A MajiMonster has a **-4** penalty to its bind resistance when it has less than 50% of its maximum amount of hit points.
- A MajiMonster has a **-6** penalty to its bind resistance when it has less than 10% of its maximum amount of hit points.
- A MajiMonster has a **-8** penalty to its bind resistance when it has 1 hit point remaining.

Conditions

Many conditions sap the strength or break the focus of MajiMonsters, making them easier to bind. A MajiMonster

suffering multiple conditions suffers the sum of the penalties.

- A MajiMonster that is bleeding, confused, disoriented, grabbed or poisoned suffers a -1 penalty to its bind resistance.
- A MajiMonster that is frozen or sleeping suffers a -2 penalty to its bind resistance.

Additional Modifiers

Adjust the MajiMonster's bind resistance based off any other effects. For instance, the concordant's *confidence and doubt affinity field* feature imposes a -2 penalty to the bind resistance of affected MajiMonsters.

Bind Resistance Modifiers

Status	BR Modifier
Starting Score: 16 + Grade	
< 50% hit points	-4
< 10% hit points	-6
1 hit point	-8
Bleeding, confused, disoriented, grabbed, or poisoned*	-1
Frozen or sleeping*	-2

*Each condition is cumulative with other effects

Binding Check

Once a Monster's bind resistance is determined, the player rolls the binding die (1d20), adding any bonuses he or she receives to the die roll. This roll is referred to as the *binding check*. If the result is lower than the MajiMonster's bind resistance, the binding ritual fails. If the result is equal to or higher, the attempt succeeds and the MajiMonster can spend Grit to temporarily increase its bind resistance.

Temporarily Increased Bind Resistance

If the binding attempt succeeds, the MajiMonster has one last opportunity to prevent being captured. The Monster spends 1 point of Grit and rolls 1d6, temporarily adding the result to its bind resistance. If the new sum exceeds the player's binding check, then the attempt ultimately fails.

Note that the MajiMonster must have Grit available to spend for this last resort effort. The Monster can spend as many points of remaining Grit up to its Grade to increase its bind resistance, and the points may be spent individually after rolling.

If the Monster does not have enough Grit to spend, or if the result of the binding check still meets or exceeds the new total when the Monster can no longer spend Grit, then the MajiMonster is bound.

Calculating Statistics for Newly Bound MajiMonsters

A captured MajiMonster retains its current amount of hit points and Grit when it is bound; it must rest to recover them as usual. It also retains any conditions affecting it. The MajiMonster's attributes, traits, and known techniques remain the same.

Regardless of the Monster's combat statistics before it was bound, its new hit point and Grit maximums are calculated by the following formulas:

HP = 20 + (Level x Health Score)
Grit = MajiMonster's Grade + binder's Authority

Any other bonuses it would receive to these scores through traits or features are then added.

Combat Encounters

Inevitably, the party will find itself staring down fierce MajiMonsters, either in the Wildlands or at the hands of rival binders. As the Game Master, your job is to prepare combat encounters. This can be as simple as earmarking a few MajiMonster entries in the Bestiary, or an in-depth process to change up a MajiMonster or MajiMonsters statistics to create a whole different kind of encounter.

Building Combat Encounters

Each combat encounter is an open canvas. You can decide which MajiMonsters the party will meet, and how and where they will meet them. When designing an encounter, keep the following elements in mind.

Encounter type. Is the encounter a duel, a wild encounter, or a mix of the two?

Monster species. Which MajiMonsters have the party already encountered? Which ones haven't they? Encountering new species brings an exciting new element to the game.

Affinity types. What affinity types of MajiMonsters do the players pair well with? Are they represented in the encounter?

Environment. Where does the encounter take place? Are the MajiMonsters chosen appropriate to the environment? How does environment affect the battlefield or grid?

Rule of Thumb for Encounter Building

A good rule of thumb for a combat encounter is to provide 1 MajiMonster per player character present in the party. You might decide to have more or fewer, if you'd like to change the encounter's difficulty. You can also change a MajiMonster's combat statistics for this reason as well.

You can start with the *Rule of Thumb*, and prepare encounters for the party from there, varying elements to keep things fresh and interesting.

Describing Hit Point Damage

Players may ask how many hit points an opponent MajiMonster has remaining, especially during a wild encounter where Monsters with fewer hit points are easier to bind. Rather than revealing hit point totals, consider describing the damage the target has suffered, and let the players infer from your description.

While a MajiMonster has at least half of its hit points, it's generally still in fighting shape. It might take a blow or two, but it otherwise does not look worse for wear. Its demeanor hasn't changed, and it is an active combatant.

Under half hit points, battle damage starts to become evident. Cuts and bruises take their toll, and the Monster seems to have lost a step in combat. The MajiMonster might hesitate before it attacks, or start to skirt the edges of the battlefield as it's considering fleeing.

At 10% or less of its maximum hit points, a MajiMonster is noticeably wounded. It winces with each step it takes, howls from pain as it moves, and will likely consider fleeing.

Wild Encounters

When a binder comes across wild, unbound MajiMonsters, it is referred to as a *wild encounter*. Wild encounters tend to be the most variable in **MajiMonsters**, as players are presented not only with the task of overcoming an adversary, but also with the option of gaining a companion.

The following are all things you should keep in mind while running a wild encounter. If a player should attempt to bind a wild MajiMonster, refer to *The Binding Ritual* for detailed information.

Erratic Fighters

Wild MajiMonsters lack the discipline and training of MajiMonsters under the control of a binder. This is represented directly in a wild MajiMonster's Grit total—a wild MajiMonster's Grit total only as high as its Grade. In contrast, a bound MajiMonster increases this total by its binder's Authority score, representing its training.

You can highlight this difference in how wild MajiMonsters act during an encounter. By making erratic decisions, switching focus between opponents, selecting attacks that do not deal optimal damage, and fleeing when things go wrong, you give the players the sense that the Monsters they're fighting are acting on instinct alone.

Of course, you don't have to run *every* wild MajiMonster like this—letting select MajiMonsters use methodical tactics may make more sense for MajiMonsters that are highly intelligent.

Morale and Fleeing

A wild MajiMonster has to make its own decisions in combat, perhaps the most crucial of which is when it will turn tail and flee.

There are no hard and fast rules for determining a MajiMonster's morale—a great many things can affect it. A Monster that has lost more than half of its maximum hit points show the signs of battle though cuts and bruises, but sometimes just taking damage isn't enough to shake a MajiMonster's confidence. As the GM you have to decide where the tipping point is, if any, to make a wild MajiMonster decide to flee.

A wild MajiMonster can attempt to flee as its combat action. Characters present have until the start of the wild MajiMonster's next turn to defeat, bind, or otherwise prevent the Monster from escaping the battle. Any effect that stops a creature from moving, prevents escape. A MajiMonster cannot flee if it is grabbed, frozen, sleeping, or has its Speed reduced to 0. If the MajiMonster's flee attempt fails, it remains present in the encounter. If not, the wild MajiMonster successfully flees at the start of its next turn, and is removed from combat and cannot normally be attacked or bound.

Note that some special abilities allow characters additional time to defeat, bind, or stop fleeing wild MajiMonsters, such as the ranger's *the wolf's pursuit* feature.

Returning to the Aether

A MajiMonster's death is a magical affair. The moment the Monster is reduced to 0 hit points, its physical body is reduced to an essence, vanishing in a flash and wisp of magic. This process is called *returning to the aether.* MajiMonsters' grandiose deaths are a result of its magical nature. Because wild MajiMonsters return to the aether when they are slain, they leave no corpse.

A MajiMonster bound to a drajule cheats this process. When it would normally return to the aether, it is instead dismissed to its drajule—its essence confined to the magical stone where it must rest for at least 6 hours before it can summoned once again.

Wild MajiMonsters Combat Statistics

Chapter 9 presents the default statistics for each species of MajiMonster. You can modify these for wild MajiMonsters by determining its Grit and hit points.

A wild MajiMonster has Grit equal to its Grade, and hit points equal to its level times its Health score + 20.

These rules apply even if the wild MajiMonster capture was altered to be stronger or weaker, such as in the examples provided in the *MajiMonsters Variants* section. When the Monster is bound, its statistics return to what is normal for player character use.

Duels

When rival binders pit their MajiMonsters against each other in combat, the encounter is called a *duel*. Sometimes a duel is equivalent to a friendly spar—binders measuring their relative skills against each other by battling their MajiMonsters. Other duels are competitions with more on the line, where gold and prestige hang in the balance. Finally, some duels aren't so friendly, and binders must use their Monsters to stay alive.

Taboo vs. Tradition

Duels are met with mixed reactions depending upon the cultural peculiarities of long-isolated cities and villages. Some of the cities and towns of the burgeoning New Empire see such a fight between binders to be crass, believing binders should only use their MajiMonsters to protect them from the threats in the Wildlands. However, other cultures use binder duels as a tradition in rites of passage, and even entertainment.

Hostile vs. Friendly Duels

Sometimes a duel will break out when one binder threatens another. Inevitably, this boils down to a battle of MajiMonsters. The loser is typically forced to turn tail and flee if able. There are often no rules in a hostile duel—binders simply battle with as many or as few MajiMonsters as they can at a time in attempt to defeat their opponents.

Friendly duels are a little different. When binders agree to such a battle, terms are usually made beforehand. For instance, a duel between two parties of binders may have the stipulation that no more than six MajiMonsters can be used in total by each side, and no more than three per side at any one time.

When a friendly duel is a possible encounter, consider what rules or stipulations an NPC would find desirable. Consider what rules give the players an advantage or a disadvantage. Adding unusual rules to a friendly duel gives the encounter a unique feel.

NPC Binders

The players in your game are just a few of the many binders in the world of **MajiMonsters**. Any time they meet another binder, a duel looms as a possibility.

As the GM, it's up to you to create dynamic and memorable NPC binders. What do other binders in the world look like? Do they have unique scars, facial hair, piercings, tattoos, or dialects? Do they have any quirks or catch phrases they repeat? All of these little details help build memorable NPCs, friendly or otherwise, that the players can interact with.

A collection of sample NPC binders and NPC binder parties can be found in Appendix A.

The travelers reported finding a Stalagmaul in the old ruin, sleeping on a pile of coins and debris. From their description, this was no ordinary MajiMonster, but a creature that pushed the very limits of its kind. They failed to bind it and, after it had single-handedly defeated their own MajiMonsters, fled from the site.

NPCs and Binder Classes

The term "binder" refers to any individual capable of binding and controlling a MajiMonster. Even though the player characters are binders with distinct classes, NPC binders do not have to be created from the same pool of special abilities. It's perfectly normal to encounter another binder that has no special abilities aside from controlling his or her MajiMonsters.

On the other hand, it's also quite possible to meet binders with class-specific abilities, and even some that are unique to NPCs! Mixing a variety of different NPCs is another great way to create an atmosphere for the game world. This keeps the players guessing as to what tricks might be up their opponents' sleeves.
Grit for NPC-controlled MajiMonsters

A MajiMonster controlled by an NPC binder has a bonus to its Grit amount, similar to those controlled by player characters. If the NPC binder has a class and class features, the bonus is equal to that class's starting Authority score. If the NPC doesn't have a class, you can assign a Grit bonus based on how challenging the encounter should be, or how experienced the binder is. Generally, this bonus shouldn't be fewer than 3 or more than 5.

NPC MajiMonster Limits

For player characters, each binder can control one MajiMonster at a time. NPCs do not necessarily follow this restriction, however. It's possible for several MajiMonsters to be under the instruction of a single NPC. This allows a Game Master to build interesting and dynamic antagonists.

Player vs. Player Duels (PVP)

MajiMonsters is created to be a team game—the roles and features of some classes work best when supported by the roles and features of others. However, due to the nature of the game, player versus player duels are bound to occur.

There's a couple ways you can handle this as a Game Master. If a duel breaks out because of open hostilities between players, it's best to find a way to resolve the issues at the table first.

If players agree to a friendly duel, you can proceed to let their duels play out as they would against an NPC, becoming a neutral arbitrator in the process. It's your job to make sure the duel plays out between the two fairly.

You might want to suggest stipulations to the players to create an even playing ground. For instance, because of the knight's high Authority score, their MajiMonsters will have an advantage in the amount of Grit they have over their opponents. You might want to restrict the amount of Grit used in the duel, what levels or Grades of MajiMonsters can be used in the duel, or items and class abilities can be used.

Of course, you can leave those decisions up to the players as well, so long as all parties understand that such disparities exist.

MajiMonster Variants

Sometimes you may want to make a single MajiMonster more imposing, creating a battle between it and the entire party's Monsters. Or perhaps you'd like to set the players against hordes of less threatening MajiMonsters, overwhelming them with numbers instead of raw force. This section presents rules for variant MajiMonsters, so you can keep your combat encounters engaging.

Variant: Stronger MajiMonsters

Each MajiMonster in the Bestiary is presented with a balanced set of scores and abilities. Sometimes, however, you may wish to make a single MajiMonster more challenging in combat without increasing its level or Grade. This allows a MajiMonster to be a potent force in combat, able to hold its own against multiple opponents, without becoming so strong that it would easily topple its foes. These MajiMonsters are the elite, the boss monsters, and the legendary creatures of the world.

Creating Stronger MajiMonsters

When making a stronger MajiMonster, you can modify the Monster's statistics so that it "counts" as more MajiMonsters. This gives the MajiMonster more hit points, Grit, and actions than normal. Refer to the following chart when creating a stronger MajiMonster.

Modifying Stronger MajiMonsters

Counts as...	HP	Grit	Bind Resistance	Extra Turns*
2 Monsters	x2	x2	+2	1
3 Monsters	x3	x2	+3	1
4 Monsters	x4	x3	+4	1
5 Monsters	x5	x3	+5	2
6 Monsters	x6	x4	+6	2

*The first extra turn is always taken at the end of the initiative count.

Hit Points. This refers to the Monster's base amount of hit points, which is determined by the following formula:

HP = 20 + (Level x Health Score)

Additional hit points from binder features, binder Authority, traits, or other sources are added after multiplying this base amount.

Grit. The Monster's base amount of Grit is equal to its Grade. Additional Grit gained from other effects, including adding a binder's Authority, are added *after* multiplying the base amount.

Bind Resistance. This bonus is added to the bind resistance of the MajiMonster if encountered in the wild. This is considered part of the starting score, and effects that ignore bonuses to a MajiMonster's bind resistance do not ignore this effect.

Extra Turns. During each round, a stronger MajiMonster takes multiple turns. Each turn goes through every normal phase as described in Chapter 7. A MajiMonster can move, use a combat action, and use a utility action during each of its turns, as well as use a response between each turn during the same round. If the MajiMonster is controlled by an NPC binder, these additional actions are shared with the binder as usual.

The first additional turn a MajiMonster gains is always taken at the end of the initiative order—no initiative roll is required for it. If a MajiMonster is strong enough to gain a third turn in a round, it rolls twice for initiative and takes its turn on both results, taking its last turn at the end of the initiative order. It is possible for a stronger MajiMonster to take multiple turns in a row as a result of this.

When a MajiMonster with additional turns per round uses an effect that expires during its next turn, it instead expires during the same turn next round.

Binding Stronger MajiMonsters

When a stronger MajiMonster is bound, its scores and statistics immediately revert to normal (see *Calculating Statistics for Newly Bound Monsters for more information*).

Variant: MajiMonster Swarms

Another alternative wild encounter is a *swarm* of MajiMonsters, where large groupings of MajiMonsters overwhelm the party not with sheer individual strength, but with strength of numbers. A swarm might be formed by wild MajiMonsters traveling as a unit, or groups of novice binders teaming together.

Swarms consist of the same kind of MajiMonster of the same level and Grade. Monsters in swarms are more fragile than solitary MajiMonsters, but they make up for it with their numbers. Refer to the following chart when creating a swarm of MajiMonsters:

Modifying Swarm MajiMonsters

Monsters in Swarm	HP	Grit Pool
6 Monsters	1/2 each	Grade x 3
8 Monsters	1/2 each	Grade x 4
10 Monsters	1/4 each	Grade x 5
12 Monsters	1/4 each	Grade x 6

Hit Points. This refers to the Monster's base amount of hit points, which is determined by the following formula:

HP = 20 + (Level x Health Score)

Additional hit points from binder features, binder Authority, traits, or other sources are added after multiplying this base amount.

Grit Pool. Instead of each MajiMonster in a swarm having its own individual Grit to use, the entire swarm has a pool of Grit points that any member of the swarm has access to.

To determine this value, multiply the average Grade of the MajiMonsters in the swarm by the value presented in the above table. For instance, a swarm of 8 Amphiboils encountered at Grade 3 would have 12 points of Grit between them.

Swarm Alphas

Many swarms are led by *alpha* Monsters, that are stronger than the rest. These are best represented by MajiMonsters with normal statistics, or stronger MajiMonsters (as detailed above). Swarm alphas do not halve their hit points and are not part of the collective Grit pool but instead have their own Grit as normal.

Binding MajiMonsters from Swarms

When a MajiMonster is bound from a swarm, its scores and statistics immediately revert to normal (see *Calculating Statistics for Newly Bound Monsters for more information*).

Rewards

Binders don't risk life and limb exploring the Wildlands and matching wits with Monsters without reason. They may seek unending glory, untold power, lost riches, or the secrets lost to the ages.

The rewards you give your players are what keeps them in the adventuring business. Common rewards, such as experience points and valuables are explained below, as are rarer rewards: magical relics, new merits, and increases in a binder's Authority score.

Authority

Of all the rewards you can give a player, the most substantial is an increase to a character's Authority score. This represents a great deal of character development; the binder has achieved something truly outstanding. Authority is the ultimate reward, as it affects a number of class features, and the Grit of the character's MajiMonsters.

Authority should not be rewarded lightly, as this is one of only a few improvements that will improve a binder's capabilities. Only at the end of several adventures should an increase in authority be rewarded, and only then when the party has resolved a major story arc in a campaign.

Experience Points (XP)

You should reward XP to the players after each meaningful encounter. A meaningful encounter tests the party's skills, puts them in some degree of real danger, or forces them to use a significant amount of their resources. If the party or a party member does something so easy that success was a foregone conclusion, an XP reward is not warranted.

The guidelines for how much XP should be rewarded for each encounter is discussed in Chapter 6.

Quick Leveling

When the party has a significant amount of downtime, you may allow players to quick level their MajiMonsters. This provides them a chance to catch their lower level Monsters up with higher level ones, giving them more options to choose from.

You can also allow the party to quick level during an uneventful and prolonged period of travel, even if the party does not have downtime.

Merits

Merits represent a binder's personal growth. They are the result of the effort the character takes during the white space of a campaign: training MajiMonsters, practicing new methods of binding, or experimenting with different class features.

The end of an adventure is a good time to reward a merit, provided the adventure was of significant length and risk, but you don't want to be too generous with them. Each merit has a significant impact on a character's capabilities, so gaining a merit should feel significant too. A binder with five or more merits would be unmatched.

Relics

Relics are magical items, hidden throughout the Wildlands. A sampling of relics is provided later in this chapter (see *Relics*). A relic might be discovered at the center of a ruin, the depths of an underground lake, the false bottom of a rotting treasure chest, or deep within a Monster's lair alongside the remains of a deceased adventurer. Relics also make grand rewards from an NPC for a job well done.

However, those in possession of a relic are seldom willing to part with one. Even if they were, it'd be impossible to put a sure price on so rare and curious an item. These items of power are considered much more than mere treasure. A relic may even be a one-of-a-kind, legendary object, making it beyond price to those that recognize its power.

Use your discretion when handing out relics to players. The party may find a relic every so often, but providing too many may unbalance the game. Throughout a binder's entire career, he or she may only find a handful of relics.

Skill Ranks

Throughout the course of play, characters sharpen their skills through trial and error, learning from their experiences. A new binder's skills pale in comparison to that of a binder who has been adventuring for years.

You can represent this growth and development by rewarding players with additional skill ranks to assign to their characters. When you reward a skill rank, the player decides which skill it is allocated to. If the new rank is enough to improve the dice used to make the skill check, the character gains the benefit immediately.

You can reward additional skill ranks more frequently than merits—generally once every other play session is appropriate. A typical reward is 2 skill ranks.

Treasure

Treasure can take many forms. It might be a bag of suls lifted off a bandit. It might be a chest full of imperials recovered from the depths of an ancient ruin. It might be a golden chalice, studded with aquamarines, swiped from the halls of the duke's castle.

Treasure is anything of high value that can be readily sold or traded at a set price. Player characters can exchange treasure for suls, and then use these suls to buy new equipment, invest in expensive projects, or save for a rainy day.

Coins. Coins are the most common form of treasure. Suls are the most common coin in circulation, but treasure cache older than the New Empire will almost surely contain imperials. Chapter 3 has more information about coinage in **MajiMonsters**.

Gemstones. Precious gems are often given a market value in suls. For instance, a rough chunk of lapis lazuli may be worth 25 suls, but an expertly cut emerald might be worth 7,000 suls! A gemstone's value depends on its size, clarity, and craftsmanship.

Art objects. An art object may be an item of value such as jewelry, items made of precious or rare materials, objects exquisitely crafted, or literal pieces of art. Each art object can be assigned a fix number of suls as well.

Empty drajules. An empty drajule (one without a MajiMonster bound to it) is also a form of treasure. They can be found in caches from long ago just as easily as they can be found in the pockets of rival binders.

Relics

The first maji created many magical tools to ease their daily lives, improve their personal competencies, and enhance the abilities of their MajiMonsters. These magic items were lost with the fall of the Old Empire, hidden in the ruins of the Wildlands. They're known as *relics* today, and even the best modern magic users are at a loss as to how such fantastic items were created.

Using Relics

In most cases, a relic's power is bestowed upon you simply by possessing it. For instance, a *dowsestone* activates passively; you do not need to do anything to use its magic. A *girdle of the titan* is similar; the relic confers its magic to you so long as it is worn.

Other items require specific methods in order to gain a benefit. A *grace of the skies*, for example, only functions while you hold the edges of the magic cloak. *Technique marks*, and similar marks, offer a one-time benefit to a single MajiMonster by touching the mark to the Monster's drajule. If a relic requires a specific use, it is explained in the item's description.

Command Words. Some items, such a *treetwig* or a *black clavis*, use a *command word* to operate. A command word is a spoken word or phrase necessary to call upon the item's magic. It might be inscribed on the item in some way, left as a riddle for the user to discern, or absent from the item entirely.

Held Items. If an item specifies that it is *held*, it means that a binder must hold it in his or her free hand to use it. Unless otherwise stated, you can only gain the benefit of a single held item at a time. If you switch from one held item to another in the heat of battle, you immediately lose the first held item's benefit.

Randomly Generated Relics

If you prefer to randomly generate a relic or relics as a reward for the party, you can use the following tables on page 115. (A "d%" indicates the roll of a 100-sided die. To simulate this, roll two d10s, choosing one to represent the 10's place and one to represent the 1's place. A result of two zeros ("00") is 100).

If a randomly generated relic has different versions, such as a *scepter of technique mastery*, an *archdrajule*, or an *affinity mark*, you can decide what version of the relic is most appropriate as a reward, or determine this quality randomly.

List of Relics

The following relics are listed in alphabetical order.

Affinity Mark

These small beads are typically made of smoked glass. Each appears to contain a swirling, rainbow-colored mist within. An *affinity mark* contains the power of magic within it. You can transfer the relic's power by touching the affinity mark to a MajiMonster's drajule. Doing so causes the MajiMonster to instantly increase its affinity bonus. This causes the rainbow mist to fade from within the bead, its magic consumed upon use.

A standard *affinity mark* increases a MajiMonster's affinity bonus by 1. A *greater affinity mark* increases a MajiMonster's affinity bonus by 3. A *supreme affinity* mark increases a MajiMonster's affinity bonus by 5.

Arkrezian Rod

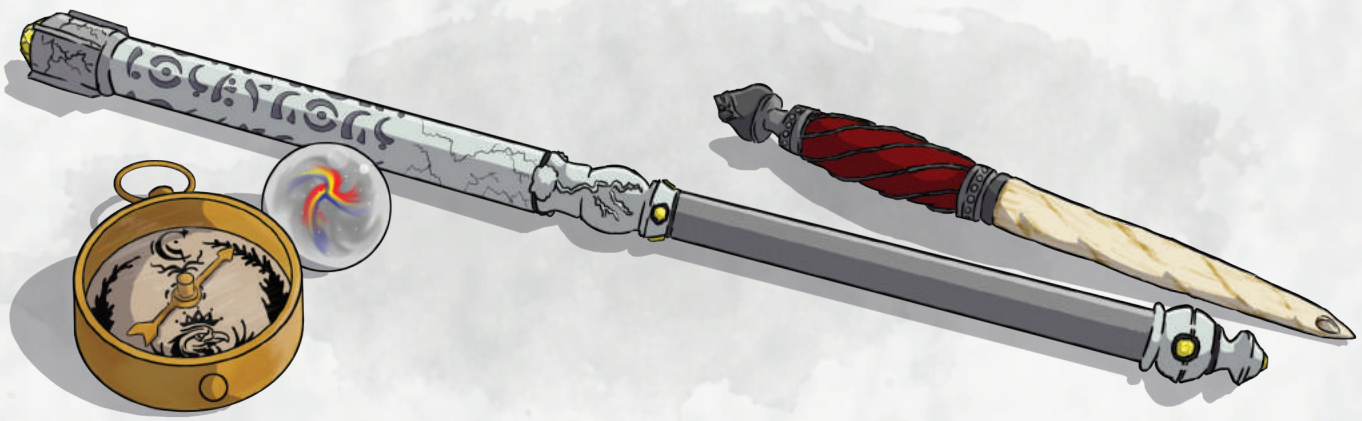
(*Held*) - These ancient rods were made by maji to grant them greater power over techniques of a specific affinity. Each *arkrezian rod* is keyed to one of the ten magical affinities and is decorated differently depending upon this attunement. For instance, a *fire arkezian rod* may be studded with rubies and embossed with a flame motif, whereas an *ice arkrezian rod* may be studded with an opal and be etched with snowflakes. MajiMonsters you control gain a +2 bonus per Grade to damage rolls with techniques of the affinity matching the rod.

Barb of the Manticore

(*Held*) - Whether this oversized stinger actually used to belong to a mythical manticore or not is debated among scholars. You can use your combat action to hold the stinger aloft to cause a MajiMonster you control to immediately recover from the poisoned condition.

Black Clavis

Less scrupulous maji created several of these black and gold keys to gain entrance into secured vaults and stores. You can use this relic to open nonmagical locks. All that is required to open any mundane lock is merely tapping the key to the lock and uttering its command word.



An affinity mark, barb of the manticore, Capitol compass, and lightning arkrezian rod

Combat Use Relics

d%	Relic
01-03	*Arkrezian Rod*
04-09	*Barb of the Manticore*
10-15	*Calming Curio*
16-21	*Clearview Diamond*
22-27	*Crystal Halite*
28-33	*Focusing Lens*
34-39	*Horn of Order*
40-42	*Jalumar's Chain*
43-48	*Mending Poultice*
49-52	*Moonlight Ankh*
53-58	*Quenchrock*
59-63	*Reactive Rod*
64-69	*Rising Call*
70-74	*Scepter of Technique Mastery*
75-77	*Starlight Ankh*
78-83	*Steadfast Badge*
84-88	*Sunlight Ankh*
89-93	*Turvy-Top*
94-97	*Will of the Victor*
98-00	*Will of the Warden*

Consumed on Use Relics

d%	Relic
01-14	Drajule, *Archdrajule*
15-28	Drajule, *Primal Drajule*
29-48	*Healing Lotus*
49-68	*Mana Blossom*
69-76	Mark, *Affinity Mark*
77-84	Mark, *Resistance Mark*
85-92	Mark, *Technique Mark*
93-100	Mark, *Vitality Mark*

Skill Enhancement Relics

d12	Relic
1	*Cliffyrde's Notations*
2	*Cloak of Durability*
3	*Girdle of the Titans*
4	*Guile's Grasp*
5	*Kalumnia's Collar*
6	*Owler's Cuff*
7	*Silver Tongue*
8	*Steelmind Helm*
9	*Surestep Boots*
10	*The Finishing Touch*
11	*Third Eye*
12	*Waycarver*

Utility Use Relics

d%	Relic
01-04	*Black Clavis*
05-08	*Box of the Siren's Call*
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Box of the Siren's Call

This small, wooden box is covered in gold and silver runes that warn the user that the box must never be opened. However, the box is magically alluring and seems like it might contain an object of untold wealth and mystery.

When you first gains possession of this item, you must succeed a Normal (7) Vigor (Willpower) check. If you succeed, you can keep the box on your person and gain its benefit. If you fail, you open the box. You repeat this check once every month.

While you have the box on your person and have its benefit, once each day you can reroll a failed skill check and take the better result. The box regains this power every day daily at midnight.

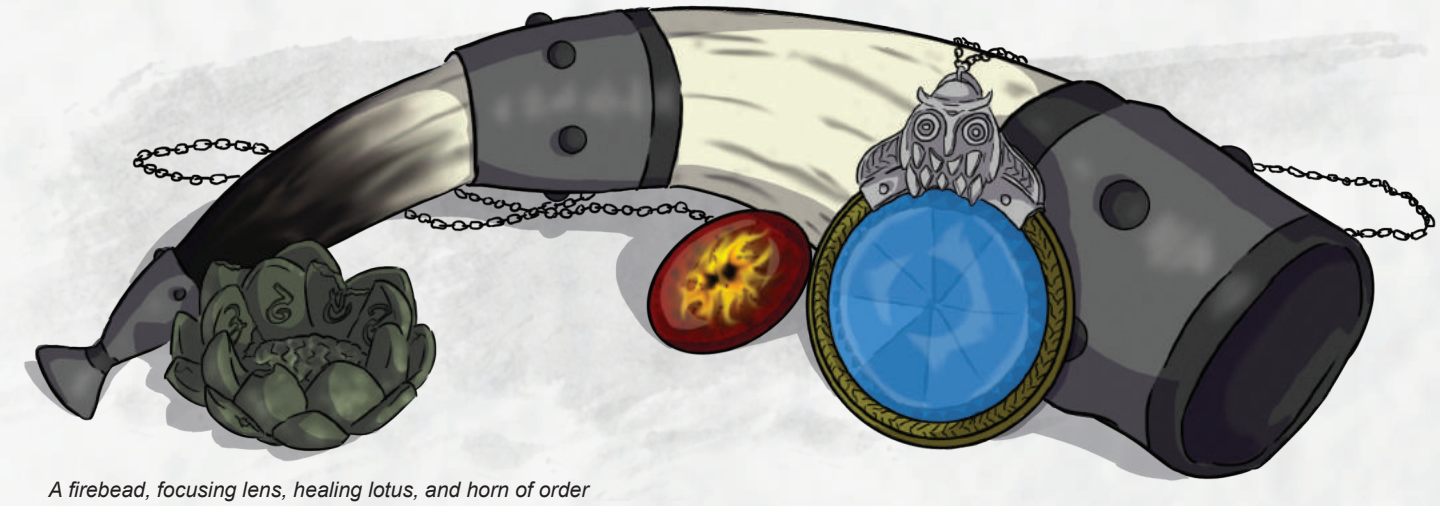
If the box is ever opened, it crumbles to black soot and its magic is lost forever.

Calming Curio

(*Held*) - These archaic toys take many forms; some resemble straw dolls while others are more mechanical in nature, like a music box. You can use your combat action to hold the curio aloft to cause a MajiMonster you control to immediately recover from the frightened condition.

Capitol Compass

This compass always points to the Capitol, no matter where there bearer of the compass is. There were many made by maji, but their magic is suspect because they seem to point to the Capitol of the modern era.



A firebead, focusing lens, healing lotus, and horn of order

Clearview Diamond

(*Held*) - A colorful stone has been magically embedded in this coin-sized, transparent diamond. You can use your combat action to hold the gem aloft to cause a MajiMonster you control to immediately recover from the blinded condition.

Cliffyrde's Notations

The scholarly maji known by the pseudonym "Cliffyrde" prepared several small tomes which recorded his vast notations, findings, and general hypotheses. Each tome is attached to an iron chain that can also connect to a belt or harness, and those fortunate enough to be in possession of one typically fashion the book comfortably by their hip or side. While you have this tome on your person, your Knowledge (Education) check results gain a +1 bonus.

Cloak of Durability

These magical cloaks are usually fashioned to appear as hides of great beasts: wolves and bears are common, and many are made to resemble MajiMonsters as well. While you wear one, your Vigor (Fortitude) check results gain a +1 bonus.

Crystal Halite

(*Held*) - This chunk of magical rock appears roughshod and coarse. You can use your combat action to hold the rock aloft to cause a MajiMonster you control to immediately recover from the frozen condition.

Dowsestone

This otherwise ordinary rock is remarkably smooth and shiny. It throbs when it is within 60 feet of a treasure worth 100 imperials or more. The more valuable the object, the more frequent the throbbing. If a dowsestone is fully submerged in water, it loses this ability for 24 hours.

Drajule, Archdrajule

Archdrajules have survived the ravages of time, prepared by powerful maji long ago who experimented with the limits of the binding ritual. These special drajules still retain a fragment of their great power, and are more efficient when used by a binder to bind a wild MajiMonster. *Archdrajules* come in four different types: *keyed archdrajules*, *lesser archdrajules*, *greater archdrajules*, and *legendary archdrajules*. *Lesser archdrajules* provide a +1 bonus to the binding check when used to bind a wild MajiMonster. *Greater archdrajules* provide a +2 bonus, and *legendary archdrajules* provide a +3 bonus.

A *keyed archdrajule* has been specially prepared to bind a Monster of a specific affinity. They are usually crafted from particular crystals or gemstones. For instance, an *earth keyed archdrajule* may be crafted from exquisite marble, whereas a *verdant keyed archdrajule* may be a spun a richly-green tourmaline. A *keyed archdrajule* provides a +2 bonus to the binding check when used to bind a wild MajiMonster of that specific affinity.

Rolling a 1 on a binding check with one of these does not destroy an *archdrajule*. A scribe can add glyphs to an *archdrajule* as if they were preparing a new drajule. The process is the same, except the scribe gains a bonus to his or her check equal to the binding check bonus provided by the *archdrajule*. Even if the attempt fails, the *archdrajule* retains its properties as described above and can still be used to bind MajiMonsters.

A scribe that adds glyphs to an *archdrajule* does not receive an additional bonus to binding checks when using it to bind a wild MajiMonster; the extra bonus provided is not cumulative with the bonus provided by the *drajulecraft* feature.

Drajule, Primal Drajule

Primal drajules are naturally occurring, magical stones that can be used in a binding ritual in their natural state. They are wellsprings of primal magic, incredibly rare and very powerful. Each *primal drajule* is associated with an affinity type, and usually only occur near forces or elements associated with that affinity. *Primal drajules* only form from precious gemstones, listed below.

Basic Affinity: Diamond
Earth Affinity: Garnet
Fire Affinity: Agate
Fury Affinity: Jasper
Ice Affinity: Opal
Lightning Affinity: Topaz
Mystic Affinity: Amethyst
Verdant Affinity: Emerald
Water Affinity: Aquamarine
Wind Affinity: Sapphire

Primal drajules can be used in a binding ritual without any need for preparation. When a wild MajiMonster is bound to a *primal drajule*, it gains the affinity the drajule was keyed to in addition to its other affinity types, so long as the additional affinity would not give it more than four. Remember, adding a new affinity to a Monster affects its resistances and vulnerabilities.

A scribe can prepare a *primal drajule* as a drajule with glyphs. Even if the attempt fails, the *primal drajule* retains its properties as described above and can still be used to bind MajiMonsters.

If a 1 is rolled on a binding check with a *primal drajule*, it erupts in an outburst of primal magic.

Ersatz Collar

This ostentatious bangle appears to be fashioned of silver and platinum, set with precious stones. Anyone that inspects it, however, finds it to be a gaudy imitation without value. The collar is magical though, and allows you to fool your opponents with its use. Once per day while you wear it, when you use the Summon action to call forth one of your MajiMonsters, the Monster is cloaked in an illusion that makes it appear as one of your other MajiMonsters in your activated drajules. This does not affect the Monster's combat statistics, and lasts until the Monster suffers damage it is vulnerable to. The collar regains this ability each day daily at dawn.

Everflame Torch

A magical fire burns from the top of this torch continuously. Though it emits light like a normal torch, it produces no heat and cannot spread to other flammable sources. Its flame cannot be doused or extinguished, although its light can be covered by an opaque source such as when wrapped in a bundle of cloth or placed in a backpack.

Firebead

Once a day, you can place this red gem in a pile of tinder and utter its command word to magically ignite all flammable material within one foot of it. This makes these relics a favorite for starting dependable campfires even in the poorest conditions. The *firebead* regains this ability daily at dawn.

Focusing Lens

(*Held*) – This translucent lens of blue crystal is rimmed in silver and set upon a chain. You can use your combat action to hold the lens aloft to cause a MajiMonster you control to immediately recover from the confused condition.

Girdle of the Titan

An elaborate, embossed image of a man lifting the world adorns this impressive, chain belt. While you wear it, your Vigor (Strength) check results gain a +1 bonus.

Grace of the Depths

This cloak is woven of black silk, embroidered with a scale motif beneath cresting waves. While you wear it, you can use a combat action to grab the edges of the cloak to gain its power. Until you release the cloak, you can use your speed to swim without a Speed penalty, and you are able to breathe underwater. The cloak allows you swim in this manner up to 4 hours each day. If you are still underwater when this limit expires, you magically float safely to the surface. The cloak regains its power each day at dawn.

If a *grace of the depths* is ever exposed to fire, it loses its magical properties for 24 hours.

Grace of the Skies

This cloak is woven of white silk, embroidered with a cloud motif decorating a pair of feathery wings. While you wear it, you can use a combat action to grab the edges of the cloak to gain its power. Until you release the cloak, you can use your movement to fly. The cloak allows you fly in this manner up to 4 hours each day. If you are still airborne when this limit expires, you magically float safely to the ground. The cloak regains its power each day at dawn.

If a grace of the skies is ever buried in the ground, it loses its magical properties for 24 hours.

Guile's Grasp

This fingerless, black glove has a single leather clasp and is otherwise nondescript. When you wear it, your Interaction (Guile) check results gain a +1 bonus.

Healing Lotus

These flower-shaped stones were carved by ancient maji to renew their MajiMonsters, healing them of their wounds almost instantly. Many of them still exist today, hidden throughout the world. You can use a utility action to crush a healing lotus and destroy it forever. If you do, your active MajiMonster regains 5 hit points per Grade.

Horn of Order

(*Held*) – This ivory horn has been carved from the tusk of some great beast. Iron bands and rivets run along its perimeter. You can use your combat action to blow the horn to cause a MajiMonster you control to immediately recover from the disoriented condition.

My most prized possession in all my travels was a curious bronze compass, inscribed without cardinal directions, but possessing a single archaic symbol. I discovered that no matter where I traveled, in the deepest Wildlands of the south to the arctic regions of the north, it always pointed true towards the Capitol. This was quite handy as it enabled me to find my way even on the darkest of starless nights. But its function was curious to me—how could this ancient device detect the Capitol of this new age, so recently established?

Jalumar's Chain
(*Held*) – This small length of steel chain links is inscribed with maji glyphs. The glyphs upon the chain glow vibrantly when the chain is held aloft by a binder performing the binding ritual. While you hold this item, you gain a +1 bonus to your binding checks.

Kalumnia's Collar
This silver and satin collar fits comfortably around your neck. When you wear it, your Interaction (Wits) check results gain a +1 bonus.

Loop of Rymarav
This crude ring is made of bone and bears the symbol of an eye along its outer edge. When you wear it, you can use a combat action to magically see through the eyes of your MajiMonster, using it to perceive its surroundings. While doing so, your human body is blinded. This effect lasts for up to 1 hour, and ends if your MajiMonster is dismissed or travels beyond 1 mile from your body. You can use another combat action to transfer your sight back. After using this effect, it cannot be used again until the next dawn.

Lycurgus Chalice
This translucent cup is made of ornately sculpted glass and banded with silver. When held up to sunlight, it fills with wine until full. If the wine is poured out onto the ground or into a container, it stops producing wine until the next dawn.

Mana Blossom
These flower-shaped stones were carved by ancient maji to reinvigorate their MajiMonsters, returning energy to them almost instantly. Many of them still exist today, hidden throughout the world. You can use a utility action to crush a *mana blossom* and destroy it forever. If you do, your active MajiMonster regains 1 point of Grit.

Mantle of Recall
Each of these smoke-gray cloaks is set with a gold clasp around the collar. While wearing this relic, you can spend 1 hour to attune the cloak to the 5-foot space around you. During this time you enter a state of meditation and cannot move, and you can only attune to a space once per day. Anytime thereafter, you can use your combat action to teleport from your location to the attuned space. Using the relic in this manner immediately dismisses your MajiMonsters to their drajules before teleporting.

Mending Poultice
(*Held*) – This magical, linen wrap is stitched to contain fine-smelling herbs inside. You can use your combat action to hold the poultice aloft to cause a MajiMonster you control to immediately recover from the bleeding condition.

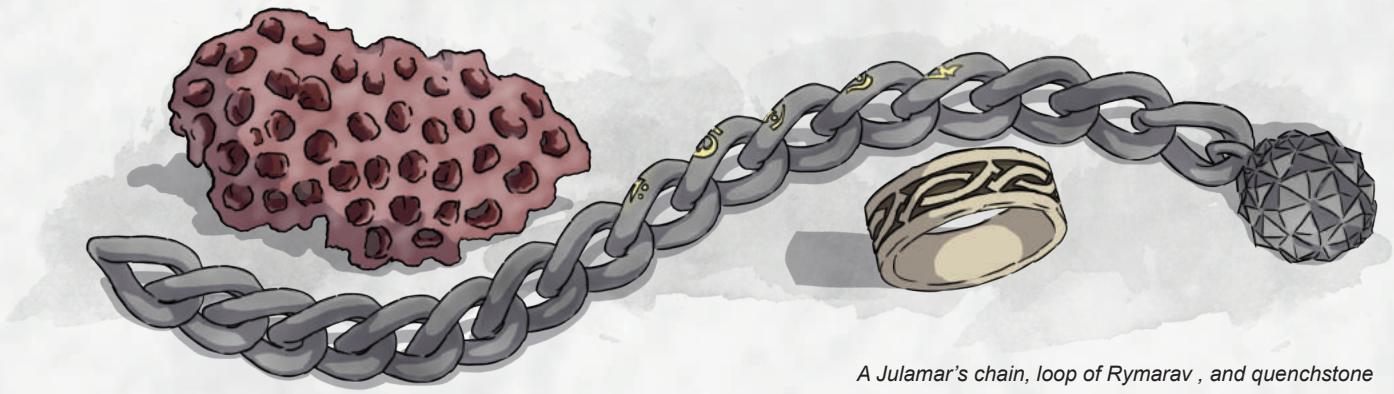
Miser's Monocle
This platinum-ringed, glass monocle can be secured to your person by a lavish, silk strap. While wearing it over your eye, you know the value of any single object you examine. This value is given in imperials at the object's current market value. The monocle has an unsettling side effect, however; any object that does not have a value of at least 1 imperial (including people, MajiMonsters, and most organic objects) are completely invisible when viewed through it. Relics are visible through the monocle, but do not register a value.

Moonlight Ankh
(*Held*) - This silver ankh is set with pearls and is embossed with impressions of different phases of the moon. The ankh has 3 charges. As a utility action, you can spend one or more charges from the ankh. When you do so, a friendly MajiMonster regains 2d8 hit points for each charge spent. The ankh regains all of its charges once exposed to moonlight.

Owler's Cuff
This decorated gold cuff is shaped like a flying Owler and is worn behind your ear. Three small feathers hang from cords, which dangle over your shoulder or behind your back when worn thusly. When you wear this item, your Knowledge (Intuition) check results gain a +1 bonus.

Pocket of Providence
This pouch can be sewn onto normal clothing. When you reach into it, the pocket produces a sandwich-like savory wrap of meats, cheeses, and fresh bread and vegetables. It can produce such a food-item once each day, and regains its power daily at dawn.

Quenchstone
(*Held*) – A constant sheen covers this piece of enchanted coral, as if plucked from the ocean moments ago. You can use your combat action to hold the stone aloft to cause a MajiMonster you control to immediately recover from the burning condition.



A Julamar's chain, loop of Rymarav , and quenchstone

Reactive Rod
(*Held*) – This iron rod is about a foot in length and engraved with symbols of lightning bolts. While you hold it, MajiMonsters you control gain a +2 bonus to their initiative check results.

Resistance Mark
These small tokens are typically made of hard stone. Each bears an engraved, many-pointed star on one side. A *resistance mark* contains the power of resilience within it. You can transfer the relic's power by touching the *resistance mark* to a MajiMonster's drajule. Doing so causes the MajiMonster to instantly increase its resistance value. This causes the engraving on the steel token to fade from existence, its magic consumed upon use.

A standard *resistance mark* increases a MajiMonster's resistance value by 2. A *greater resistance* mark increases a MajiMonster's resistance value by 4. A *supreme resistance mark* increases a MajiMonster's resistance value by 6.

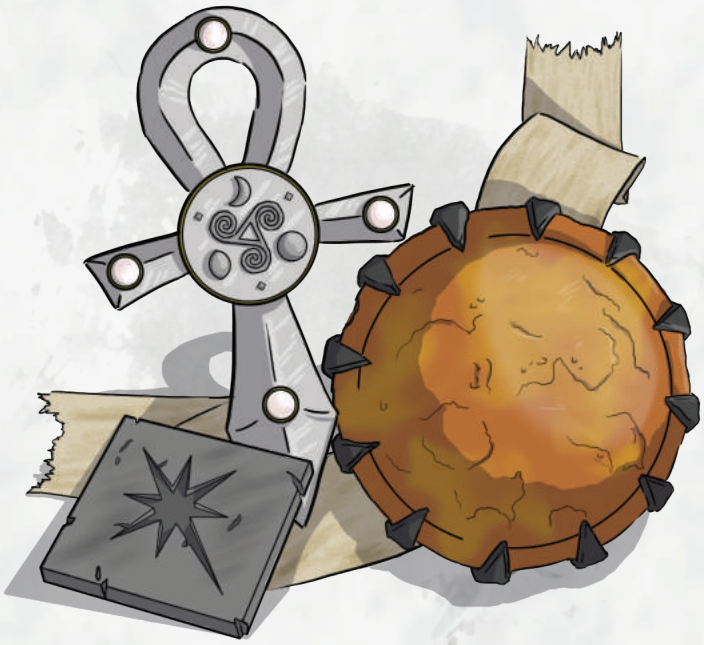
Rising Call
(*Held*) - This brass bell can be held in one hand. Its rim is banded in obsidian and its clapper is fashioned in the shape of a clenched fist. You can use your combat action to ring the bell to cause a MajiMonster you control to immediately recover from the sleeping condition. As part of the same combat action, it can stand from prone.

Scepter of Technique Mastery
(*Held*) - These ornate scepters are crafted of flawless obsidian, each bearing a different combination of runes of some lost language. There is, ostensibly, at least one created by the ancient maji for each known MajiMonster technique in existence. Each scepter is attuned to a specific technique. When you are holding this scepter, MajiMonsters you control can use the scepter's attuned technique in addition to techniques they already know, provided the scepter's technique does not have a barred descriptor for that Monster.

Sending Shell
This relic appears as a small conch shell, although its edges are gilded with silver and each bears a distinct, unique glyph. Every sending shell made is magically connected to each other, each with its own command word needed for activation. You can use the relic's magic by speaking the shell's command word followed by another sending shell's command word. Thereafter, you can speak into the shell, and your words will magically emit from the shell you wish to contact. The reception works both ways; a person in possession of the sending shell you contact can respond in turn.

The effect lasts for up to 10 minutes, after which you must use the shell's command word again to activate the effect.

Shiftsaddle
This magical saddle automatically adjusts itself to conform practically and comfortably to any MajiMonster that is at least Large-sized or larger, regardless of its anatomy. While affixed to a Monster in such a way, a friendly rider is able to ride the MajiMonster as a mount.



A moonlight ankh, resistance mark, and steadfast badge

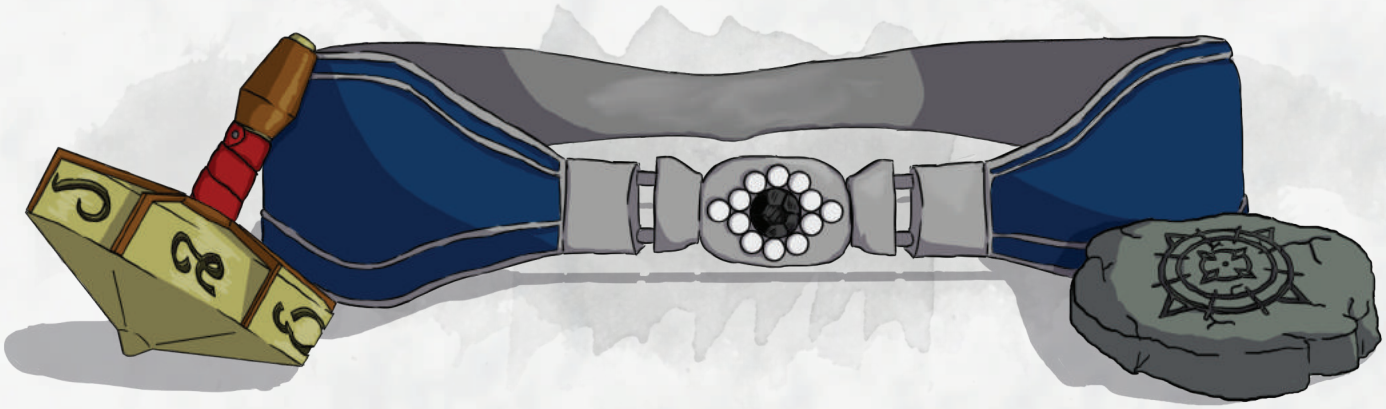
Silver Tongue
This small bead looks like a bubble of liquid silver, although it can be handled manually. You can use a utility action to place the bubble in your mouth, at which point it disperses and tinges your tongue with a hint of silver. While you wear it thusly, your Interaction (Persuasion) check results gain a +1 bonus. You can use another utility action to draw the silver from your tongue, causing it to congeal back into a bubble once it is removed from your mouth.

Starlight Ankh
(*Held*) - This platinum ankh is set with diamonds and always appears beautifully polished. The ankh has 3 charges. As a utility action, you can spend one or more charges from the ankh. When you do so, a friendly MajiMonster regains 2d10 hit points for each charge spent. The ankh regains its charges at sunset when exposed to starlight.

Steadfast Badge
(*Held*) – This small, bronze disk has been fashioned to appear as a miniature shield. You can use your combat action to hold the badge aloft to cause a MajiMonster you control to immediately recover from the frightened condition.

Steelmind Helm
This steel helmet has an intricate pattern along its rim, often including the runes which commonly appear upon Warlakra. While you wear it, your Vigor (Willpower) check results gain a +1 bonus.

Sunlight Ankh
(*Held*) - This copper ankh is set with jade stones and is embossed with a sun motif. The ankh has 3 charges. As a utility action, you can spend one or more charges from the ankh. When you do so, a friendly MajiMonster regains 2d6 hit points for each charge spent. The ankh regains its charges when at dawn when exposed to sunlight.



A technique mark, third eye, and turvy-top

Surestep Boots
These brown leather boots are adorned with three buckles each. While you wear them, your Vigor (Athletics) check results gain a +1 bonus.

Technique Mark
These flat stones vary from the size of a coin to the size of a person's fist. Each bears an intricate mark on one side. A *technique mark* is inscribed with the knowledge of a specific combat technique. You can transfer the relic's knowledge by touching the *technique mark* to a MajiMonster's drajule. Doing so causes the MajiMonster to instantly learn the technique, replacing one of its existing ones if it is already at its limit. This causes the engraving on the stone to fade from existence, its magic consumed upon use. A technique cannot be transferred to a MajiMonster through a *technique mark* if it contains a barred descriptor for that Monster.

The Finishing Touch
This pair of workman's gloves bestows uncanny skill to those who wear them. When you wear them, your Knowledge (Proficiency) check results gain a +1 bonus.

Third Eye
This lavish diadem is studded with a jet gemstone rimmed with white opals, making it appear as an open eye when worn upon your forehead. When you wear it, your Interaction (Perception) check results gain a +1 bonus.

Treetwig
This leafy twig appears to have been snapped from some tree, although its magic is revealed when it is planted in earth and its command word is spoken. When you do so, the twig instantly grows into a full tree, 20 feet tall and its branches extending 20 feet in diameter. It remains like this for 12 hours or until its command word is spoken a second time, at which point it returns to its twig-like state.

The tree's canopy is outfitted with a wooden shelter centered around its trunk. The shelter is 20 feet long on each side, 10 feet high, and 10 feet off the ground. A retractable rope ladder extends from the base of the shelter when the tree takes form. The shelter is outfitted with bunks, a small table, and chairs, able to comfortably sleep and accommodate up to 6 Medium-sized creatures at a time.

If creatures are in the shelter when the tree returns to its twig-like state, they are shunted to closest safe area on the ground.

Turvy-top
(*Held*) - These metal tops possess obscure glyphs upon their faces. Maji may have created these toy-like objects to catch their foes and rivals off guard in MajiMonster combat. While you hold this relic, Monsters you control swap their resistances and vulnerabilities. You can end this effect by using a utility action to stow the relic.

Vitality Mark
These relics are made from cords of knotted leather, stitched with dark thread into small rings. A *vitality mark* contains the power of health within it. You can transfer the relic's power by touching the *vitality mark* to a MajiMonster's drajule. Doing so causes the MajiMonster to instantly increase its hit point maximum. This causes the cord's stitching to unravel, its magic consumed upon use.

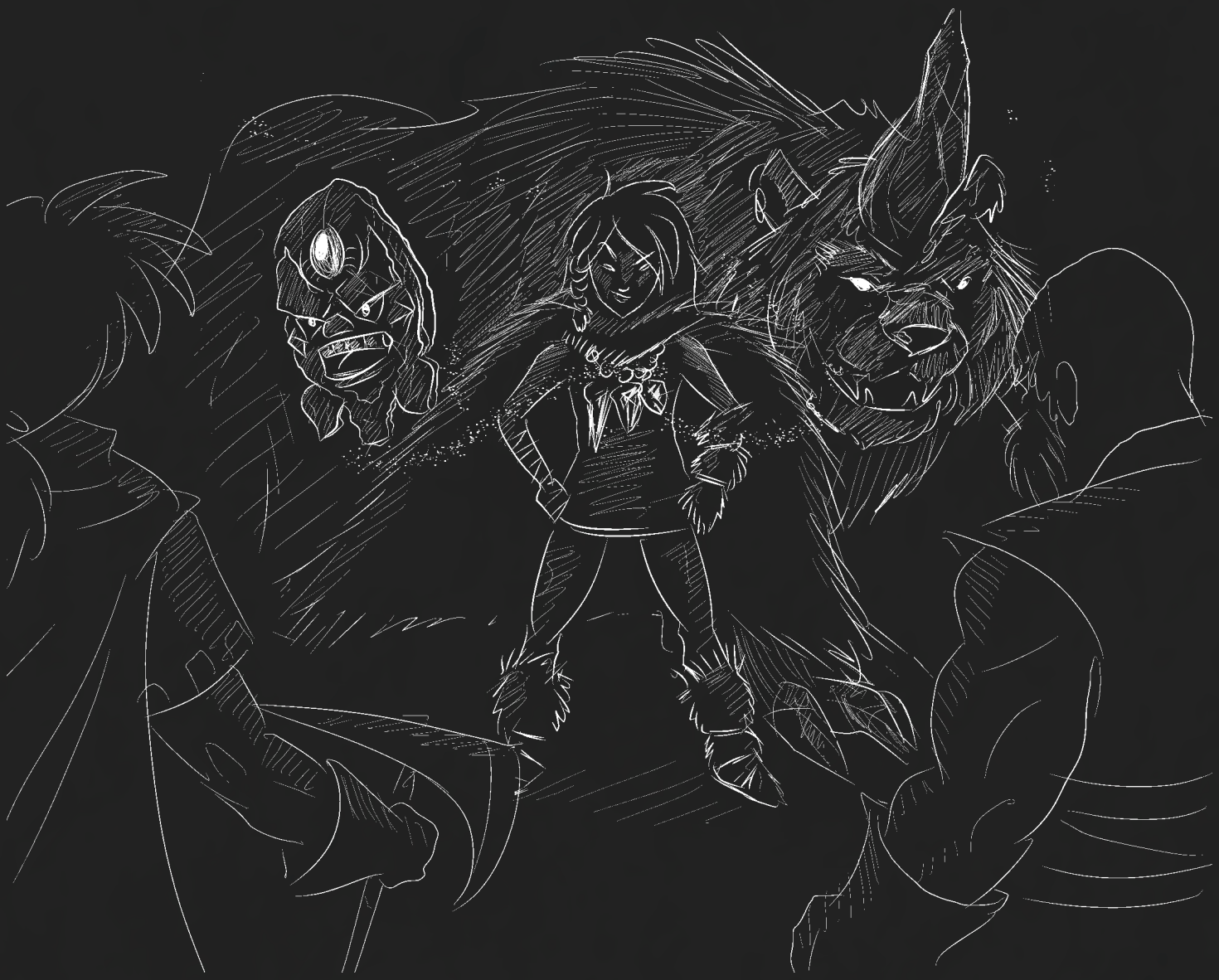
A standard *vitality mark* increases a MajiMonster's hit point maximum by 5. A *greater vitality mark* increases a MajiMonster's hit point maximum by 10. A *supreme vitality mark* increases a MajiMonster's hit point maximum by 15.

Waycarver
This survival knife has a keen, curved blade and a wrapped ivory hilt. It is surprisingly sharp and resilient. While it is on your person, your Knowledge (Survival) checks gain a +1 bonus.

Will of the Victor
(*Held*) – This relic appears as a small hand whip crafted of dark leather. While you hold it, your MajiMonsters gain a +1 bonus to any contested check they make.

Will of the Warden
(*Held*) – This relic appears as a small hand whip crafted of red leather, studded with a black gem in its pommel. While you hold it, when your MajiMonster affects an opponent with a condition a check can end, the enemy cannot spend Grit to empower checks to end that condition.

PART 4
MAJIMONSTERS & TECHNIQUES



Laughter rang through the forest as three men entered the clearing, their spirits as full as the sacks with their loot. The oldest of the three, his scraggly beard in severe need of grooming, tossed away his hand axe as he arrived. The other two men followed behind carrying a large, wooden trunk.

"I don't see why *we* always have to carry the heaviest of the load," one said in mocked anger towards the old man.

A snort came through the white beard. "You complain too much, Renn. Do you have any idea how much we'll make from this score?" The older man's tone remained mirthful as he placed a small wooden box on a tree stump. He set to work prying it open, and a wicked smile crossed his face as he held a necklace up to the sunlight.

Sitting cross-legged on the ground, Renn fumbled with opening a heavy satchel. "Just because we had a good haul doesn't mean I can't complain, Kerric," he said, abruptly turning the sack upside down and letting its contents spew onto the ground. He began to noisily sift through a collection of well-made metal tools before turning to the last member of the trio. "Don't you think the Old Man Kerric should help carry the big stuff, Darwin?"

Darwin, much larger in height and bulk than the other two, was busy looking through the large wooden chest as his fellow thieves argued. He was too enthralled in his task to give the banter much mind. "You both talk too much," he said.

Tools, jewelry, fine clothing, and pieces of art dotted the clearing as the bandits emptied crates and sacks of stolen loot. The three men took their time going through their ill-gotten gains, each imagining how they'd spend share, while poking fun at the others.

"You would think these merchants would stop sending wagons this way if we kept robbing them," Darwin said, cracking his knuckles and stretching in the grass.

"You mean to tell me you want to have to spend time looking for targets again?" Renn asked.

The big man shook his head. "No, not at all. It just makes no sense. It's like they *want* to be robbed."

Kerric laughed. "There haven't been any Monsters seen in these woods for years. It's not like they have a lot of choices for safe roads to take, now, do they? Of course, that doesn't stop 'em from finding some other way of makin' a living. I reckon they're just too stupid to do so."

From the edge of the clearing, a feminine voice with a strange accent rang out with an unexpected reply, "No, is *you* who is stupid."

The three men all jumped at the reply, each scrambling to grab a hatchet. A figure dressed in dark and heavy fur clothing approached. She was etched in shadows at the edge of the clearing, scarcely visible but for the glint of something around her neck. As she moved into the light, the thieves could see the tail of her braided black hair draped over her right shoulder. She was just a young girl.

Illya stared fiercely at the three thieves, poised like she was ready to pounce.

Renn laughed. "Fool of a girl! But more of a man than most I've met. Some nerve to follow us out here. You'll regret it."

Illya tilted her head to the side, undaunted. "Illya thinks is *you* who has nerve to steal from same people over and over. Or maybe is not nerve; maybe is *stupidity*," she fired back.

Kerric was less amused. "Renn, shut that girl up. We don't want anyone knowing about this clearing. Darwin, help me pack up. We're leaving," he ordered while picking a trinket off the ground: a stone mask with a large ruby set in the forehead.

"You hear that, girl? I hope you've enjoyed your fun because it is about to come to an end," Renn tightened the grip on his hatchet and grinned maliciously at her.

"Illya has quite enjoyed herself, because she has had chance to bring many friends. Perhaps you would like to meet one of Illya's friends?" She smiled broadly, extending her hand and snapping her fingers.

Kerric's scream echoed through the forest.

A gout of fire erupted from the stone mask the old bandit carried, burning his hand and setting his beard ablaze. When he tried to throw the mask away, it hung in the air, floating a few feet off the ground. A low growl echoed from its lifeless mouth, and a small glimmer of light twinkled from within its eye sockets.

Renn and Darwin jumped back, the mysterious young girl momentarily forgotten as they turned to help their comrade. Darwin rushed to Kerric's side, standing protectively over him and helping him pat out the flames. "What is that *thing*?" he asked as he pointed his axe at the Monster.

The mask stopped growling as it hovered towards Illya, leaving all three men with mouths agape as it came to rest in front of her. She smiled as she reached out and ran her hand over the stone surface, as if petting a cat. "Is called *Steinmaske*, and is Illya's friend. You no have this Monster here?"

Steinmaske hummed rhythmically at her touch, the pins of light in its eye sockets focused on the three men.

"Illya follow you after you rob cart. Is trap, see? Why you think driver so quick to give up? You say you no have Monsters in this forest? You have *worse*. You have *Illya*."

Renn took a hesitant step forward, focused intently on the floating mask. "She's…she's a binder!"

Illya grabbed one of the crystals that hung from her neck, and in a flash of light Steinmaske disappeared. The three bandits darted their eyes back and forth, each looking for an exit from the clearing. Illya took a confident step towards them, fishing another drajule from around her neck.

"When you rob locals, they look for solution. They find Illya and ask for help. Now, you will face punishment for crimes" she said, as the drajule in her hand burst with light.

A loud roar echoed through the forest followed by a crashing sound at the exact opposite end of the clearing. The three men turned to look at a gigantic creature: a grizzly bear seemingly made of flesh, earth, and solid stone, advancing into the clearing. It roared again to announce its arrival, followed only by the sound of birds flying from their perches.

Illya folded her arms. "You are done with stealing, yes? Now is time for justice. Is time for bandits to have their fortune."

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CHAPTER 9
THE BESTIARY

The Bestiary catalogues the known MajiMonsters of the world. It includes their statistics, associated affinities, traits, and known or learnable techniques. It also covers each Monster's natural traits, such as its known diet and habitat.

This compilation is by no means comprehensive. More and more MajiMonsters are discovered all the time. Some are relatively new to the world, the result of crossbreeding with other species or natural evolution. Others have remained hidden for centuries, shying away from human eyes.

Reading a Monster Entry

Every Monster entry includes the following information.

Statistics Block

The top section of information is the MajiMonster's statistics block. It is accompanied by an illustration of the MajiMonster. The statistics block includes the Monster's attribute scores, size, Brawn and Talent, resistances and vulnerabilities, hit points by level, and starting and optional traits. It will also note if the Monster qualifies as a starting MajiMonster.

Ecological Information & Description

The left column, beneath the statistics block, is the Monster's behavioral information. This data can be very detailed or quite sparse, depending upon how much is known about the creature.

This information includes typical habitat, diet, grouping, and temperament. These details hold true for the majority of Monsters of its species, but there are certainly exceptions.

Also included in this column is the MajiMonster's description. This usually describes the Monster's appearance, personality, special abilities, rumors, or lore regarding it. It also describes the Monster's typical behavior during interaction with humans and other species.

Starting MajiMonsters

Twenty MajiMonsters in the Bestiary are designated with the *starter* tag. These are the ideal companion Monsters for new binders, explained in Chapter 1.

MajiMonster	Affinity
Amphare	Lightning
Angeroo	Fury
Bullistic	Fury
Cinderscale	Fire
Dibbik	Mystic
Fauxfox	Basic
Leozzard	Ice
Mosstang	Verdant
Mudhound	Earth
Mushboom	Verdant
Owler	Wind
Pyroda	Fire
Raindeer	Water
Scutter Crab	Earth
Skite	Wind
Statick	Lightning
Terrorpin	Water
Ursicle	Ice
Warlakra	Mystic
Wombatant	Basic

Sample Techniques Known

The two right columns beneath the statistics block are occupied by sample techniques the MajiMonster may know when it is encountered. These sample techniques always include its starting techniques, with other examples available from any other Grade.

Learnable Techniques

The bottom section of information is a list of the MajiMonster's learnable techniques and barred descriptors. It includes the MajiMonster's starting techniques, and techniques it can learn, sorted by required Grade.

A Monster can learn any technique that does not contain one of its barred descriptors. The techniques listed here only highlight the choices available when the Monster would gain a technique because it gained a level.

If a technique on this list would contain one of the MajiMonster's barred descriptors, the MajiMonster can still learn it. It is an exception to the normal rule.

Using the Bestiary

The Bestiary is primarily a resource for Game Masters, but it's certainly helpful for players as well. Anyone playing **MajiMonsters** can reference a Monster's Bestiary entry to find information to assist or inspire them.

GMs will use the Bestiary when preparing adventures and encounters. The MajiMonsters here may be controlled by rival binders or found in the Wildlands. GMs can also refer to this catalogue when answering a player's question about a Monster, such as responding to the scholar's *Monster lore* class feature.

When a player binds a MajiMonster, it's appropriate for him or her to refer to its Bestiary entry to record its statistics on a character sheet. It's also used when the MajiMonster gains levels, helping the player choose techniques and traits.

MajiMonsters Beyond 1st Level

All of the MajiMonsters in this catalogue are described as if they are 1st level. If you're a GM preparing a higher level MajiMonster for an encounter, you'll need to modify its entry's information. When adjusting statistics for Monsters controlled by rival binders, refer to the MajiMonster Advancement section in Chapter 6 for when and how a MajiMonster gains new abilities and improvements.

Hit points. To determine a MajiMonster's hit points, refer to the "Hit Points by Level" guide in its statistics block. If the MajiMonster is of a level not indicated, find the closest level and adjust up or down from there. A MajiMonster gains hit points each level equal to its Health score.

Attribute scores. A wild MajiMonster's attribute scores do not change from the information presented. If the Monster is controlled by a rival binder, you can increase 1 or more of these scores, depending upon its level. Remember, no single attribute score can be increased more than 2 times.

Traits. A wild MajiMonster does not have any additional traits beyond its starting trait, unless it also has an optional trait. If the wild MajiMonster's level is high enough that it satisfies the optional trait's required Grade, then it also has this trait. If the Monster is controlled by a rival binder, you can increase 1 or more of these scores, depending upon its level.

Techniques. A MajiMonster can have any selection of techniques that is appropriate for its level. This is where you have the most freedom of selection and customization when planning a MajiMonster for an encounter. If the MajiMonster is controlled by a rival binder, you could choose a technique upgrade instead. Wild MajiMonsters do not learn technique upgrades technique upgrades.

AEROCHNID

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	4	9	4	9	7

BASIC WIND

BRAWN 3 | SIZE: SMALL | TALENT 3

RESISTANCES	VULNERABILITIES
Earth Mystic	Fury Ice

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

STARTING TRAIT

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

Habitat: Prefers dry regions including deserts, temperate forests, and some subterranean areas.
Diet: Carnivore. Diet consists of small birds and beasts including mice, squirrels, frogs, and lizards.
Grouping: Solitary. Hatchlings can occur in groups up to 10 at time (level 1 MajiMonsters only).
Temperament: Reclusive. Does not engage humans and attempts to hide from them, but will attack if pressed.

Aerochnid appears as a great, winged spider. Individuals vary in size between 2 and 3 feet in wingspan. They are reclusive hunters, blending in well with rocky and desert terrains, hiding above their prey and ambushing them from above when the moment is right. Unlike common spiders, Aerochnid does not spin webs, though it still produces the sticky silk from glands beneath its mandibles. This MajiMonster is known to fire webbing from its mouth at prey, making it all the easier to catch and devour.

Aerochnid is a prized MajiMonster companion among scholars and doctors, as its venom is an active ingredient used in creating antitoxins and medicines. Though many binders shy away from Aerochnid, the Monster has been known to bond quickly and deeply with humans once bound. It's not uncommon for these creatures to travel freely outside their drajules but this can take some getting used to from arachnophobic companions!

Aerial Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

Venomous Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites its foe to deliver a deadly toxin. A hit target suffers 1d6 + Brawn basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Melee • Bite

Gust of Wind
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster blows forth a strong wind to batter all in its path. Hit creatures in the area suffer 1d6 wind damage and are subject to the techniques trigger effect.
Trigger (6): The target is disoriented until the end of its next turn.

Wind • Area • Line

Flight
Utility action

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

Wind

Web
Combat action
Attack: Magic vs. Protection
Zone: 10-foot diameter zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster creates an adhesive web to restrain its foes. Hit targets are grabbed until it escapes or until the zone expires. A grounded creature that ends its turn in the zone becomes grabbed as well. A target grabbed by this technique can use its combat action to contest a check and escape as normal; in this case, substitute the user's Grade for its Brawn score for the user's check. The zone stays in effect until the beginning of the user's next turn.
Maintain: The Monster can use its utility action to maintain the zone.

Basic • Zone

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aerial Strike	Fang Strike	Air Burst	Detain	Monstrous Bite	Combat Focus
Flight	Intimidating Gaze	Gust of Wind	Envenom	Medusa's Gaze	Eye Bite
Venomous Bite	Strange Spittle	Shadowmeld	Sky Crash	Ravage	Gale Force
	Web	Swooping Strike	Sting	Tornado Strike	Hurricane Strike
		Wing Pummel	Suffocate	Wind Prison	Swift Strike

A

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	4	10	6

WIND VERDANT

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Earth Water	Ice Wind

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

STARTING TRAIT

Elusive: The Monster cannot be grabbed.

OPTIONAL TRAIT (Grade 3+)

Encompass: The Monster can occupy the same space as creatures its same size or smaller. Creatures that share the space with the Monster have cover but suffer a -2 penalty to ranged attack rolls.

Habitat: Temperate forests and grasslands.
Diet: It's unclear if this Monster eats, but it's possible it feeds through a kind of photosynthesis.
Grouping: Solitary
Temperament: Territorial. Agusti tend to spring up in attack when those that intrude upon its home literally walk over it.

A peculiar MajiMonster, an Agustus resembles a cluster of leaves, twigs, and debris swirling as if picked up by a small tornado. Native to forests and other temperate areas, this creature is perfectly camouflaged to blend in with its surroundings. In fact, while inert, an Agustus resembles a heap of leaves and detritus, and only rises as if caught in the wind when it moves. It's assumed this MajiMonster was an early attempt in the process the old maji used in their creations, cast off and left to fend for itself.

Agusti rarely associate with each other, which makes it difficult to determine if the Monster reproduces naturally or through some other process. Binders have found that, despite the MajiMonster's odd nature, it takes to receiving orders naturally. In combat, an Agustus can pummel its opponent with windy force, the leaves and debris that give it form shredding opponents like shrapnel.

Bluster
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a fierce wind that pummels its foe and knocks it away. A hit target suffers 1d6 + Talent wind damage.
Empower: If the technique's attack roll becomes empowered, a hit target is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Ranged

Floral Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its plant-like limb or appendage. A hit target suffers 1d8 + Brawn verdant damage.

Verdant • Melee

Photosynthesis
Combat action

The Monster uses the ambient light to nourish it, and heal its wounds, although the process is taxing. The user regains hit points equal to 5 times its Grade.
Recoil: The user cannot use this technique again until it passes a Hard (9) check.

Verdant • Healing • Recoil

Cyclone
Combat action
Attack: Magic vs. Discipline
Area: 10-foot radius column that is up to 50-feet high, centered on the user

The Monster whips up a cyclone, funneling the winds down around it. Hit creatures in the area suffer 1d8 wind damage and are pulled up to 10 feet closer to the user.
Empower: If the technique's attack roll becomes empowered, a hit target becomes grounded if it was not already.

Wind • Area

Double Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster makes two quick strikes at its foe. The user makes two attack rolls. If one attack roll hits the target suffers 1d8 + Brawn basic damage. If both attack rolls hit, the target suffers 2d8 + Brawn basic damage.
Grit: The Monster can spend a point of Grit before declaring targets for this technique. If it does, the user can divide the attack rolls between two different targets in range. This change lasts for 1 minute, affecting all future uses of this technique within the duration.

Basic • Melee • Grit

TECHNIQUES

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

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bluster	Crosswind	Canopy Strike	Imperviousness	Confounding Gale	Mud Spray
Floral Strike	Cloud Form	Dizzing Wind	Razorgrass	Howling Wind	Triple Strike
Photosynthesis	Cyclone	Double Strike	Wind Wall	Sand Strike	Verdant Power
	Floral Assault	Expel	Windstep	Verdant Blast	Viridescent Strike
		Floral Assault	Wither	Wind Rush	Wind Power

AMPHARE

HEALTH 5 | STRIKE 3 | PROTECTION 10 | MAGIC 3 | DISCIPLINE 10 | SPEED 7

LIGHTNING

BRAWN 3 | SIZE: SMALL | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Verdant	Earth

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

STARTING TRAIT

Celerity: The Monster is always considered to have a running start. If the Monster uses all of its movement to move in a straight line, it increases its Speed score by 2 when resolving the movement.

Habitat: Temperate forests and grasslands as well as subterranean burrows.
Diet: Herbivore. Diet consists mainly of plants and grasses, but will eat fruit as well.
Grouping: Small packs of up to 5, sometimes associating with mundane rabbits.
Temperament: Timid. Prefers to flee, rather than fight, when encountered in the wild.

The Amphare was discovered after humanity lost control of the MajiMonsters. They are seen as evidence that MajiMonsters were breeding in the wild with natural beasts, and creating new species in the process. Often appearing as bright blue and yellow flashes in the distance, Amphares shed sparks as they dash through fields and burrows, leaving trails of burnt grass and the smell of ozone behind them. Amphares are among the fastest creatures in the world and can harness lightning magic with great ease.

Amphare's speed has made it an enviable MajiMonster to have, attracting the eyes of many binders that specialize in rapid attacks and stealth. Though their speed makes them a challenge to bind, their abundance throughout the world makes this Monster one of the more common companions. An Amphare that is challenged generally prefers to flee than fight, but those that are captured are easily domesticated and quickly become fond of their binders.

Electrocute

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

Lightning surges from the Monster towards its foe. A hit target suffers 1d6 + Talent lightning damage.

Lightning • Ranged

Sparking Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its sparking fangs. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Bite

Sudden Surge

Utility action
Attack: Magic vs. Discipline
Target: One creature within 20 feet
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

Residual power from the Monster's lightning technique springs from the user, striking a nearby foe. A hit target suffers 1d6 lightning damage.

Lightning • Ranged

Pounce

Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

The Monster pounces on its foe with enough force to knock it off its feet. Before making the attack roll, the user can move up to 5 feet toward the target without provoking a withdraw strike. This movement does not count against the user's maximum speed and ignores ground hazards and obstacles. On a hit, the target suffers 1d6 + Brawn basic damage.
Critical: On a critical hit, the target is also knocked prone.

Basic • Melee

Lightning Bolt

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster conjures a bolt of lightning that incinerates everything in its path. Targets hit suffer 1d6 lightning damage.
Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the area of the technique can be increased up to a 50-foot line emanating from the user. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Lightning • Area • Line • Grit

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Electrocute	Charged Strike	Bolt Beam	Combat Focus	Flash	High Voltage
Pounce	Lightning Bolt	Crackling Strike	Furious Charge	Lightning Lance	Knock-out Strike
Sparking Bite	Sonic Speed	Fire Stride	Haste	Lightning Rush	Lightning Aura
	Static Aura	Swooping Strike	Static Field	Thundering Strike	Lightning Power
		Sudden Surge	Stunning Shock	Uproar	Monstrous Bite

A

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	9	4	9	5

FIRE WATER

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Fire Ice	Lightning Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Steam: The Monster can choose to treat water techniques it uses as fire techniques. If it does so, damage from these techniques is fire damage.

AMPHIBOIL

Habitat: Temperate and tropical regions with access to fresh water.
Diet: Omnivore, though mostly carnivorous. Prefers fish, lizards, and water fowl.
Grouping: Solitary and occasionally in mated pairs.
Temperament: Aggressive.

These bipedal frogs stand nearly five feet tall and can be covered in a myriad of colors and markings. Amphiboil is typically indigenous to tropical regions, making lairs in rainforests and lakes, but it is not uncommon for them to roam to more temperate environments. The capture of a live Amphiboil marked a historic day for MajiMonster scholars. While it was well-known that these Monsters were tied to the magical water affinity, it had been a mystery why Amphiboil radiated steam when leaving a body of water or while in heavy rain.

Scholars discovered that the internal temperature of Amphiboil could reach staggeringly high levels, actually boiling the water around it (and thus, earning its namesake). Paired with the Monster's use of fire affinity techniques, scholars concluded that Amphiboil was attuned to both the fire and water affinities, which changed the way binders viewed affinities.

Ember Bolt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster conjures a missile of ash and embers that streaks toward its foe. A hit target suffers 1d6 + Talent fire damage. If the target was already suffering the burning condition, the target takes additional damage equal to the user's Grade.

Fire • Ranged

Fire Breath
Combat action
Attack: Magic vs. Discipline
Target: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

Tow Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like a mighty undertow. A hit target suffers 1d12 + Brawn water damage.

Water • Melee

Leap
Movement

The Monster jumps into the air, leaping past enemies and hazards. The user makes a Very Easy (3) check. On a success it jumps 5 feet, plus an additional 5 feet for every point past the check threshold, landing in the closest unoccupied space. This movement ignores ground hazards, obstacles, and other creatures up to one size larger than the user. This movement does not provoke withdraw strikes. The Monster can exceed its normal amount of movement with this technique.
Grit: If the Monster spends a point of Grit when using this technique, it is used as a utility action instead of its movement. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Grit

Aqua Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy with aqueous claws, thrashing like ocean waves. A hit target suffers 1d6 + Brawn water damage. If the attack hits, the user can move up to 5 feet after inflicting damage. This movement does not provoke withdraw strikes.

Water • Melee • Claw

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Claw	Fire Breath	Cauterize	Burning Toxin	Deluge Breath	Combust
Ember Bolt	Hydro Breath	Cinder Strike	Cleanse	Fire Starter	Devastation Breath
Leap	Pounce	Geyser	Double Strike	Flood Strike	Haste
	Searing Claw	Steam	Fire Missile	Incendiary Strike	True Flame
		Tow Strike	Water Crash	Stored Power	Tsunami

ANGEROO

HEALTH 5 | STRIKE 4 | PROTECTION 10 | MAGIC 2 | DISCIPLINE 9 | SPEED 7

FURY

BRAWN 4 | SIZE: MEDIUM | TALENT 2 | STARTER

RESISTANCES	VULNERABILITIES
Basic	Mystic

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

STARTING TRAIT

Angry: Whenever the Monster deals damage to one or more opponents when it is not its turn, it deals additional damage equal to its Brawn.

Habitat: Temperate Savannas and Grasslands.
Diet: Herbivore. Regurgitates and chews cud similar to cows and other livestock.
Grouping: Angeroos organize in groups called mobs for protection and companionship.
Temperament: As their name suggests, Angeroos are quick to anger and aggressively fight other Monsters when they are nearby.

Angeroos spend most of their time chewing cud and fighting. Angeroos will fight any creatures that come near their mob, but also fight amongst themselves when enemies are not nearby. Angeroos have powerful hind legs that they use for hopping at great speeds across the plains to engage in a fight or flee from a powerful threat.

A very unique trait of the Angeroo is the pouch on the belly of females that is used to carry young Angeroos. Angeroos that are young enough to be carried by their mother are often far too young to participate in combat with other Monsters, but they may learn a thing or two about combat style. Angeroos are sought after by binders for their fighting prowess, but their natural stubbornness and the protection of their mob makes them very difficult to train.

Vengeful Strike
Response
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rears back after suffering an opponent's attack and delivers one of its own in revenge. This technique is used in response to being dealt damage by a creature still in melee range. A hit target suffers 1d6 + Brawn basic damage.

Basic • Melee

Savage Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pounds its foe with its menacing tail. A hit target suffers 1d6 + Brawn fury damage.
Critical: On a critical hit, the target is also bleeding until it passes a Normal (7) check.

Fury • Melee • Tail

Enrage
Combat action

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

Fury

Haymaker
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes a telling blow that can leave its opponent seeing stars, although it leaves the user somewhat exposed. A hit target suffers 2d8 + Brawn basic damage.
Critical: On a critical hit, the target is also disoriented until the end of its next turn.
Recoil: Until the beginning of the user's next turn, the user suffers a -1 penalty to its Protection score.

Basic • Melee • Recoil

Upheaval
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster causes the ground beneath its foe's feet to suddenly churn violently, but the effort strains the user from further uses. A hit target suffers 1d12 + Talent earth damage and must succeed a Normal (7) check or be knocked prone.
Recoil: If the attack hits the user cannot use this technique again until it passes a Normal (7) check.

Earth • Ranged • Recoil

TECHNIQUES

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

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Enrage	Clobber	Deflect	Combat Focus	Capitalize	Excluding Strike
Savage Tail	Ferocious Strike	Hammer Tail	Double Strike	Counter Attack	Frenzy
Vengeful Strike	Leap	Haymaker	Iron Strike	Monstrous Tail	Omega Strike
	Overwhelm	Red Line	Knock-Out Strike	Upheaval	Reinvigorate
		Riposte	Leaping Strike	Wrath Strike	Unstoppable

A

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	1	10	4	10	7

FIRE ICE

BRAWN 1 | SIZE: TINY | TALENT 4

RESISTANCES	VULNERABILITIES
Ice Wind	Fire Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

ANTIPODE

Habitat: Caves or subterranean lairs.
Diet: None.
Grouping: Solitary or clusters of 2-8.
Temperament: Inquisitive and impulsive.

It is believed that the first Antipodes came into being through failed experiments with drajules. Indeed, these creatures have often been mistaken for drajules themselves. Those who have had the experience of being near an antipode often comment on being confused by it. An Antipode resembles a floating crystal, similar in size and shape to a drajule, with a single eye enshrouded in mist near the center. This Monster radiates both fierce heat and biting cold at the same time. While they may appear in many crystalline shapes, all antipodes are smooth to the touch.

Antipodes float silently through the air, staying suspended a few feet off the ground, and they seem incapable of rising any higher. Though unable to communicate, Antipodes appear intensely curious of their surroundings and always hover near whatever is causing the most commotion. While some may feel comforted by the fact this Monster does not have teeth or claws, an experienced binder will often warn the unwitting of an Antipode's powerful magical aptitude. While it may lack fists and fangs, it makes up for in both fire and frost. Binders who successfully capture this Monster find a steadfast companion who may often get itself into trouble out of sheer curiosity.

Ice Beam

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster fires a pale blue beam of pure cold at its foe, which crystallizes into ice on impact. A hit target suffers 1d6 + Talent ice damage.

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

Ice • Ranged

Fireball

Combat action
Attack: Magic vs. Discipline
Target: 10-foot diameter sphere centered on a point within 30 feet of the user

The Monster blasts the area with a ball of fire. Each hit target in the area suffers 1d6 fire damage.

Fire • Area • Sphere

Ice Shards T1

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster causes shards of ice to burst from the ground. Hit targets suffer 1d6 ice damage.

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

Ice • Area • Line

Evil Eye

Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

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

Mystic • Gaze

Raze

Combat action
Attack: Magic vs. Discipline
Area: 10-foot radius sphere emanating from the user

The Monster razes the land around it with an unquenchable flame. Hit targets in the area suffer 2d8 fire damage and are burning until they pass a Normal (7) check.

Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 15-foot radius sphere emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Area • Sphere • Grit

TECHNIQUES

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

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Evil Eye	Arctic Wind	Chilling Aura	Conflagration	Blizzard	Earthquake
Fireball	Ember Bolt	Cold Stare	Hypnotic Gaze	Exclude	Iron Seed
Ice Beam	Heat Wave	Flash Freeze	Mist Aura	Eye Bite	Polarize
	Ice Shards	Heat Vision	Snow Blast	Glaciate	Pure Cold
		Mystify	Storm Sight	Rain of Ashes	Raze

AQUADUKT

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	2	10	4	10	5

WATER WIND

BRAWN 2 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Earth Fire	Ice Lightning

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Temperate bodies of fresh or salt water, including rivers, lakes, ponds, and coastal regions.
Diet: Omnivore. It prefers water flora but will occasionally consume worms, insects, and fish.
Grouping: Small packs up to 5, sometimes associating with mundane ducks and waterfowl.
Temperament: Reserved. It is not intimidated by the presence of humans but will flee if pressed.

Aquadukt could easily be mistaken for an ordinary duck, if not for its distinctive blue coloration. The hue of an Aquadukt's feathers varies with the environment. Those resident to larger bodies of saltwater develop teal coloration, whereas pond-dwelling Aquadukts can become a deep cobalt. Though these MajiMonsters are generally tolerant of humans, their ability to control gales of wind and torrents of water make them an intimidating presence if harassed.

Because the Aquadukt is generally small and cute, it's not uncommon for accomplished binders to keep them as pets and, more often, good luck charms. It's said that an Aquadukt aboard a ship brings good fortune and safe passage. Indeed, having a MajiMonster with both the wind and water affinities is useful in such situations. Since the institution of this belief, no binder captain worth their salt leaves port without an Aquadukt on board.

Gale Wing

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Wing

Water Bolt

Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster directs a streaking spirt of water at its foe. A hit target suffers 1d6 + Talent water damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.

Water • Ranged

Wind Scythe

Combat action
Attack: Magic vs. Protection
Target: One creature within 10 feet

The Monster shapes the winds into a weapon and uses it to carve through its foe. A hit creature suffers 1d6 wind damage and is subject to the technique's trigger effect.
Trigger (6): The target is bleeding until it passes a Normal (7) check.

Wind • Melee

Wind Blast

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster expels a swirling blast of wind, causing havoc against its enemies. Each hit target in the area suffers wind damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is confused until the end of its next turn.

Wind • Area • Cone

Swell

Combat action

The Monster swells with water, increasing its bulk and strength. Until the end of the user's next turn, it gains a +1 bonus to its Health score, and when dealing water damage with techniques, it gains a bonus equal to its Grade. (Creatures that temporarily increase their Health score increase their hit point maximum by an amount equal to their level and immediately gain that amount of hit points.)
Maintain: The Monster can use its utility action to maintain the effect.

Water

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Gale Wing	Bubble	Cyclone	Cleanse	Bolstered Strike	Monstrous Wing
Water Bolt	Cloud Cover	Geyser	Lullabye	Confounding Gale	Revivify
Wind Blast	Storm Aura	Mist	Storm Breath	Refresh	Typhoon
	Wind Scythe	Storm Strike	Swell	Riptide	Water Power
		Whipping Wind	Swirling Wave	Water Cannon	Wind Power

A

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
3	2	10	4	11	6

FIRE WIND

BRAWN 2 | SIZE: MEDIUM | 4 TALENT

RESISTANCES	VULNERABILITIES
Earth	Water

HIT POINTS BY LEVEL					
01	04	08	12	16	20
23	32	44	56	68	80

ASHEOUS

STARTING TRAIT

Elusive: The Monster cannot be grabbed.

OPTIONAL TRAIT (Grade 2)

Smoke: The Monster can choose to treat wind techniques it uses as fire techniques. If it does so, damage from these techniques is fire damage.

Habitat: Hot and dry regions. They are often found in deserts, volcanic areas, and hot subterranean fissures.
Diet: Consumes oxygen only.
Grouping: Mostly solitary, sometimes occurring in small groups up to 3.
Temperament: Aggressive towards humans.

There is no known record of the maji of old creating the MajiMonster known as Asheous; if it was their intent to create it, the process has been lost to history. This creature appears as a dark billow of smoke given form, fire roiling within it that occasionally flares from its smoky appendages. Due to its gaseous form, scholars believe Asheous is a descendant of Cumulem, perhaps created from the MajiMonsters mating in volcanic regions. Asheous warps the area around it with unbearable heat that radiates from its body, along with a sulfuric smell that causes most wildlife to avoid it.

Because Asheous is such a volatile MajiMonster, they're not commonly seen in the vicinity of towns or cities. In fact, coming into contact with this creature can easily ignite flammable materials and savvy binders that have caught one know better than to risk such a consequence. However, due to its aggressive temperament, a bound Asheous will thrive in battle. An Asheous in battle appears to billow rapidly, its visibly-larger body producing gouts of flame.

Heat Wave

Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster generates a wave of heat from its body. Hit targets suffer 1d6 fire damage.

Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 10-foot radius sphere emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Area • Sphere • Grit

Storm Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with the force of an oncoming storm. A hit target suffers 1d12 + Brawn wind damage.

Wind • Melee

Flare Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage flaring with a growing fire. A hit target suffers 2d8 + Brawn fire damage.

Fire • Melee

Gale Claw

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Claw

Cloud Cover

Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, filling a cube 20 feet long in each dimension

The Monster conjures a dense cloud that obstructs vision. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures that have the zone between them.

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

Wind • Zone

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Cloud Cover	Cloud Form	Fire Cloak	Ash Cloud	Explosion	Catastrophe
Gale Claw	Dark Wind	Fire Wall	Flare Strike	Fire Purge	Fire Power
Heat Wave	Gust of Wind	Heedless Strike	Scorching Breath	Gale Force	Howling Wind
	Searing Claw	Imperviousness	Skyfall	Rain of Ashes	Hurricane Strike
		Storm Strike	Wind Wall	Tornado Strike	True Flame

A

HEALTH 5 | STRIKE 2 | PROTECTION 10 | MAGIC 3 | DISCIPLINE 11 | SPEED 7

ICE LIGHTNING

BRAWN 2 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Verdant Wind	Earth Fire

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

STARTING TRAIT

Expansive Auras: The Monster increases the radius of aura techniques it uses by 5 feet.

Habitat: Arctic and cold temperate regions.
Diet: Herbivore. It eats grasses and woody plants. It's uncertain if the auras these creatures manifest is a result of some kind of consumption or not; it's possible they are able to absorb the auras projected by other creatures.
Grouping: Herds of up to a dozen, led by a single male. Auralope also associate and mate with mundane species of antelope.
Temperament: Inquisitive, but flighty. They will approach humans if they do not feel threatened.

The curious Auralope is named for its unique ability to project beautiful auras of light, typically manifesting between the creature's horns and streaming behind them in magnificent banners as they trot by. Making their homes in the arctic, tundras, and other cold climates, herds of Auralope at night is akin to watching the aurora borealis descend to earth. The colors and intensity of these auras change with the mood of those around them. The colors typically vary from emerald greens to deep blues and purples, but when an Auralope finds itself in the company of a hostile or predatory creature, it can violently shift to erratic reds and yellows.

Auralope have occasionally been domesticated by scholars and doctors that use their aura projections in their work. It's unclear how Auralope projects these auras. It's possible that the auras are an indication of some other magical process the MajiMonster enacts, unseen to the human eye. Those that bind Auralopes note these Monsters are quite useful in dangerous places, their luminescent auras acting as warning beacons when unseen danger looms.

Inspiring Aura

Combat action
Aura: 10-foot radius aura emanating from user

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

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

Basic • Aura

Freezing Horn

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Ice • Melee • Horn

Puncture

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Horn

Lightning Blast

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

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

Lightning • Area • Cone

Lightning Lance

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster conjures a lance of lightning that streaks forward, electrocuting all in its path before bounding to other creatures. Targets hit suffer 1d12 lightning damage. For each enemy target hit, after the attack the user makes a secondary attack against another enemy target within 15 feet of the original target. A hit secondary target suffers 1d12 lightning damage. No single creature can be targeted more than once as a result of the use of this technique.

Lightning • Area • Line

TECHNIQUES

Barred Descriptors *Bite, Claw, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Freezing Horn	Arctic Wind	Chain Lightning	Amped Strike	Freezing Aura	Blizzard
Inspiring Aura	Chilling Aura	Hail Storm	Hopeful Aura	Lightning Aura	Ice Power
Lightning Blast	Sparking Horn	Puncture	Lightning Rod	Lightning Lance	Invigorating Aura
	Thunderburst	Static Aura	Mist Aura	Monstrous Horn	Lightning Power
		Storm Aura	Snow Blast	Polar Strike	Thunderstorm

A

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	11	3	10	4

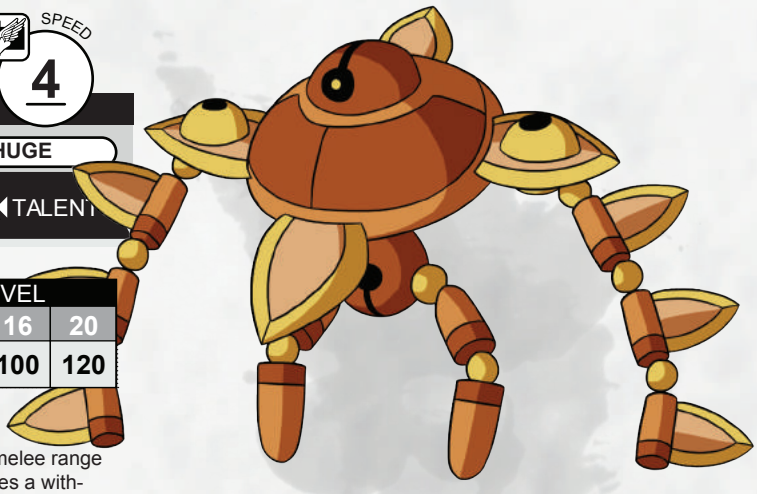
EARTH FURY LIGHTNING

BRAWN 3 | SIZE: HUGE

3 | TALENT

RESISTANCES	VULNERABILITIES
Basic Lightning	Earth Mystic

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



STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Triumvirate: When the Monster deals earth, fury, or lightning damage with an attack, it can change the affinity of the damage to be earth, fury, or lightning damage instead. If the damage type is changed, it affects all the targets damaged by the attack.

AUTOMATALOS

Habitat: Any.
Diet: Does not eat.
Grouping: Almost always solitary. On rare occasions, it will be seen in pairs or groups of 3.
Temperament: Typically passive. Automatalos will defend itself from attack, but doesn't instigate fights unless it is protecting a possession or location from intruders.

Automatalos is exemplary of the hubris displayed by the maji of old; for the Monster they created was not born of a mundane beast, but of stone, lightning, and wrath bound by magic. This MajiMonster was custom-made to guard the wealthy citizens of the Old Empire and their riches. Without the need to eat, breathe, or sleep, Automatalos was an ideal warden and bodyguard. Even to this very day, these creatures guard tombs and vaults thought lost to history, assaulting those that encroach too closely with a terrible rage undimmed by the passage of time.

Binders that manage to secure an Automatalos find this benefit quite useful. Once the Monster identifies the binder as its charge, it serves unflinchingly. Because of this, Automatalos are prized among binders—especially those that enjoy battle. It was once thought that the only Automatalos in existence were those created by the ancient maji, as the creature lacks the means to reproduce. As variations of the creature were discovered, it proved these creatures were somehow reproducing and evolving. The means of this reproduction are still a mystery.

Charged Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage charged with electricity. A hit target suffers 1d8 + Brawn lightning damage.

Lightning • Melee

Intimidating Gaze
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster attempts to intimidate its foe. The target makes a Normal (7) check. If it fails, the target reduces its Brawn to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Brawn score.

Fury • Gaze

Brute Strength
Combat action

The Monster summons all of its brute strength to defeat its enemies. Until the end of its next turn, the user gains a bonus to its Brawn score equal to 1 + its Grade.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Rend
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster gashes twice at the foe with its wounding claws. The user makes two attack rolls against the target. Each hit deals fury damage equal to the target's Brawn score. Only apply the user's affinity bonus to one hit. If a target is hit twice in the same action by this technique, it becomes bleeding until it passes a Normal (7) check.

Fury • Melee • Claw

Ionize
Combat action

The Monster gives basic techniques a lightning charge. Until the end of the user's next turn, basic techniques it uses are instead lightning techniques. If the technique dealt damage, its damage type becomes lightning damage.
While affected by this technique, the user always satisfies the conditions of the charged up requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning

TECHNIQUES

Barred Descriptors *Bite, Breath Weapon, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Brute Strength	Crackling Strike	Automate	Bully	Counter Attack	Catastrophe
Charged Strike	Mindless Rage	Duelist	Ionize	Diamond Strike	Fury Power
Intimidating Gaze	Overwhelm	Electrify	Iron Resolve	Flare Strike	Tectonic Strike
	Slice	Iron Strike	Knock-Out Strike	Ravage	Unstoppable Fury
		Rend	Static Field	Thundering Strike	Voltaic Strike

AVATOISE

K

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	12	2	10	4

EARTH VERDANT

BRAWN 3 SIZE: MEDIUM

1 TALENT

RESISTANCES	VULNERABILITIES
Lightning Water	Verdant Wind

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

STARTING TRAIT

Slow and Steady: The Monster cannot suffer a penalty to its Speed score, and ignores effects that would cause it to move at only half Speed.

OPTIONAL TRAIT

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

Habitat: Temperate forests and rocky terrain. Infrequently, it is encountered in caves or subterranean areas.
Diet: Primarily vegetarian. While they do occasionally eat meat, they are too slow to be effective hunters against anything except prey that do not notice them.
Grouping: Solitary or small groups called "bales." Avatoise tend to remain solitary until mating season.
Temperament: Docile until provoked.

Avatoise are relatively common MajiMonsters, though they can be difficult to find. The creature employs a cunning natural camouflage that allows it to blend in at the base of trees in wooded areas. Avatoise skin is nearly indistinguishable from tree bark and its shell is composed of solid stone. This Monster can be difficult to discern from ordinary rocks while withdrawn. Wild Avatoise spend most of their day eating, sleeping, or lounging in the sun.

Despite its slow pace and quiet demeanor, humans have quickly learned to avoid Avatoise. The creature is quick to anger and will snap at those that mistake it for a common tortoise. The Monster is quite capable of severing unwary fingers and can become quite aggressive if roused.

An Avatoise can sometimes be seen rolling down a slope by retracting their limbs into its shell. Scholars say that's where their name comes from. Legend speaks of a famous battle where several scholars gathered a large group of Avatoise and had them roll down a hill created by their earth magic. This avalanche of tortoises led to an incredible victory.

Burrow
Movement

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

Earth

Stone Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rends into its target with rocky fangs, weakening its natural defenses. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit, the target also suffers a -1 penalty to its Protection score until it passes a Normal (7) check.

Earth • Melee • Bite

Combat Roll
Response

The Monster deftly rolls away from a nearby attacker. This technique is used in response to taking damage from a melee attack. After resolving the attack, the Monster moves a maximum of 10 feet into an unoccupied space. This movement does not provoke withdraw strikes.

Basic

Anchor
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster pins its foe to the earth with a heavy stone. A hit target becomes grounded if it was not already. Additionally, until the beginning of the user's next turn, the target remains grounded even if an effect would allow it become otherwise.
Maintain: The Monster can use its utility action to maintain the effect.
Grit: If the Monster spends a point of Grit when using this technique, it is used as a utility action instead of its combat action. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Earth • Ranged • Grit

Deflect
Response

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

Basic

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Deflect	Absorbing Strike	Roots	Diamond Strike	Earthquake
Combat Roll	Iron Resolve	Anchor	Spikes	Fertile Ground	Mountain's Fury
Stone Bite	Solidify	Imperviousness	Stoneskin	Inter	Omega Strike
	Verdant Bite	Granite Strike	Store Power	Iron Seed	Reinvigorate
		Unyielding Form	Timber Strike	Monstrous Bite	Verdurous Strike

A

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

MYSTIC WIND

BRAWN 2 | SIZE: SMALL | 3 TALENT

RESISTANCES	VULNERABILITIES
Earth Fury	Basic Ice

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

BATPACK

K

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Skittish: When the Monster suffers damage, it can use its response to move up to 5 feet. This movement does not provoke a withdraw strike.

Habitat: Can survive in most environments, but generally migrates to populated cities and towns. In the wild, they are often found in caves or forest canopies.

Diet: Extreme omnivore. Batpack hunts by impersonating a bag or knapsack, waiting for an unweary user to slip something inside of it. Batpack has been known to eat everything from organic matter to tempered steel, stone, clothing, and even drajules.

Grouping: While most Batpacks hunt alone, they live in large groups comprised of several dozen Batpacks.

Temperament: Flighty. If the creature is discovered, it typically flees rather than engaging in combat.

Among the first created MajiMonsters was the cunning Batpack. The maji of old wove particular magics into these Monsters in an attempt to create the ultimate spies, though the results were different than expected. Batpacks appear as ordinary bags and pouches, with functional pockets built into their disguises. Batpack is a notorious thief with insatiable kleptomania.

It's not uncommon for the MajiMonster to pose as a discarded bag or knapsack, inviting an unwary binder to place valuables into its deep pockets. Something stolen by a Batpack is rarely recovered, as its incredible speed keep any ill-gotten gains out of their owner's hands for good. Also, though Batpack is capable of stowing items it filches in its pouches, the MajiMonster occasionally consumes items it steals.

Haunt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

Mystic • Ranged

Wing Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Wing

Gust of Wind
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monsters blows forth a strong wind to batter all in its path. Hit creatures in the area suffer 1d6 wind damage and are subject to the technique's trigger effect.

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

Wind • Area • Line

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

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

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

Mystic • Zone

Crosswind
Combat action
Attack: Magic vs. Discipline
Target: One creature in 5 feet

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

Wind • Ranged

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Gust of Wind	Crosswind	Air Burst	Automate	Confounding Gale	Inter
Haunt	Eldritch Wing	Arcane Beam	Life Tap	Howling Wind	Mystic Power
Wing Strike	Gale Wing	Dark Wind	Mirage	Sanctuary	Occult Storm
	Maji Bolt	Sigil of Denial	Skyfall	Uproar	Swift Strike
		Wing Pummel	Storm Breath	Wind Prison	Wind Power

B

BEARSERKER

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	5	10	2	9	5

BASIC FURY

BRAWN 5 SIZE: LARGE

TALENT 1

RESISTANCES	VULNERABILITIES
Basic	Fury

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

STARTING TRAIT

Disguise: The Monster is disguised in one of its forms, making it is indistinguishable from a heavily cloaked human. While disguised, humans and other creatures mistake it for a human instead of a MajiMonster. When the Monster attacks or uses a combat technique, however, its monstrous form is revealed. The Monster can shift between its monstrous form and its disguise as a utility action.

Habitat: Any. Bearserkers are largely nomadic, preferring to sleep in caves or grottos, but they are occasionally spotted in populated areas.
Diet: Omnivore. Routinely hunts fish and small game, also eats seeds, nuts, berries, and human food when available.
Grouping: Almost always solitary, but infrequently found in mated pairs.
Temperament: Aggressive; will immediately engage in combat with any creature it perceives as a threat.

Named for their propensity to fly into fits of passionate rage, Bearserkers resemble a terrifying, bipedal grizzly with exceptionally long talons. Bearserker is a prime example of MajiMonsters emulating human characteristics. Almost immediately from birth, these creatures seek to drape themselves in hoods, cloaks, or robes that conceal their features. Given their size and stance, it's easy to mistake Bearserker as a heavily-clothed human. Those that make the mistake quickly regret it as this particular Monster is easily agitated and known to charge great distances to attack creatures that stoke its ire.

These species are notably anti-social with their own kind, pairing only long enough to mate and reproduce before going separate ways. It seems that the Monster may prefer to lose itself in a crowd of people, easily blending in with humans who have no idea that a Monster is in their midst.

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

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

Rabid Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Fury • Melee • Bite

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Pounce
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

The Monster pounces on its foe with enough force to knock it off its feet. Before making the attack roll, the user can move up to 5 feet toward the target without provoking a withdraw strike. This movement does not count against the user's maximum speed and ignores ground hazards and obstacles. On a hit, the target suffers 1d6 + Brawn basic damage.
Critical: On a critical hit, the target is also knocked prone.

Basic • Melee

Capitalize
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

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

Fury • Melee

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Claw Strike	Enrage	Furious Charge	Bloodied Breath	Counter Attack	Basic Power
Momentum	Iron Resolve	Heedless Strike	Bully	Monstrous Claw	Frenzy
Rabid Bite	Mindless Rage	Red Line	Capitalize	Ravage	Mountain's Fury
	Pounce	Short Fuse	Steam	Spiteful Strike	Swift Strike
		Shred	Slow Strike	Wrath Strike	Unstoppable

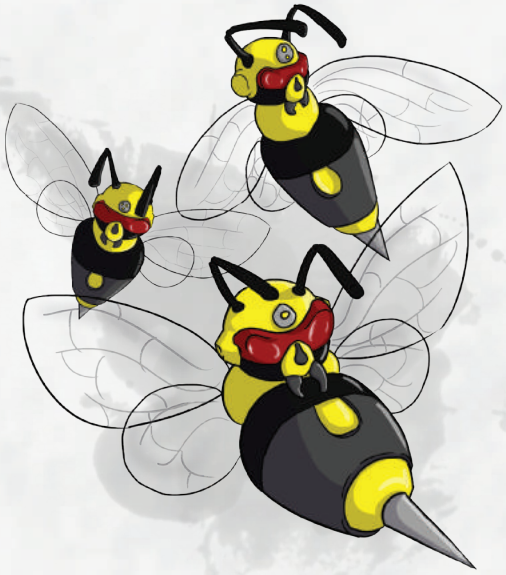
HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	2	10	8

FURY WIND

BRAWN 3 | SIZE: TINY | TALENT 1

RESISTANCES	VULNERABILITIES
Basic Earth	Ice Mystic

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



BEETALLION

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Temperate and tropical climates, particularly in areas rich with flowers and other plant life.
Diet: Pollen and nectar.
Grouping: Each Beetallion is a unit consisting of at least 3 members. Multiple Beetallions can swarm together to establish colonies of over 20 individual members.
Temperament: Aggressive.

Rather than a single creature, a Beetallion consists of a unit of no less than three relatively tiny, bee-like MajiMonsters. Upon careful study, scholars have found that each member of a Beetallion shares a hive-mind intelligence, allowing all members to operate as one. Scholars confirmed the hive-mind theory when the first Beetallion was bound since it was impossible to bind any less than the total amount of members in a unit at a time.

As a Beetallion unit establishes age and dominance, it attracts more individuals to its hive-mind. The oldest and most powerful Beetallions consist of 7 or more members, making the MajiMonster appear to "grow" in number as it gains experience. Size is no obstacle as Beetallion units can join together and can work as one to take down the most ferocious of MajiMonsters. Even the largest Stalagmauls have been known to carefully avoid Beetallion colonies.

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

Short Fuse
Response

The Monster reacts to an incoming attack, charging its assailer head on. When the Monster is hit with a ranged attack, it can use this response to move up to its maximum speed in a straight line towards the attacker. If it ends this movement with the attacker in its melee range, it can make a single melee attack against it. The user cannot spend Grit to empower an attack or damage roll made through the use of this technique.

Fury

Aerial Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

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

Wind Power
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the wind affinity to a devastating effect. A hit target suffers 2d10 wind damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also confused until it passes a Hard (9) check.

Wind • Ranged

TECHNIQUES

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

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aerial Strike	Double Strike	Provoke	Capitalize	Counter Attack	Hurricane Strike
Duelist	Ferocious Assault	Rage Strike	Detain	Gale Force	Swift Strike
Ferocious Strike	Gust of Wind	Riposte	Squall Strike	Ravage	Triple Strike
	Overwhelm	Short Fuse	Sting	Reinvigorate	Vex Strike
		Swooping Strike	Wind Rush	Tornado Strike	Wind Power

B

BESTIGUR

K

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	11	4	10	4

FIRE LIGHTNING

BRAWN 3 | SIZE: HUGE | TALENT 3

RESISTANCES	VULNERABILITIES
Ice Verdant	Earth Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Berserk: Once per round when the Monster critically hits an opponent with a melee attack, it must make another melee attack against a different target within 5 feet of it, if it is able to. This additional attack is made as part of the same action.

Habitat: Mountain Peaks.
Diet: Meat and ore.
Grouping: Solitary.
Temperament: Reclusive.

Bestigur has only been sighted in the last several years and was thought to be a myth. Having no discernible mundane kin, sightings of a dragon with a red and a blue wing were dismissed as half-truths and drunken wisdom. Only found on the tallest mountain peaks, this oddity of a Monster leaves trails of fire and lightning as it lurches through the sky. Not a nimble flyer, Bestigur is as likely to use its tremendous weight to crash into its opponents as it is to burn or electrocute them.

Given the remoteness of Bestigur, it is almost unheard of to find a binder who has this Monster in their collection. The very few that do tell great tales of the journey to find a Bestigur, and boast of their Monster's prowess. While great in both stature and power, binders are often perplexed at their new companion's clumsiness.

Flight
Utility action

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

Wind

Electrocute
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

Lightning surges from the Monster towards its foe. A hit target suffers 1d6 + Talent lightning damage.

Lightning • Ranged

Electrify
Response

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

Lightning

Bad Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster exhales a cone of horrible smelling gas. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Area • Cone • Breath Weapon

Searing Wing
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with its burning-hot wings. 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 • Wing

TECHNIQUES

Barred Descriptors *None*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Electrocute	Cauterize	Flame Assault	Bad Breath	Electrify	Frenzy
Flight	Fire Breath	Fire Cloak	Lightning Rush	Fire Purge	High Voltage
Searing Wing	Lightning Bolt	Lightning Blade	Monstrous Wing	Fire Starter	Lightning Power
	Wing Strike	Lightning Breath	Scorching Breath	Lightning Wall	Omega Strike
		Savage Wing	Short Fuse	Wrath Strike	Raze

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	4	10	5

BASIC MYSTIC

BRAWN 3 | SIZE: LARGE | TALENT 4

RESISTANCES	VULNERABILITIES
Mystic	Basic

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

STARTING TRAIT

Equilibrium: While suffering a condition a check can end, the Monster reduces the number needed to trigger conditions with its techniques by 1. When no opponents within 30 feet of the Monster are suffering a condition a check can end, the Monster gains a +1 bonus on its checks to end conditions affecting it.

BIHRRAGE

Habitat: Forests and mountainous areas. Bihrrage avoids lowland areas that are too close to human civilization.
Diet: Herbivore. Bihrrage eats bamboo, sugar cane, leafy plants, and many wild fruits and vegetables.
Grouping: In small groups up to four, often referred to as "mirages."
Temperament: Reclusive. Bihrrage avoids contact with humans but seems to tolerate most other species.

Creatures of immense psychic prowess, a full grown Bihrrage stands nearly 5 feet tall and can weigh well over 300 lbs. Bihrrage resembles a giant panda, though the MajiMonster prefers bipedal movement, and is easily distinguished by its ever-glowing eyes. The species has done well to avoid most scholars and researchers; it's believed that their mystic nature gives them an otherworldly sense to detect uninvited humans and other creatures in their habitat. In fact, sightings of the Monsters are so rare that groups have been dubbed "mirages." Once discovered, groups of these Monsters quickly vacate the premises, as if vanishing into thin air, forcing those that wish to study or bind them to hunt them down all over again.

Bihrrage is often sought by binders for its dominant use of the mystic affinity. In addition to being able to manifest powerful blasts of magic power to batter its foes, the MajiMonster is quite skilled in crafting elaborate illusions or even bewitching its opponents' thoughts. Humans that succumb to the creature's power have learned to avoid making eye contact with it; those that stare into Bihrrage's eyes do not come to their senses until hours later.

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Heightened Senses
Combat action

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

Mystic • Ranged

Maji Bolt
Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Eldritch Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with claws imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Mystic • Melee • Claw

Paragon
Combat action

The Monster invokes a power to become a paragon of its kind. Until the end of its next turn, it gains a +1 bonus to its Health, Strike, Protection, Magic, Discipline, Speed, Brawn and Talent scores. (Remember, creatures that temporarily increase their Health score increase their hit point maximum by an amount equal to their level, and immediately gain that amount of hit points).
Maintain: The Monster can use its utility action to maintain the effect.

Basic

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Claw Strike	Assault	Arcane Beam	Dispel	Befuddle	Basic Power
Heightened Senses	Eldritch Claw	Focused Strike	Hypnotic Gaze	Boltered Strike	Cosmic Might
Maji Bolt	Telekinesis	Mirage	Purify	Essence Tap	Mystic Power
	Teleport	Shout	Polarize	Monstrous Claw	Paragon
		Shred	Slow Strike	Omega Strike	Occult Strike

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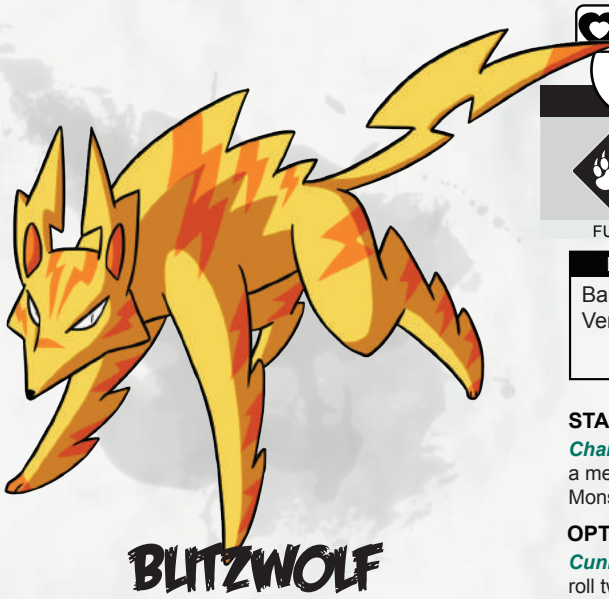


BLITZWOLF

HEALTH 5 | STRIKE 2 | PROTECTION 10 | MAGIC 4 | DISCIPLINE 10 | SPEED 6

FURY | LIGHTNING

BRAWN 3 | SIZE: MEDIUM | TALENT 4

RESISTANCES	VULNERABILITIES
Basic Verdant	Earth Mystic

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

STARTING TRAIT

Charger: Once per round when the Monster moves at least 10 feet in a straight line and makes a melee attack, it gains a +1 bonus to that attack's damage roll for every 10 foot increment the Monster moved in a straight line before attacking.

OPTIONAL TRAIT (Grade 3)

Cunning: When the Monster is required to make a check to end or prevent a condition, it can roll twice and take the better of the two results.

Habitat: Temperate grasslands, coastal prairies, and forests.
Diet: Omnivore. This Monster actively hunts both small and large game including deer, cattle, and rabbits. Blitzwolf will also eat wild nuts, berries, and vegetables when meat is scarce.
Grouping: In packs of up to ten or more. Blitzwolves commonly associate with normal wolves.
Temperament: Hostile if pressed or encountered with its young, but typically flees from humans.

Perhaps originally created as guard dogs or hunting beasts, Blitzwolf is named for its incredible speed. The physique and attitude of this MajiMonster resembles a common wolf, but its fur ranges from bright yellows to soft oranges, covered with jagged streaks, revealing its magical nature. A full pack of sprinting Blitzwolves appear as a roiled bramble of lightning.

It has been said that a Blitzwolf makes a great friend to those who can master its feral nature. Indeed, binders find this MajiMonster a loyal companion, although the creatures are certainly prone to indulging in its instincts. Blitzwolf is a born predator, and prefers to hunt its meals over being fed, something indulgent binders have to contend with. The creature is also prone to curiosity; it is known for digging up discarded items, routing out burrowed creatures, pilfering crops from farmers, and howling intensely when it wants to play.

Static Charge
Combat action

The Monster builds up power it gains from kinetic energy. Until the end of the user's next turn, it gains a +1 bonus to Strike and Magic scores each round it moves at least 20 feet.
While affected by this technique, the user always satisfies the conditions of the charged up requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning

Centered Strike
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

Counter Attack
Response
Attack: Strike vs. Protection
Target: A triggering creature in melee range

The Monster strikes back at a foe. The Monster uses this technique as a response to being attacked by an opponent within the user's melee range. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee

Sudden Surge
Utility action
Attack: Magic vs. Discipline
Target: One creature within 20 feet
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

Residual power from the Monster's lightning technique springs from the user, striking a nearby foe. A hit target suffers 1d6 lightning damage.

Lightning • Ranged

Overwhelm
Combat action

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

Fury

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Centered Strike	Electrocute	Focused Strike	Capitalize	Counter Attack	Fury Power
Overwhelm	Intimidating Gaze	Lightning Breath	Haste	Lightning Lance	High Voltage
Static Charge	Pounce	Short Fuse	Illuminate	Monstrous Bite	Howling Wind
	Sonic Speed	Sudden Surge	Lightning Rush	Triple Strike	Thunderstorm
		Sweep Strike	Stunning Shock	Ravage	Unstoppable

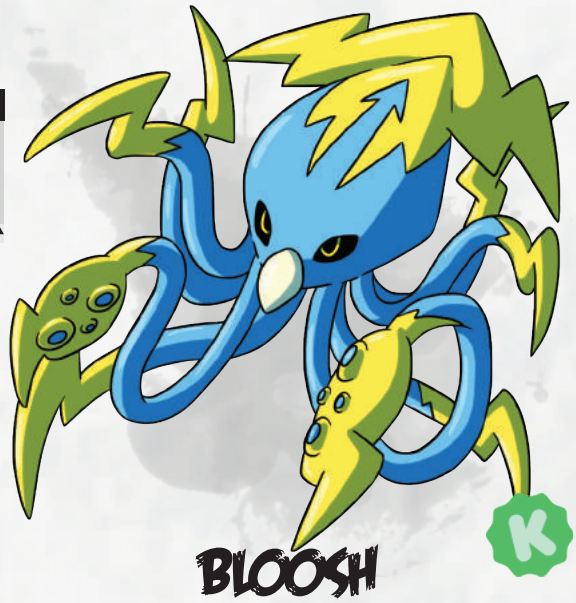
HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	3	9	4	9	4

LIGHTNING WATER

BRAWN 3 | SIZE: LARGE | TALENT 3

RESISTANCES	VULNERABILITIES
Fire Verdant	Earth Lightning

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



STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Harmful Grasp: A Monster that starts its turn grabbed by this Monster suffers lightning damage equal to its Grade plus its Talent.

Habitat: Tropical, temperate, and arctic oceans.
Diet: Shellfish and other fish.
Grouping: Often solitary.
Temperament: Sneaky and clever, but quick to flee from a fight if it feels at a disadvantage.

Bloosh is said to be the creation of a rogue maji whose experiments ended in an explosion of light and sound. From then on, these creatures fled to the deepest reaches of the ocean, and are only rarely spotted in mating season when they use their bioluminescence to attract mates. Whalers spoke of them in hushed tones for generations, especially when a newly caught whale would have electricity burns and suction marks on its sides. Sailors reported that on occasion they would see lightning flashes deep in the heart of the ocean, and hazy shadows of a giant squid Monster.

Binders, with the help of other water Monsters, have recently discovered Bloosh. A Bloosh uses electricity and ink in combination to fight its foes, making its attacks complex and opportunistic. Bloosh is a loyal but also jealous companion, seeing other water Monsters as a potential threat. Only skilled binders master how to use their complex powers and difficult temperament to the best advantage.

Entangle
Combat action
Zone: 10-foot square zone centered on a point within 30 feet of the user, covering only the surface area of the ground

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

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

Verdant • Zone

Aqua Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Bite

Electrify
Response

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

Lightning

Vice Lock
Utility action

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

Basic

Refresh
Combat action
Target: The user or an ally within 10 feet

The Monster douses an ally with refreshing water. The user selects an allied creature within range, including itself. When the Monster uses this technique, the target recovers from any bleeding, burning, confused, disoriented, frightened, poisoned, and sleeping conditions affecting it.

Water

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Bite	Vice Lock	Chain Lightning	Drain	Lightning Aura	Catastrophe
Electrify	Water Bolt	Geyser	Lightning Rush	Lightning Lance	Knock-Out Strike
Entangle	Whip Strike	Static Aura	Stunning Shock	Riptide	Lightning Power
	Whirlpool	Tendrils	Swell	Tidal Force	Refresh
		Water Wall	Torrent Strike	Triple Strike	Tsunami

BOARREAL

HEALTH 6 | STRIKE 4 | PROTECTION 10 | MAGIC 2 | DISCIPLINE 9 | SPEED 6

FURY | ICE

BRAWN 4 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Basic Wind	Fire Mystic

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

STARTING TRAIT

Cleaving Charge: Whenever the Monster moves at least 30 feet and hits a target with a melee attack, it deals basic damage equal to its Grade plus its Brawn to each other enemy target within 5 feet of the initial target. This secondary damage does not receive an affinity bonus.

Habitat: Arctic and subarctic forests and tundras.
Diet: Omnivore. Boarreal will eat nearly any organic material that it can scavenge, including carrion.
Grouping: Males are solitary. Females often form groups of 2-7 called "sounders."
Temperament: Social. Boarreals are not intimidated by humans and are actually quite docile if fed. They only become hostile if threatened or harmed.

Boarreals resemble woolly, tusked boars—their fur typically growing to the point that hides their eyes and dominates most of their physical features. The MajiMonster needs this thick coat of fur, in combination with multiple layers of fat, to stay warm in its cold habitat. Its white fur allows it to blend in perfectly with the snow banks Boarreal likes to lounge in after eating. Many observers are unaware that the creature is present in these snow banks until it moves.

Though Boarreal is one of the few MajiMonsters that is naturally friendly towards humans, the cold environments they dwell in cause them to be rarely encountered by most binders. Once bound, a Boarreal is a stout companion. The creature is a natural fighter, deftly combining furious melee abilities with devastating ice powers. If threatened, Borreal can make great use of its tusks to defend itself. A Boarreal mother protecting her young has been known to stave off predators, including hungry grizzlies!

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

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

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

Icy Veins
Combat action

The Monster fills its own blood with ice, toughening up against future attacks. 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.

Ice

Snow Shield
Response

The Monster quickly surrounds itself with a swirl of snow to lessen the impact of a foe's attack. The Monster can use this technique as its response whenever it would suffer damage that is not fire damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Ice

Ice Beam
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster fires a pale blue beam of pure cold at its foe, which crystallizes into ice on impact. A hit target suffers 1d6 + Talent ice damage.
Critical: On a critical hit, the target is also frozen until it passes a Normal (7) check.

Ice • Ranged

B

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Ferocious Strike	Overwhelm	Chilling Aura	Capitalize	Glaciate	Arctic Strike
Ice Beam	Rabid Bite	Furious Charge	Ice Spikes	Omega Strike	Cold Blooded
Momentum	Rime Strike	Heedless Strike	Icy Veins	Polar Strike	Frenzy
	Snow Shield	Puncture	Knock-Out Strike	Ravage	Swift Strike
		Red Line	Snow Blast	Spiteful Strike	Unstoppable

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	2	10	4	10	5

FURY

BRAWN 2

SIZE: SMALL

TALENT 4

RESISTANCES	VULNERABILITIES
Basic	Mystic

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

STARTING TRAIT

Volatile: When the Monster is critically hit, it causes an explosion. The Monster and all creatures within 5 feet suffer 1d6 fire damage per Grade of the Monster. Affected creatures, other than the Monster, must pass a Normal (7) check or become burning until passing a Normal (7) check.

BOMBSHELL

Habitat: Volcanic regions and warm subterranean areas.
Diet: Herbivore. Bombshell prefers mushrooms, leaves, fruit, and tree bark. Those found in volcanic regions have been found to consume sulfur deposits.
Grouping: In small swarms of up to a dozen. A Bombshell colony could have hundreds of the creatures.
Temperament: Aggressive. Bombshell is openly hostile to most other species.

Bombshell has a reputation for its explosive temperament, a feature descriptive not only of its hostile personality, but also for its penchant to cause explosions when agitated. Bombshells are powder kegs with legs and a bad attitude. What's worse, is that it's rare to encounter only one of these MajiMonsters at a time.

Binders view the Monster's explosive nature as a combat asset, and it's not unusual for them to seek out Bombshell swarms to try and claim one of these MajiMonsters as their own. However, they do so at their peril. Stories about hapless binders that unwittingly discover a Bombshell colony are told as cautionary tales to warn novices from approaching these Monsters. On more than one occasion, a binder that ventured off to find one has failed to return.

Centered Strike
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

Mindless Rage
Combat action

The Monster's heedless fury makes it less vulnerable to both magical and mundane damage. Until the end of the Monster's next turn, it gains resistance to basic and mystic damage, and loses any vulnerability it may have had to either type.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Ignite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster creates a burst of fire from its appendages, touching a nearby foe to spread the flames. A hit target is burning until it passes a Normal (7) check.

Fire • Melee

Provoke
Combat action
Attack: Magic vs. Discipline

The Monster incites its target into a frenzy. A hit target gains a +1 bonus to its Brawn score and suffers a -1 penalty to its Protection score until it passes a Normal (7) check. While under this technique's effect, a target can only use techniques with the *melee* descriptor.

Fury • Ranged

Befuddle
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster uses its magic to baffle its opponent. A hit target suffers 1d12 + Talent basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Basic • Ranged

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Centered Strike	Savage Bite	Explosion	Cannon	Befuddle	Catastrophe
Ignite	Smoke Blast	Flame Assault	Combat Focus	Cacophony	Combust
Mindless Rage	Smoulder	Provoke	Erupt	Conflagration	Fury Power
	Strange Spittle	Short Fuse	Haste	Exclude	Unstoppable
		War Dance	Store Power	Rain of Ashes	Vex Strike

BRUSHPYRE

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

FIRE VERDANT

BRAWN 2 SIZE: MEDIUM

4 TALENT

RESISTANCES	VULNERABILITIES
Fire (Fireproof) Ice	Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Mischief [Burning]: The Monster reduces the target number to trigger the burning condition with its techniques by 1.

Habitat: Dry climates including canyons and deserts.
Diet: Brushpyre consumes both oxygen and sunlight in a process similar to photosynthesis. Brushpyres do not appear to require water for survival.
Grouping: Solitary
Temperament: Indifferent. Brushpyre does not assume humans or other species to be threats or predators.

Brushpyre is a curious creature, appearing as a mobile shrub consumed by a green flame in place of leaves. The MajiMonster has no mouth, and thus doesn't appear to eat or make any sounds outside of it own rustling movement. These creatures prefer hot, dry climates, and abhor large bodies of water. The green flame is only extinguished when fully submerged in water, but it reignites as soon as the Monster is exposed to the open air. A Brushpyre becomes particularly ornery if it becomes wet.

Binders that capture a Brushpyre find it to be a convenient MajiMonster to have on their team; it is an avid provider of both light and heat, useful for adventurers exploring the Wildlands. Once captured, Brushpyres warm to humans and can become quite friendly. Brushpyres communicate through the intensity of the fire they produce—ranging from small flames when sullen or tired, large flames when angry, and rapidly changing flames when surprised or trying to get its binder's attention.

Floral Assault
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster assaults its foe with a barrage of razor-sharp leaves, seeds, and petals. A hit target suffers 1d6 + Talent verdant damage. If the target was already suffering the poisoned condition, the target takes additional damage equal to the user's Grade.

Verdant • Ranged

Photosynthesis
Combat action

The Monster uses the ambient light to nourish it and heal its wounds, but the process is taxing. The user regains hit points equal to 5 times its Grade.
Recoil: The user cannot use this technique again until it passes a Hard (9) check.

Verdant • Healing • Recoil

Spores
Combat action
Area: 5-foot radius sphere / Grade, emanating from the user

The Monster unleashes a cloud of spores around it, dulling the wits of those that draw too near. While in the area, other Monsters cannot apply their Talent as extra damage on techniques they use.

Verdant • Area • Sphere

Ember Bolt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster conjures a missile of ash and embers that streaks toward its foe. A hit target suffers 1d6 + Talent fire damage. If the target was already suffering the burning condition, the target takes additional damage equal to the user's Grade.

Fire • Ranged

Conflagration
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster unleashes gouts of fire at its foe that burns white hot. A hit target suffers 1d12 + Talent fire damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, fire damage from this technique cannot be reduced by the target's resistances (other effects still apply). This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Ranged • Grit

TECHNIQUES

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

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Ember Bolt	Bramble	Fire Cloak	Conflagration	Combust	Fire Power
Floral Assault	Salve	Fire Wall	Fire Missile	Fertile Ground	Heart Sight
Photosynthesis	Smoke Blast	Luminous Beam	Nourish	Fire Purge	Invigorating Aura
	Spores	Roots	Sapling	Fire Starter	Lifeflow
		Vines	Wither	Verdant Blast	Verdant Power

B

HEALTH 6 | STRIKE 4 | PROTECTION 9 | MAGIC 2 | DISCIPLINE 9 | SPEED 7

FURY

BRAWN 4 | SIZE: LARGE | TALENT 1

STARTER

RESISTANCES	VULNERABILITIES
Basic	Mystic

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

STARTING TRAIT

Longhorned: Whenever the Monster hits a target with a technique with the *horn* descriptor, it can choose to deal basic damage to all other opponents within 5 feet of its target equal to its Grade plus its Brawn. The Monster does not apply an affinity bonus to this damage.

BULLISTIC

Habitat: Grasslands.
Diet: Herbivore. It regurgitates and chews cud similar to cows and other livestock.
Grouping: Large herds.
Temperament: Bullistics spend most of their day sedentary, chewing cud or roaming towards new sources of food, but when there is danger, Bullistics will instantly charge at it.

Bullistics resemble normal cattle, except for their red coloration and huge black horns. Like mundane cows, Bullistics spend much of their day chewing cud. Occasionally, Bullistics will fight for leadership of the herd and butt heads with their large horns. It is not entirely understood how the winner of these fights is determined, other than one Bullistic will walk away after the butting is complete and the victor will stand in the same place.

The dominant Bullistic controls where the herd will go to find new sources of food. Wherever this alpha Bullistic starts to roam, the herd will follow. Binders seek out Bullistics as champion fighters, but should be careful not to bind the alpha, or else they might end up as a cattle-wrangler for a whole, temperamental herd.

Horn Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster jabs at its opponent with a horn or spiked appendage. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Horn

Enrage
Combat action

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

Fury

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

Puncture
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Horn

War Zone
Combat action
Zone: 25-foot square zone centered on a point within 30 feet of the user, filling a cube 25-foot long in each dimension

The Monster unleashes its fury, instilling all in the area to fight with horrific intensity. Creatures in the zone gain a +1 bonus to hit and damage with melee attacks. Note that this bonus applies to both allies and opponents.
Maintain: The Monster can use its utility action to maintain the zone. Each time the zone is maintained, the bonus to melee damage rolls increases by 1. The increasing damage bonus is cumulative until it is equal to the user's Grade + its Talent.

Fury

TECHNIQUES

Barred Descriptors *Claw, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Enrage	Ferocious Assault	Furious Charge	Bloodied Breath	Counter Attack	Diamond Strike
Ferocious Strike	Savage Horn	Heedless Strike	Combat Focus	Lightning Rush	Frenzy
Horn Strike	Mindless Rage	Puncture	Ire Strike	Monstrous Horn	Paragon
	Overwhelm	Red Line	Searing Horn	Ravage	Unstoppable
		War Zone	Stone Horn	Wrath Strike	Vex Strike

CARIBOUND

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	8	3	8	8

EARTH WIND

BRAWN 3 | SIZE: MEDIUM | 2 TALENT

RESISTANCES	VULNERABILITIES
Earth Lightning	Ice Verdant

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

STARTING TRAIT

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

Habitat: Mountains, hilly regions, and plains. Caribound thrives in cold climates, but are known to occasionally migrate to more temperate areas.
Diet: Herbivore. Caribound prefer to eat the leaves of willows and birches, as well as sedges and grasses.
Grouping: Herds of six or more. This Monster often establishes itself as the leader of larger herds of mundane caribou.
Temperament: Skittish but ultimately protective. Herds of Caribound flee at the first sign of a predators, but will treat humans with passive indifference if they do not feel endangered. When leading a mundane herd of caribou, Caribound will stand its ground to protect them from danger.

Caribound looks much like an ordinary caribou, but possesses antlers made of hard stone. A Caribound's fur ranges from a mix of snowy white to a dark cyan, often mottled with splotches of black and other earthy colors. When a Caribound walks, the sound of stones clacking against each other bounds from its hooves. On a quiet day this clacking sound can be heard 500 feet away or more.

Caribound tend to settle in remote or mountainous regions, away from human civilization and only encountered by binders traveling the edges of the Wildlands. Binders have found Caribound to be able mounts and beasts of burden, capable of hauling hundreds of pounds at ease while still able of covering long distances quite quickly. They also have a good sense of protection over weaker creatures and tend to encourage them to get to safety far behind its massive antlers.

Aerial Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

Cloud Cover
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, filling a cube 20 feet long in each dimension

The Monster conjures a dense cloud that obstructs vision. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures that have the zone between them.
Maintain: The Monster can use its utility action to maintain the zone. When it does, it can expand the area of the zone by 5 feet in each dimension.

Wind • Zone

Brute Strength
Combat action

The Monster summons all of its brute strength to defeat its enemies. Until the end of its next turn, the user gains a bonus to its Brawn score equal to 1 + its Grade.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

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

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

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aerial Strike	Air Burst	Brute Strength	Absorbing Strike	Landslide	Excluding Strike
Cloud Cover	Aqua Horn	Cleanse	Duelist	Mist Aura	Hurricane Strike
Iron Resolve	Enrage	Gale Horn	Mud Spray	Sky Crash	Lightning Rush
	Stone Horn	Iron Strike	Stoneskin	Strength of Stone	Tectonic Strike
		Windstep	Wind Rush	Tornado Strike	Typhoon

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	2	10	6

FIRE FURY

BRAWN 4 | SIZE: MEDIUM | 3 TALENT

RESISTANCES	VULNERABILITIES
Basic Ice	Mystic Water

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

CHARILLA

STARTING TRAIT

Fire Body: The Monster's body is dangerous to the touch. Creatures that touch the Monster or hit it with melee attacks suffer fire damage equal to twice this Monster's Grade.

OPTIONAL TRAIT (Grade 3)

Cleaving Charge: Whenever the Monster moves its full Speed and ends by hitting a target with a melee attack, it deals basic damage equal to its grade plus its Brawn to each other enemy target within 5 feet of the initial target. This secondary damage does not receive any affinity bonuses.

Habitat: Temperate and tropical volcanic regions, preferring forests and jungles.
Diet: Omnivore. Charillas subsist off of insects, fruit, leaves, seeds, stems, and lowland vegetables.
Grouping: Solitary or in groups of up to 6 adults called "troops." A single troop will not contain more than two adult males. Male Charillas sometimes take mundane female gorillas as mates. Sometimes a single Mysticac will be found within a Charilla troop.
Temperament: Volatile, territorial, and aggressive.

In the dense forest canopies of the tropics live the imposing Charilla. This MajiMonster is built like the normal gorillas its name is derived from, though it is physically more massive and its fur is an intense orange and red.

Charillas seeth with anger, and can erupt into a frenzy at the slightest provocation, beating their chests furiously as they burst from the forest. They are extremely territorial and spend much of their time fighting other Charilla or intruders. Charillas are very volatile towards rival troops of Gorerillas, which they seem to be especially aggressive towards. When these creatures fight, they wield fists wreathed in flame to bash their foes. Entire patches of forest or jungle have burnt to the ground in the aftermath of clashing troops.

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

Enrage
Combat action

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

Fury

Blaze Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fire • Melee

War Dance
Combat action

The Monster inspires its allies to strike with ferocious intensity. Until the end of the Monster's next turn, the user and all allies within 10 feet of it gain a +1 bonus to damage rolls for melee attacks.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Haste
Combat action

The Monster enters a state of extreme speed. Until the end of its next turn, it gains a +1 bonus to its Speed score and gains the use of one additional response between turns.
Maintain: The Monster can use its utility action to maintain the effect.

Basic

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Blaze Strike	Clobber	Brute Strength	Capitalize	Combust	Cacophony
Enrage	Ferocious Assault	Fire Cloak	Flare Strike	Fire Purge	Frenzy
Ferocious Strike	Ignite	Flame Strike	Haste	Incendiary Strike	Inferno Strike
	Overwhelm	Seething Strike	Inhibit	Ravage	Paragon
		War Dance	Leaping Strike	Wrath Strike	Swift Strike

CHIMYSTIC

HEALTH 6 | STRIKE 3 | PROTECTION 8 | MAGIC 4 | DISCIPLINE 10 | SPEED 4

FIRE | MYSTIC | WIND

BRAWN 3 | SIZE: LARGE | TALENT 3

RESISTANCES	VULNERABILITIES
Earth Fury	Basic Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Triumvirate: When the Monster deals fire, mystic, or wind damage with an attack, it can choose for the damage to be fire, mystic, or wind damage instead. If the damage type is changed, it affects all the targets damaged by the attack.

Habitat: Unknown. Sightings of Chimystic have occurred incredibly infrequently and in different climate regions.
Diet: Presumably carnivorous.
Grouping: Solitary.
Temperament: Unknown.

In the penultimate days of the Old Empire, the ancient maji honed the art of creating MajiMonsters, the very beings that would lead to their downfall. Infusing mundane beasts with magical affinities was no longer a challenge; the maji craved something mighty to test their skills. Chimystic is a result of their prolonged effort to forge dragons. This MajiMonster has the heads of a ram, lion, and serpent—each with crystalline eyes. Its forepaws are that of a mighty lion, and it has the great wings and hind quarters of winged reptile. Its three heads sprout from a great mane of fire, causing its awful shadow to dance in all directions about it.

It's uncertain if the old maji succeeded in creating more than one Chimystic; only one has ever been sighted at a time, though these sightings seem to have occurred in many different vast and remote places. Sadly, the few reports that claim to have seen this creature are cryptic and worn with age. They are also inconsistent in describing the creature's temperament; some records seem to indicate them as wise guides, while others mention their village-ravaging breath. If there's a binder out there who has succeeded in binding Chimystic, they've yet to step forward to prove it.

Heightened Senses

Combat action

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

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

Mystic • Ranged

Eldritch Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Mystic • Melee • Bite

Crosswind

Combat action
Attack: Magic vs. Protection
Target: One creature in 5 feet

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

Wind • Ranged

Fire Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.

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

Fire • Area • Cone • Breath Weapon

Gale Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Bite

TECHNIQUES

Barred Descriptors *None.*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Eldritch Bite	Crosswind	Double Strike	Hypnotic Gaze	Befuddle	Cosmic Might
Fire Breath	Flight	Fire Cloak	Polarize	Eye Bite	Devastation Breath
Gale Bite	Heightened Senses	Mystify	Scorching Breath	Rain of Ashes	Raze
	Ignite	Shout	Skyfall	Shadow Breath	True Flame
		Whipping Wind	Storm Breath	Wind Prison	Typhoon

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	4	9	6

FIRE

BRAWN 3 | SIZE: MEDIUM

TALENT 2

STARTER

RESISTANCES	VULNERABILITIES
Ice	Water

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

CINDERSCALE

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Prefers arid environments, but can survive almost anywhere. They tend to burrow underground in regions of any climate.
Diet: Mammals and birds from small to large size.
Grouping: Solitary. Cinderscales lay up to half a dozen eggs at a time then abandon their nests. When the young hatch they quickly separate. The only time multiple Cinderscales are encountered is when such a nest is discovered, or a pair is found mating.
Temperament: Predatory. Cinderscales generally do not see humans as a food source, but will not hesitate to stalk and attack if hungry or threatened. Cinderscale is passive when full.

Cinderscale is a stealthy three-headed snake with jet black eyes and fangs. Its scales range from a deep orange to crimson. Steam emanates from its pores, warping the air around it in ripples of heat. Each is hot to the touch, and, as such, they mark their presence with scorch marks surrounding their burrows. Their forked tails can whip forth at great speed to lash at their victims. The venom of a Cinderscale is often referred to as "Burning Death," so named because its effect has been described as boiling the victim from the inside out.

Cinderscale is quite common as MajiMonsters are concerned and, though deadly, are companions to many binders. These creatures have proven to be remarkable scouts, guards, and combatants, displaying a range of traits that attract binders. A Cinderscale can regulate its own body temperature, and will display affection for binders and other humans by lowering it to the point where it can be touched without burning them.

Fire Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

Searing Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its burning-hot fangs. 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 • Bite

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

Heat Vision

Utility action
Target: One creature within 30 feet
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster's eyes flare, causing a foe to burst into flames. The target makes a Normal (7) check. If it fails, the target is burning until the start of the user's next turn.

Fire • Gaze

Combust

Response
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

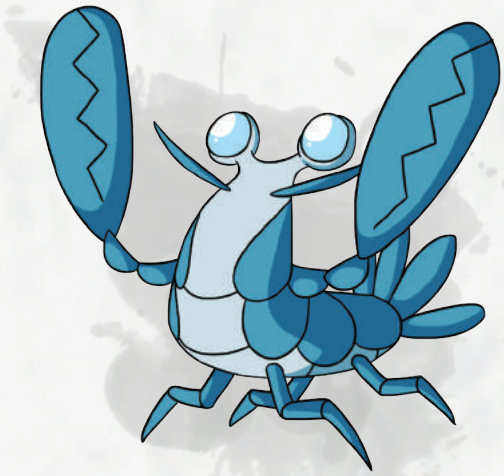
When struck by a nearby enemy, the user's body combusts in a plume of fire. The Monster can use this technique as its response when it is struck by an opponent's melee attack. If it does, each hit target in the area suffers 1d8 fire damage and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Sphere

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fire Breath	Binding Tail	Cauterize	Burning Toxin	Combust	Devastation Breath
Searing Bite	Heat Wave	Cinder Strike	Erupt	Fire Purge	Fire Power
Tail Strike	Ignite	Double Strike	Haste	Incendiary Strike	Raze
	Venomous Bite	Flame Assault	Hypnotic Gaze	Monstrous Bite	Swift Strike
		Heat Vision	Scorching Breath	Triple Strike	True Flame



CLOBSTER

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

FURY WATER

BRAWN 4 SIZE: SMALL

TALENT 2

RESISTANCES	VULNERABILITIES
Basic Fire	Lightning Mystic

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Coastal and offshore regions. Clobster frequently grow to maturity among sea vegetation and rocky areas before moving to open environments.

Diet: Carnivore. Clobster eat small sea life such as crabs, clams, fish, and mundane lobsters.

Grouping: Solitary. Young Clobster may appear in groups of up to four or five called "pods."

Temperament: Aggressive. Clobster see most other creatures as enemies. They have been known to attack creatures even much larger than them, such as seals or even sharks that venture too close to their territory.

Clobster resembles an ordinary blue lobster, though the MajiMonster bears powerful, over-sized claws and averages the size of small dogs. Its pupil-less eyes bulge ominously from two eyestalks that let it see in nearly all directions at one. It uses its fantastic eyesight to detect prey, though it has a wide definition of what it considers prey, and will often pick fights that it has no hope of finishing. Creatures that do succumb to Cobster's hammer-like claws are quickly battered and feasted upon.

Clobster may look like an odd MajiMonster, but it is common enough that many binders have encountered one. The creature's short temper, thick shell, and strong arms make it well-suited for MajiMonster combat, and indeed many binders employ it for such use. Clobster generally prefers aquatic environments and a binder that keeps it away from such for too long will find it loath to do anything at all.

Ferocious Assault

Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster hurls a menacing projectile at its foe. A hit target suffers 1d8 + Brawn fury damage.

Fury • Ranged

Water Walk

Utility action

The Monster strides over water as easily as solid ground. Until the beginning of its next turn, the user does not treat water as difficult terrain, and can use its movement to traverse the surface of water without sinking. It can choose to sink in the water at any point during its turn, ending the effect.

Water

Aqua Claw

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy with aqueous claws, thrashing like ocean waves. A hit target suffers 1d6 + Brawn water damage. If the attack hits, the user can move up to 5 feet after inflicting damage. This movement does not provoke withdraw strikes.

Water • Melee • Claw

Latch

Combat action
Target: One creature in melee range

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

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

Basic

Vex Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster delivers a menacing strike fueled by its relentless vexation. A hit target suffers 2d12 + Brawn fury damage.

Fury • Melee

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Claw	Bubble	Brute Strength	Haste	Flood Strike	Catastrophe
Ferocious Assault	Clobber	Double Strike	Knock-Out Strike	Monstrous Claw	Swift Strike
Water Walk	Enrage	Latch	Sand Strike	Ravage	Tsunami
	Water Cloak	Shred	Steam	Refresh	Vex Strike
		Tow Strike	Swell	Riptide	Water Power

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	11	2	10	6

FURY ICE

BRAWN 3 | SIZE: SMALL | TALENT 2

RESISTANCES	VULNERABILITIES
Basic Wind	Fire Mystic

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

STARTING TRAIT

Piercing Cold: This Monster can choose to treat techniques it uses with the *bite* or *claw* descriptor as ice techniques. If it does so, damage from these techniques is ice damage.

Habitat: Cold-climate forests.
Diet: Herbivore. A Cooala's main diet consists of tree bark, leaves, and vegetation indigenous to their habitat, but are also known to eat sap and pine cones.
Grouping: Mostly solitary, though Cooalas occasionally establish territories that overlap. These neighbors sometimes establish units of up to four or five called "clings." Members of a cling work together to ward off intruders from the collective territory.
Temperament: Territorial. Once a Cooala has established its domain, it treats humans and other creatures as intruders.

Cooala is a relatively small, marsupial-like MajiMonster similar to a koala bear. They frequent boreal forests, and their fluffy white fur often leads them to be mistaken for snow clinging to pine trunks and branches. Despite its "cute" appearance, Cooala is territorial and very dangerous. Humans that have encroached too close to the Monster or too far into its territory are often battered and frozen for the transgression.

In combat, a Cooala is a master of ice techniques, capable of clobbering its foes with unrelenting physical and magical attacks. Binders have a difficult time easing Cooala's surly disposition; those that succeed in binding one must work effortlessly to prove their worth to it.

Rabid Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Fury • Melee • Bite

Icy Grasp
Utility action

After making a strike against its foe, the Monster's icy touch adheres to it. The Monster can use this technique as a utility action after it hits a target up to one size larger than it with a melee attack. The target becomes grabbed.

Ice

Savage Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with menacing claws that leave its foe shaken. A hit target suffers 1d6 + Brawn fury damage.
Critical: On a critical hit, the target is also frightened until it passes a Normal (7) check.

Fury • Melee • Claw

Devour
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites into its foe, consuming some of its power. A hit target suffers 1d6 + Brawn basic damage. If the hit target was maintaining an effect, the user immediately gains the benefit of the effect until the end of its next turn, or whenever the effect would normally expire. If a gained effect could normally be maintained, the user gains the ability to maintain it. A MajiMonster can only have one gained effect at a time as a result of this technique.

Basic • Melee • Bite

Fury Power
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the fury affinity to a devastating effect. A hit target suffers 2d10 fury damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also bleeding until it passes a Hard (9) check.

Fury • Ranged

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Icy Grasp	Combat Roll	Cold Stare	Eldritch Claw	Cacophony	Arctic Strike
Rabid Bite	Fang Strike	Devour	Ice Spikes	Freezing Aura	Frenzy
Savage Claw	Freezing Claw	Lullaby	Latch	Monstrous Bite	Fury Power
	Savage Bite	Rend	Leaping Strike	Monstrous Claw	Suffocate
		Shred	Uproar	Polar Strike	Wither

COOLYOTE

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

BASIC ICE

BRAWN 3 SIZE: MEDIUM

2 TALENT

RESISTANCES	VULNERABILITIES
Mystic Wind	Fire Fury

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

STARTING TRAIT

Chilling: Creatures that are frightened of the Monster are also frozen as long as they are frightened.

Habitat: Temperate to cold weather grasslands and forests. Coolyote rarely inhabit caves but take shelter there from inclement weather.
Diet: Carnivore. Coolyote hunt in packs, and are capable of bringing down large prey that includes bison, antelope, and elk.
Grouping: Coolyote are social creatures, establishing packs up to ten or more, led by an alpha. Coolyote infrequently associate with mundane coyotes.
Temperament: Aggressive. Coolyote are particularly hostile to humans in the presence of their mates or young, or when hunting for food.

Coolyote is a canid MajiMonster native to cold regions, with deep cyan fur patched with tufts of white. This creature roams plains and tundra in packs in search of food, and it is said that where the Coolyote goes the storm follows. Some Coolyote have even been known to reside in deserts if they can find a cool place to sleep during the day, so they can hunt during the cold desert nights.

Coolyote can be heard on icy nights howling in the distance. The howl of the Coolyote sends shivers down the spine of anyone who hears it. Binders who have encountered these Monsters in the wild have spoken about how their own Monsters have been frozen in fear after hearing their piercing howls. Binders that manage to gain a Coolyote companion find that the creature quickly becomes loyal, especially if the binder keeps a steady supply of meat in stock. Once associating amicably with a binder, the Coolyote sees the person as a member of its pack, thus gaining its loyalty and protection.

Snow Shield
Response

The Monster quickly surrounds itself with a swirl of snow to lessen the impact of a foe's attack. The Monster can use this technique as its response whenever it would suffer damage that is not fire damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Ice

Savage Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with menacing claws that leave its foe shaken. A hit target suffers 1d6 + Brawn fury damage.
Critical: On a critical hit, the target is also frightened until it passes a Normal (7) check.

Fury • Melee • Claw

Freezing Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its freezing-cold fangs. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Bite

Horrific Grimace
Response

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

Fury

Bad Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster exhales a cone of horrible smelling gas. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Freezing Bite	Arctic Wind	Cold Stare	Bad Breath	Cacophony	Cold Blooded
Savage Claw	Combat Roll	Freezing Claw	Icy Veins	Freezing Breath	Devastation Breath
Snow Shield	Pounce	Horrific Grimace	Snow Blast	Monstrous Bite	Howling Wind
	Rabid Bite	Rend	Uproar	Polar Strike	Pure Cold
		Shred	Wall of Woe	Omega Strike	Swift Strike

HEALTH 5 | STRIKE 4 | PROTECTION 11 | MAGIC 2 | DISCIPLINE 9 | SPEED 6

EARTH | WATER

BRAWN 4 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Fire	Verdant

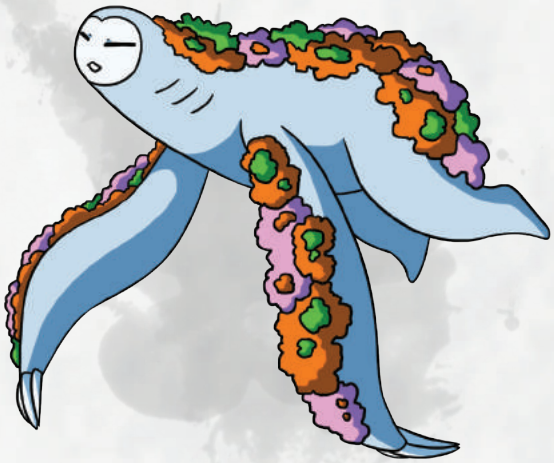
HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Follow Up: When the Monster pushes another Monster with one of its techniques, it may move the same distance the target was pushed directly towards the Monster. This movement does not affect withdraw strikes.

OPTIONAL TRAIT (Grade 2)

Slow and Steady: The Monster cannot suffer a penalty to its Speed score, and ignores effects that would cause it to move at half speed.



CORALOTH

Habitat: Tropical oceans, lakes, and islands.
Diet: Plantlife including seaweed, leaves, and algae.
Grouping: Loose groups called “drifts.”
Temperament: Coraloths are slow to anger, slow to flee, and just slow in general. They tend to be mild-mannered and sleepy.

Each Coraloth has a colorful reef growing on their back. The Coraloths do not seem to actively foster these; instead, this craggy sea-life seems to grow unhindered. These reefs are rather rocky and can be sharp, but do not harm the Coraloth at all. Coraloths drift with the ocean currents and can anchor themselves on coral reefs with their large claws. When underwater, Coraloths visually blend into the native coral reefs, so much so that mundane fish will even use Coraloths as camouflage and shelter from larger fish.

Coraloths are extremely docile almost all of the time. Oddly, they have also been seen hanging from palm trees on tropical islands, so it is assumed they must crawl out of the ocean at some point, but no one has witnessed this. However, when Coraloths are actually roused to anger, they are extremely dangerous, lashing out with razor sharp claws and the force of the tides themselves, washing away their attackers. Binders tend to get frustrated with the Coroloth’s lazy demeanor, but a few do know that they can be powerful allies.

Hydro Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Water • Area • Cone • Breath Weapon

Aqua Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy with aqueous claws, thrashing like ocean waves. A hit target suffers 1d6 + Brawn water damage. If the attack hits, the user can move up to 5 feet after inflicting damage. This movement does not provoke withdraw strikes.

Water • Melee • Claw

Tectonic Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb with the force of the earth behind it. A hit target suffers 2d12 + Brawn earth damage.

Earth • Melee

Strength of Tides
Combat action

The Monster imbues itself with the strength of the tides, causing its blows to shove foes away. Until the end of its next turn, whenever the user deals damage with a melee attack, the target must succeed on a Normal (7) check or be pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

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

Water

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.

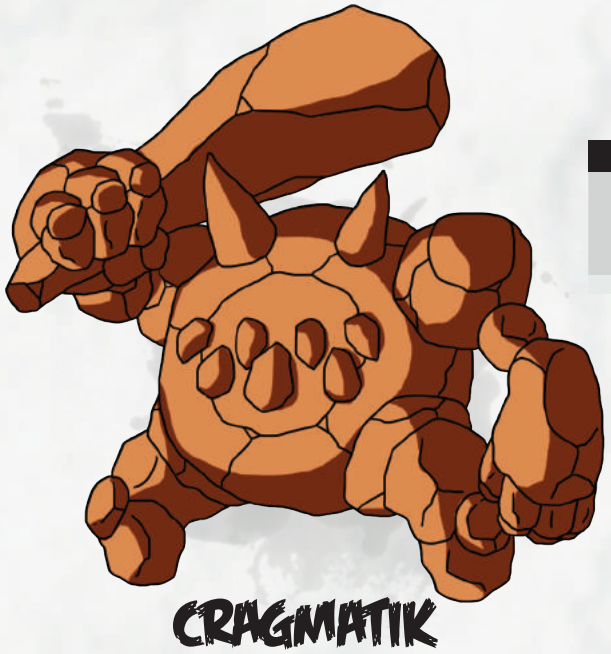
Maintain: The Monster can use its utility action to maintain the zone.

Earth • Zone

TECHNIQUES

Barred Descriptors *Bite, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Claw	Ferocious Strike	Combat Roll	Imperviousness	Landslide	Mountain’s Fury
Hydro Breath	Spoil Water	Double Strike	Swell	Monstrous Claw	Nourish
Mud	Stone Assault	Mud Spray	Upheaval	Refresh	Tectonic Strike
	Strength of Tides	Stone Shield	Water Cloak	Stoneskin	Tsunami
		Water Blade	Wave	Tidal Force	Water Form



CRAGMATIK

HEALTH 6 | STRIKE 3 | PROTECTION 11 | MAGIC 2 | DISCIPLINE 10 | SPEED 4

EARTH

BRAWN 4 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Lightning	Verdant

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

Habitat: Caves, mountains, and particularly abandoned quarries and mines. Cragmatiks may be drawn to anywhere a large amount of rock can be found.
Diet: Crystals, geodes, gems, and metals seem to nourish Cragmatiks.
Grouping: Usually solitary. When found in loose groups they seem indifferent towards each other and have no social skills among their own kind.
Temperament: Sluggish. They don't view many things as a threat and prefer to avoid other creatures unless they are protecting a food source.

Cragmatiks are great creatures made of earth and stone. They can be found most often in abandoned mines and quarries. The Cragmatiks may, in fact, be the reason the mine was abandoned in the first place. Cragmatiks consume precious stones and metal. They chew and grind ores and metals with their supernaturally hard teeth and love the crunch of large crystals.

Notorious for their consumptions of precious materials, Cragmatiks are a threat to many people's professions, from miner to blacksmith, and even drajule crafters. They have been studied and it has been found that they can live off of less precious rocks and ores such as quartz and copper, but they seem to particularly like the taste of silver, gold, and platinum, and any precious gemstone.

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Armed: The Monster is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite*, *claw*, *horn*, *tail*, or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

Burrow
Movement

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

Earth

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Rock Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Earth • Melee

Trample
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster tramples over its foe in a stampeding charge. A hit target suffers 1d10 + Brawn basic damage. Damage against a prone target is empowered without having to spend Grit. After resolving the technique, additional movement made by the user does not provoke opportunity attacks from a hit target.

Basic • Melee

Stoneskin
Combat action

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

Earth

TECHNIQUES

Barred Descriptors *Gaze, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Iron Resolve	Anchor	Explosion	Diamond Strike	Catastrophe
Clobber	Solidify	Enrage	Sand Strike	Landslide	Devastation Breath
Rock Strike	Stone Assault	Granite Strike	Slow Strike	Monstrous Claw	Earthquake
	Vice Lock	Shred	Stoneskin	Mud Spray	Mountain's Fury
		Trample	Volatile Earth	Omega Strike	Tectonic Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	8	4	10	6

WIND

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Earth	Ice

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Elusive: The Monster cannot be grabbed.

CUMULEM

Habitat: Open air in all climates except very dry deserts and tundras.
Diet: Cumulem does not appear to eat, but scholars have proven this creature extracts dust, small particles, and water vapor from the air in a process similar to eating. When a Cumulem "drinks" water vapor its form darkens, like a thundercloud.
Grouping: Cumulem do not usually associate with each other unless they have a unifying purpose; however, when they do, they collect in massive groups of dozens or more. Such a terrifying group is referred to as a "nimbus."
Temperament: Passive. Cumulem do not consider humans a threat.

Once the maji of the Old Empire found how great the power of their magic was, they drove further and further to push its limits. Soon enough, the maji discovered they could bring sentience and magical ability to inanimate objects, organic or manufactured, creating entirely new MajiMonsters in the process. Cumulem was the first of these new creatures, brought to life with raw wind magic shaped into natural clouds. With automaton-like intelligence, Cumulem is more than capable of blowing opponents away with powerful gales or clobbering them with its massive fists.

Cumulem are born natives to the skies, and many live out their entire existence without descending to the surface. From the ground, a Cumulem aloft in the sky is indistinguishable from an ordinary cumulus cloud, and because of this cunning, binders employ them as scouts or spies.

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

Aerial Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

Squall Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with the force of a raging squall. A hit target suffers 2d8 + Brawn wind damage.

Wind • Melee

Deft Assault
Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster skillfully launches a projectile at its foe. A hit target suffers 1d10 basic damage. The user can choose to apply either its Brawn or Talent score as bonus damage to the attack.

Basic • Ranged

Cloud Cover
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, filling a cube 20 feet long in each dimension

The Monster conjures a dense cloud that obstructs vision. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures that have the zone between them.

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

Wind • Zone

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aerial Strike	Clobber	Deft Assault	Hopeful Aura	Bolstered Strike	Eye of the Storm
Assimilate	Cloud Form	Latch	Purge	Confounding	Hurricane Strike
Cloud Cover	Leap	Storm Aura	Sky Crash	Exclude	Invigorating Aura
	Wind Blast	Storm Strike	Squall Strike	Tornado Strike	Refresh
		Windstep	Wind Wall	Wind Prison	Revivify

DIBBIK

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	2	9	4	11	7

MYSTIC

BRAWN 3 | SIZE: TINY | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Fury	Basic

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

STARTING TRAIT

Puppet Master: While this Monster is within 20 feet of a confused Monster, it can determine targets for the confused Monster's attacks instead of the target being determined randomly. The Monster cannot use this trait if it is suffering from the blinded, confused, disoriented, or sleeping conditions.

Habitat: Anywhere other MajiMonsters can be found.
Diet: Dibbiks do not kill other MajiMonsters, but they do seem to consume their energy.
Grouping: Solitary.
Temperament: Docile to humans and animals, aggressive to MajiMonsters that are not Dibbiks.

The Dibbik is a small, seemingly harmless ball of black fluff that chirps and whistles. When its fuzz is brushed away a single eye is revealed. Because it is harmless to humans and animals, it is one of the few MajiMonsters that humans would tolerate before the rediscovery of drajules. In fact, some people even keep them as pets and consider them good luck charms because of their strange tendency to scare away other MajiMonsters.

The reason that these docile creatures can scare other MajiMonsters is that they are parasites. When placed in contact or even near another MajiMonster, it has mysterious powers of control. Wild Dibbiks have been known to use this power wantonly, causing MajiMonsters that would normally be volatile to act tame, and those that are gentle to act violently. Some Dibbiks even attach to a MajiMonster's head, making it look like a small fuzzy hat. Intelligent MajiMonsters know to steer clear of these creatures. Though they lack fighting skill, smart binders know the value of a bound Dibbik. When controlled by a Dibbik, even the most intractable Monsters are easily dealt with.

Rabid Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.

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

Fury • Melee • Bite

Telekinesis

Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster uses its telekinesis to fling a free object at its opponent. A hit target suffers 1d6 + Talent mystic damage.

Mystic • Ranged

Uproar

Combat action
Attack: Magic vs. Protection
Area: 15-foot cone emanating from the user

The Monster creates an uproarious din that confounds its foes. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.

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

Basic • Area • Cone

Latch

Combat action
Target: One creature in melee range

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

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

Basic

Lullaby

Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster creates a soothing melody that lulls its target to sleep. A hit target moves at half its maximum speed during its next turn and cannot apply its Brawn as extra damage on techniques it uses during this time. At the end of its next turn, the hit target must make a Normal (7) check to avoid sleeping until it is roused or passes a Normal (7) check.

Basic • Ranged

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Latch	Curse	Death's Door	Black Fire	Befuddle	Catastrophe
Rabid Bite	Evil Eye	Lullaby	Dispel	Exclude	Confounding Gale
Telekinesis	Maji Bolt	Moonbeam	Life Tap	Eye Bite	Mystic Power
	Occult Ward	Mystify	Uproar	Monstrous Bite	Occult Storm
		Purify	Wall of Woe	Sanctuary	Swirling Wave

HEALTH 5 | STRIKE 4 | PROTECTION 10 | MAGIC 2 | DISCIPLINE 9 | SPEED 7

WIND

BRAWN 4 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Earth	Ice

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

DOOMWING

Habitat: Caves and subterranean areas, in damp areas or close to bodies of water. Doomwings also occasionally inhabit ruins and abandoned buildings.

Diet: Carnivore. Doomwings typically prefer to hunt small amphibians and reptiles, and are known to eat small fish, large spiders, and even rodents.

Grouping: Doomwings have been known to associate in large colonies of a dozen or more, and quite commonly integrate into larger colonies of mundane bats.

Temperament: Predatory. Dooming is an avid hunter and rarely encounters humans in its natural habitat. If it is alone, it tends to either flee or hide. However, in a strong colony, it may stand its ground, or even attack.

In the caves and sprawling ruins of the Wildlands lurks the Doomwing, clinging to earthen walls and rafters silently overhead. This creature looks much like a normal bat, though it can grow to over five feet in size and has a deep amethyst coloration. Doomwing is completely blind, having no eyes to see with, and detects prey and threats entirely though its uncanny sense of hearing.

Doomwing is one of the most prolific MajiMonsters known, and it has done quite well for itself since the downfall of the Old Empire. Binders exploring lost tunnels and caverns frequently encounter the Monster, if only to observe it lurking above them. Those that bind a Doomwing find the MajiMonster easier to train than expected—even without vision the creature reacts remarkably quickly to instruction, and before long its lack of sight is quickly forgotten.

Gust of Wind

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monsters blows forth a strong wind to batter all in its path. Hit creatures in the area suffer 1d6 wind damage and are subject to the technique's trigger effect.
Trigger (6): The target is disoriented until the end of its next turn.

Wind • Area • Line

Gale Wing

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Wing

Wing Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Wing

Vice Lock

Utility action

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

Basic

Suffocate

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster slowly removes the breathable air from around its foe, forcing it to become unconscious. A hit target suffers a -2 penalty to its Strike and Magic scores until it passes a Normal (7) check.
On the first failed check, the target becomes sleeping until roused or until it passes a Normal (7) check. Passing this check removes both effects. If a MajiMonster bound to a drajule fails this second check, it is immediately withdrawn to its drajule. If resummoned, it retains the penalty to its Strike and Magic scores until the check is passed.

Wind • Ranged

TECHNIQUES

Barred Descriptors *Gaze, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Gale Wing	Crosswind	Expel	Savage Wing	Befuddle	Eye of the Storm
Gust of Wind	Fang Strike	Latch	Searing Wing	Gale Force	Hurricane Strike
Wing Strike	Vice Lock	Slice	Suffocate	Howling Wind	Monstrous Bite
	Wind Scythe	Whipping Wind	Wind Rush	Monstrous Wing	Occult Storm
		Wing Pummel	Wind Wall	Reinvigorate	Wind Prison

DRACOLUX

HEALTH 5 | STRIKE 4 | PROTECTION 9 | MAGIC 3 | DISCIPLINE 10 | SPEED 6

FIRE | LIGHTNING

BRAWN 4 | SIZE: LARGE | TALENT 3

RESISTANCES	VULNERABILITIES
Ice Verdant	Earth Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Yang: The Monster and all friendly Monsters within 10 feet of it gain a +1 bonus to their Brawn scores. This bonus is increased by 1 if a target in the area has the Yin trait.

Habitat: The tops of mountains.
Diet: Carnivore. Dracoluxes hunt wild game animals such as deer for food, and also require sunlight.
Grouping: Solitary, but occasionally found in the company of a Tigrumba.
Temperament: Stoic unless threatened. They avoid human settlements.

Dracoluxes are large golden dragons with a distinctive Yang symbol on their forehead. Dracoluxes appear to more active during daylight hours and seem to gain some kind of nourishment from the sun itself. Dracoluxes' golden scales create a glowing shimmer when reflecting sunlight, and this light seems to persist even in the dark. Dracoluxes seems to absorb and store energy from the sunlight, which is thought to power their fiery breath. When flying, a Dracolux's wings will crackle with electricity. Scholars think this static is excess build up from the extreme amounts of energy that must be stored just beneath their scales.

Dracoluxes are only found in remote mountainous locations, making them difficult for binders to acquire. Several parties of adventurers have sought these mysterious creatures, and all but one have never returned. The last party reported coming upon a Dracolux and Tigrumba slumbering, and fleeing nearly all the way down the mountain when the powerful pair awoke.

Fire Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

Sparking Wing

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with its sparking wings. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Wing

Flare Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage flaring with a growing fire. A hit target suffers 2d8 + Brawn fire damage.

Fire • Melee

True Flame

Combat action

The Monster taps into the fire affinity to become one with true flame. Until the end of the user's next turn, it gains a bonus to its Brawn and Talent scores equal to its Grade when it uses a fire technique. During this time, when it uses a fire technique, it reduces the trigger number for trigger effects that cause the burning condition by 1. Additionally, while affected by this technique, the user becomes resistant to fire damage and cannot suffer the burning condition.
Maintain: The Monster can use its utility action to maintain the effect.

Fire

Inspiring Aura

Combat action
Aura: 10-foot radius aura emanating from user

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

Basic • Aura

TECHNIQUES

Barred Descriptors *None*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fire Breath	Ember Bolt	Cinder Strike	Amped Strike	Combust	Fire Power
Inspiring Aura	Searing Tail	Heat Vision	Fire Missile	Flash	Invigorating Aura
Sparking Wing	Spark Storm	Illuminate	Flare Strike	Incendiary Strike	Paragon
	Static Charge	Lightning Blade	Static Field	Lightning Aura	Thunderstorm
		Luminous Beam	Store Power	Thundering Strike	True Flame

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	4	10	2	9	5

BASIC

BRAWN 3 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

EFFDIEN

STARTING TRAIT

Armed: The Monster is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite*, *claw*, *horn*, *tail*, or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

OPTIONAL TRAIT (Grade 2)

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

Habitat: While Effdien can survive and find food in almost any environment, the majority are found near human civilizations or temperate habitats where food is plentiful.

Diet: Anything. Effdien have been known to consume all manners of organic and inorganic materials. Effdien both hunts and scavenges if necessary.

Grouping: Solitary.

Temperament: Mixed. This creature is prone to think with its stomach; it can be quite hostile when hungry and in sight of a presumed meal, and by contrast quite docile when full.

Of all the known MajiMonsters in existence, none have perplexed scholars as much as the insatiable and incorrigible Effdien. This creature's enormous mouth is typically open, bearing its slavering tongue. Effdien's stubby appendages make it look as if it is a walking sphere. From atop its back is a fluffy protrusion that jostles as it moves, closely resembling a typical chef's hat. Against all manner of sense or reason, these Monsters have found a way to crudely forge oversized knives, forks, and other cutlery, which it uses as weapons.

Theoretically, Effdien was originally created just before the fall of the old maji, perhaps meant to serve as some kind of cook, food-tester, or waste disposal. Whatever its intended use, the creature is now a physical manifestation of appetite and hedonism, voraciously eating all it can until it gets its fill, at which point it wanders off to nap. Binders that find one of these creatures in their service often have difficulty keeping the creature fed, and know all too well that a hungry Effdien is a handful.

Savage Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee • Bite

Vice Lock
Utility action

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

Basic

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Bully
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster takes advantage of its relative size to powerfully strike an opponent. A hit target suffers 1d10 + Brawn basic damage. If the hit target is smaller than the user, it instead suffers 2d10 + Brawn basic damage.

Basic • Melee

Short Fuse
Response

The Monster reacts to an incoming attack, charging its assailer head on. When the Monster is hit with a ranged attack, it can use this response to move up to its maximum speed in a straight line towards the attacker. If it ends this movement with the attacker in its melee range, it can make a single melee attack against it. The user cannot spend Grit to empower an attack or damage roll made through the use of this technique.

Fury

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fang Strike	Devour	Expel	Bad Breath	Cacophony	Basic Power
Savage Bite	Gust of Wind	Rabid Bite	Bully	Dispel	Catastrophe
Vice Lock	Rift	Red Line	Eldritch Bite	Exclude	Cosmic Might
	Solidify	Searing Bite	Slow Strike	Monstrous Bite	Frenzy
		Slice	Store Power	Short Fuse	Ravage

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	10	3	9	7

BASIC

BRAWN 2 | SIZE: MEDIUM | TALENT 3

STARTER

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

STARTING TRAIT

Cunning: When the Monster is required to make a check to end or prevent a condition, it can roll twice and take the better of the two results.

Habitat: While they're most abundant in temperate climates, Fauxfoxes are highly adaptable and are known to survive in almost any habitat.

Diet: Omnivore. A Fauxfox diet primarily consists of fruits, nuts, and vegetables found in the wild. They will eat meat, but do not hunt. Their meat intake comes from scavenging or opportunistic grazing, especially near civilized areas.

Grouping: Fauxfoxes do not group with consistency. Many are solitary hunters, while others occur in mated pairs, or living in family units of up to seven or more.

Temperament: Flighty. Fauxfoxes generally flee at the sight of humans.

Fauxfox was given its name because many trappers mistake the MajiMonster for a normal fox, often to the detriment of the human. The creature's appearance often belies its magical nature—it is easily mistaken for a common fox—exceptions only occurring when the Monster's fur is more dramatically-colored. Fauxfoxes can vary in coloration, from dull grays to rich reds. Because they have a survivalist demeanor and breed rapidly with both Monsters and mundane foxes, Fauxfoxes are easily one of the most prolific species of MajiMonsters.

Because of the Monster's population and ability to adapt to most environment, many novice binders begin their careers with Fauxfox companions. Once bound, Fauxfox shows all the qualities of a domesticated creature, loyal and easy to train. These creatures are agile and quick fighters, even if they're not the physically strongest, and are eager to please their binders once a battle begins.

Centered Strike
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

Cannon
Combat action
Attack: Strike vs. Protection
Target: One creature in 30 feet

The Monster fires a projectile at its foe with a cannon's force. A hit target suffers 1d12 + Brawn basic damage.

Basic • Ranged

Revivify
Response
Target: One ally within 15 feet

The Monster uses its magic to protect its ally at the moment it would be defeated. This technique is used as a response when an ally within range is reduced to 0 hit points. The target immediately recovers 3 hit points per Grade of the user.

Grit: The Monster can spend a point of Grit when it uses this technique. If it does, the user increases the range to 30 feet, and the affected ally instead recovers 5 hit points per Grade of the user.

Basic • Ranged • Healing

Leap
Movement

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

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

Basic • Grit

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

F

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Assimilate	Combat Roll	Deft Assault	Cannon	Befuddle	Basic Power
Centered Strike	Inspiring Aura	Focused Strike	Haste	Exclude	Glaciate
Leap	Strange Spittle	Lullaby	Hypnotic Gaze	Fire Missile	Invigorating Aura
	Tail Strike	Occult Ward	Lightning Spear	Monstrous Tail	Revivify
		Wind Blast	Water Burst	Stalagmite	Swift Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	9	3	9	7

ICE WIND

BRAWN 2 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Earth Wind	Fire Ice

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

FLURRIN

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Blindsight: The Monster cannot be targeted by techniques with the *gaze* descriptor, and does not suffer a penalty for being blind.

Habitat: Arctic seas and coastal regions.
Diet: Almost exclusively fish, small crustaceans, and eels. Flurrins are avid hunters.
Grouping: Flurrins are often found In groups of five or more called “tufts.” Each member of a tuft can roam upwards of miles away from the group to hunt, often making the MajiMonster appear to be unattached.
Temperament: Indifferent. Flurrins rarely encounter humans due to their habitat, but do not avoid them if sighted. If threatened, a Flurrin may simply fly away from a human, or attack.

Up and down snow-covered coasts and populating ice floats in arctic oceans, is the enigmatic Flurrin, an odd MajiMonster to say the least. Physically, Flurrin resembles a puffin, but is easily distinguished by its size and “goggles” of pure ice that cover the Monster’s face. Scholars believe these creatures may be entirely blind, actually using some supernatural sense for navigation and hunting. When a Flurrin takes to the sky, each beat of its wings produces a shower of snow flurries behind it.

Flurrins are often difficult to bind; they don’t tend to frequent regions near human civilization and require extensive travel to locate. Additionally, it’s rare to encounter a Flurrin truly alone—more than one binder has made the mistake of challenging this MajiMonster by itself, only to see more of its kind flock to its aid moments later.

Arctic Wind
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

Crosswind
Combat action
Attack: Magic vs. Discipline
Target: One creature in 5 feet

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

Wind • Ranged

Wing Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Wing

Mirage
Combat action

The Monster creates two illusory duplicates of itself that confound opponents. The duplicates occupy the user’s area and last until the end of the user’s next turn. While this technique is active, when an attack that is not an area effect hits the Monster, it should be determined randomly if the attack hits the user or a duplicate. Two duplicates result in a 1-in-3 chance to hit (1-2 on a d6). If the Monster is hit, it suffers damage and effects normally. If a duplicate is hit, the Monster suffers no damage or effect, and the duplicate vanishes and the chance to hit increases to 1-in-2 (1-3 on a d6).

A target that is blinded that makes an attack roll against the user with a qualifying technique always strikes the user on a hit, never a duplicate.

Maintain: The Monster can use its utility action to maintain the effect. When the effect is maintained, it only maintains the current amount of remaining duplicates.

Mystic

Flash Freeze
Response

The Monster instantly ices over to free itself of a harmful effect. The Monster can use this technique as a response whenever it would become bleeding, burning, or poisoned. The condition ends against the user immediately.

Ice

TECHNIQUES

Barred Descriptors *Gaze, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arctic Wind	Aerial Strike	Dark Wind	Ice Spikes	Glaciate	Cold Blooded
Crosswind	Combat Roll	Eldritch Wing	Mirage	Sigil of Denial	Dispel
Wing Strike	Freezing Wing	Frostburn	Moonbeam	Snow Cloud	Hurricane Strike
	Flash Freeze	Heightened Senses	Storm Aura	Storm Breath	Ice Power
		Whipping Wind	Wind Rush	Wind Prison	Typhoon

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

WATER WIND

BRAWN 2 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Earth Fire	Ice Lightning

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Temperate and tropical wetlands, particularly marshes and bogs.
Diet: Fogmingos generally eat algae, small crustacean, shrimp, and plants. Depending on their habitat, the MajiMonster may also eat small fish or larger insects, such as dragonflies or locusts.
Grouping: Fogmingos are social creatures, generally associating in groups of up to eight called "brumes." It's difficult to tell a Fogmingo brume from an ordinary area of fog coverage.
Temperament: Fogmingos aren't normally aggressive towards humans, but will become hostile if a human or another threat approaches too close to its young.

Marshes and bogs in the Wildlands are often covered by a pervasive mist, thanks to groups of Fogmingos settling the area. This creature resembles a mundane flamingo, though the edges of its form jostle and fade into a haze constantly emanating from it, causing it to appear cloaked in fog at all times.

When encountered, Fogmingos have been known to stamp their feet and release a "honking" cry towards humans. At first, this was interpreted as signs of aggression or warning, but further study revealed this to be a natural way the Monster forces its food from a wetland to the surface for it to consume. However, this isn't to say the creature is entirely friendly, as those that get too close to it (often unwittingly, traveling through dense fog) can attest to how dangerous the Monster can be.

Mist
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster conceals itself in a mist, making it difficult for others to target it. While in the mist, a creature gains cover against enemy attacks originating from outside the effect. The effect lasts until the end of the user's next turn.
Maintain: The Monster can use its utility action to maintain the effect.

Water • Area • Sphere

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Icy Veins
Combat action

The Monster fills its own blood with ice, toughening up against future attacks. 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.

Ice

Skyfall
Combat action
Attack: Magic vs. Protection
Target: One grounded creature within 30 feet

The Monster summons a sudden wind that lifts its foe off its feet and drops them back to the ground. A hit target suffers 1d12 + Talent wind damage and must pass a Normal (7) check or land prone.
Critical: On a critical hit the target must instead pass a Hard (9) check or land prone.

Wind • Ranged

Hydro Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Water • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fang Strike	Aqua Bite	Chilling Aura	Hail Storm	Icy Veins	Cacophony
Hydro Breath	Gale Wing	Mist Aura	Haste	Monstrous Wing	Eye of the Storm
Mist	Gust of Wind	Skyfall	Storm Breath	Tornado Strike	Triple Strike
	Water Bolt	Storm Strike	Swirling Wave	Water Cannon	Tsunami
		Wing Pummel	Wind Rush	Wind Prison	Water Power

HEALTH 5 | STRIKE 4 | PROTECTION 11 | MAGIC 2 | DISCIPLINE 9 | SPEED 7

BRAWN 3 | SIZE: MEDIUM | TALENT 1

BASIC | WATER

RESISTANCES	VULNERABILITIES
Fire Mystic	Fury Lightning

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

FOILFIN

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

En Garde!: When the Monster 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.

Habitat: Cold, temperate, and tropical oceans or large bodies of water.
Diet: Foilfins eat smaller fish, other aquatic prey, and occasionally low-flying seabirds, typically by impaling them first.
Grouping: Foilfins are often found in schools of up to eight or more. Large schools of Foilfins are called “fences.”
Temperament: Very aggressive. Foilfins treat humans and other large species in their habitats as either unwelcome intruders or food.

While few MajiMonsters inhabit the depths of the ocean, the Foilfin is a well known threat to sailors. Records show the old maji attempted “improve” upon the swordfish, making a Monster that truly encompassed that weaponized ideal. A Foilfin is large, fish-like Monster, growing to over 7 feet in length, and its snout ending in an elongated, piercing blade. In order to avoid piecing its companions, the creature can magically “stub” its snout, forming a dull ball over it, which it can later remove to hunt or battle.

Foilfins are desired by binders for their ferocious temperament and skill in battle, but finding one to bind is an endeavor. Crafty binders often “bait” these MajiMonsters to shore, luring them there with chunks of food, where they can attempt to bind them. Otherwise, locating a Foilfin often requires the aid of a boat, and a dangerous trip out to sea.

Deflect
Response

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

Basic

Horn Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster jabs at its opponent with a horn or spiked appendage. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Horn

Aqua Horn
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Horn

Bubble
Response

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

Water

Omega Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with a vigorous force that devastates a foe, although the blow lashes back against the user. A hit target suffers 3d8 + Brawn basic damage.

Empower: If the technique’s attack roll becomes empowered, its damage roll against a hit target is empowered without the user needing to spend Grit.

Recoil: The user suffers half the damage dealt by the attack before factoring the target’s resistances or vulnerabilities. This damage is not subject to the user’s resistances or vulnerabilities.

Basic • Melee

TECHNIQUES

Barred Descriptors *Claw, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Horn	Bubble	Cleanse	Bully	Counter Attack	Basic Power
Deflect	Leap	Furious Charge	Drain	Flood Strike	Polar Strike
Horn Strike	Water Cloak	Puncture	Store Power	Omega Strike	Swift Strike
	Whirlpool	Tow Strike	Torrent Strike	Riptide	Tidal Strike
		Water Blade	Water Crash	Triple Strike	Water Form

FRAGMOUSE

HEALTH 5 | STRIKE 2 | PROTECTION 10 | MAGIC 4 | DISCIPLINE 10 | SPEED 6

EARTH

BRAWN 3 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Lightning	Verdant

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

STARTING TRAIT

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

Habitat: Temperate forests and grasslands, as well as warm subterranean areas. Fragmice generally nest in tree hollows, caves, or dig burrows. Also, this Monster commonly inhabits human towns to scavenge for food, particularly in colder seasons.
Diet: A Fragmouse's diet is largely a product of its environment: some are strictly herbivores eating seeds, roots, fruits, mushrooms, and treebark, while others hunt insects, worms, and even small animals such as frogs and lizards.
Grouping: Fragmice almost exclusively live and travel in family units between four and ten, and do not associate with common mice.
Temperament: Skittish. Fragmice generally run at the first sight of humans or larger creatures.

Fragmouse looks like an overly large mouse, growing up to a foot in size and weighing upwards of a dozen pounds. It is covered in a "shell" of moss, earth, and stone. Like regular mice, this Monster has a penchant for burrowing holes, finding hard-to-reach places, and opportunistically scavenging.

While most Fragmice make their homes in the Wildlands, enough have learned that human towns often provide warmth and enough food scraps to warrant nesting in these areas. A Fragmouse infestation is a serious matter; though Fragmice generally run at the first sign of humans, a frightened Fragmouse that is forced to defend itself can be a lethal encounter. Inexperienced binders frequently try to bind Fragmice due to their frequent proximity to humans, but often find them to have an unruly temperament, attempting to skitter off at the first opportunity.

Burrow
Movement

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

Earth

Rift
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster splits the earth open in a rift, violently thrusting stone and earth at those in its path. Hit targets suffer 1d6 earth damage and must succeed a Normal (7) check or move at half maximum speed during their next turn.

Earth • Area • Line

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Spikes
Combat action
Attack: Magic vs. Protection
Area: 20-foot line emanating from the user (grounded targets only)

The Monster causes jagged stones to protrude from the ground in a line, spiking into its foes' feet. Hit targets suffer 1d10 earth damage and are subject to the technique's trigger effect. A target hit by this technique also moves at half speed until the end of its next turn.
Trigger (6): The target is bleeding until it passes a Normal (7) check. While a target is bleeding as a result of this technique, it also moves at half speed.

Earth • Area • Line

Earthquake
Combat action
Attack: Magic vs. Protection
Target: Each grounded creature within 15 feet

The Monster devastates the landscape with a brutal earthquake. Each hit target suffers 2d8 earth damage and is knocked prone.

Earth • Area

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Combat Roll	Arcane Beam	Acid Breath	Glaciate	Earth Power
Fang Strike	Floral Assault	Luminous Beam	Haymaker	Latch	Earthquake
Rift	Stone Shield	Premonition	Moonbeam	Sanctuary	Omega Strike
	Tail Strike	Spikes	Mud Spray	Stalagmite	Store Power
		Unyielding Form	Stoneskin	Thorn Wall	Verdant Blast

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

BASIC

BRAWN 2 | SIZE: MEDIUM | 3 TALENT

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Cunning: When the Monster is required to make a check to end or prevent a condition, it can roll twice and take the better of the two results.

GEMINESE

Habitat: Ruins and other abandoned man-made buildings. Geminese prefer warmer and drier climates to exposure to the elements.
Diet: Carnivore, with a diet mostly consisting of small rodents or fish where available.
Grouping: Solitary, or in small groups of up to four.
Temperament: Curious. Geminese have been known to be accepting and even playful with humans, but if angered or threatened they react swiftly.

When maji of old wanted to combine two creatures to create one with twice the strength, Geminese was the result. The MajiMonster appears as a pair of identical house cats, connected at the tail. Each half of the Monster is nearly indistinguishable from the other half, but their eyes are notable; the color of one member's left and right eye are always different, and always reversed. Much like Beetallion, scholars found that this MajiMonster operates as one unit, and it is impossible to bind one without the other.

This Monster is surprisingly agile and coordinated, both members working together as a single creature. Geminese has proven to be a wily opponent, and incredibly stealthy. It will often use its tail as a trip wire to fall an opponent before pouncing on it with its sharp, retractable claws.

Once bound, Geminese can act standoffish towards their binder, only warming up to their new binder when they feel safe. Sometimes it helps to allow them to wander around outside their drajule and ignore them for a while in order to gain their trust.

Binding Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Tail

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Evil Eye
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

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

Mystic • Gaze

Intimidating Gaze
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster attempts to intimidate its foe. The target makes a Normal (7) check. If it fails, the target reduces its Brawn to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Brawn score.

Fury • Gaze

Hammer Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Tail

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Binding Tail	Eldritch Claw	Cold Stare	Automate	Eye Bite	Basic Power
Evil Eye	Intimidating Gaze	Double Strike	Heat Vision	Leaping Strike	Frenzy
Fang Strike	Pounce	Hammer Tail	Hypnotic Gaze	Monstrous Claw	Medusa's Gaze
	Tail Strike	Shred	Rend	Polarize	Paragon
		Vengeful Strike	War Dance	Ravage	Revivify

GEOYETI

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

EARTH ICE

BRAWN 4 | SIZE: HUGE | TALENT 3

RESISTANCES	VULNERABILITIES
Lightning Wind	Fire Verdant

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

STARTING TRAIT

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

Habitat: Cold climates. Geoyeti often make homes in caves.
Diet: Carnivore. Geoyeti routinely hunt for meat and are accomplished fishers.
Grouping: Solitary, but sometimes appearing in pairs or small families.
Temperament: Typically aggressive, although some have been known to be curious.

Geoyeti are bestial MajiMonsters. They appear as great, white-furred gorillas with wicked horns that stem from their skulls. Rock clusters form on their body where their skin is exposed to the harsh, cold climates they prefer. Geoyeti grow to enormous heights and are incredibly strong and tough, which makes them fearless as a result. As a Geoyeti ages, its body radiates intense cold, causing snow flurries to dance in the air around it and liquid water to freeze with a mere touch.

A wild Geoyeti tends to be stubborn and gruff, accustomed to doing as it pleases and typically living at the top of its habitat's food chain. They get along well enough with their kin, but usually react violently to humans. However, a bound Geoyeti often finds excitement in traveling with its binder, anxious even, as the thrill of travel and discovery pleases these imposing Monsters.

Rime Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its frozen limb or appendage. A hit target suffers 1d8 + Brawn ice damage.

Ice • Melee

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

Winter
Combat action
Attack: Magic vs. Protection
Area: 5-foot radius sphere emanating from the user

The Monster rapidly reduces the temperature in the area to a harsh cold, but leaves itself vulnerable in the process. Hit targets suffer 2d8 ice damage.
Recoil: After using this technique, the user suffers a -1 penalty to its Protection and Discipline scores until the beginning of its next turn.

Ice • Area • Sphere • Recoil

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

Mud Spray
Combat action
Attack: Magic vs. Protection
Area: 15-foot cone emanating from the user

The Monster sprays globs of mud to slow and blind its foes. A hit target is blinded until it passes a Normal (7) check. While blinded by this effect, a target also moves at half its maximum speed.
Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 25-foot cone emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Earth • Area • Cone • Grit

TECHNIQUES

Barred Descriptors *Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Assault	Frozen Shell	Anchor	Bully	Counter Attack	Arctic Strike
Iron Resolve	Momentum	Cold Stare	Sand Strike	Freezing Aura	Cold Blooded
Rime Strike	Rock Strike	Earth Bolt	Slow Strike	Monstrous Bite	Ice Power
	Stone Claws	Frost Strike	Upheaval	Mud Spray	Mountain's Fury
		Haymaker	Winter	Polar Strike	Tectonic Strike

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

ICE

BRAWN 3 | SIZE: SMALL | TALENT 3

RESISTANCES	VULNERABILITIES
Wind	Fire

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

STARTING TRAIT

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

GLAISHARD

Habitat: Arctic Tundras. However, Glaishards migrate south to temperate zones during the coldest parts of winter.
Diet: Herbivore. Glaishards eat winter berries, leaves, and roots only when frozen. They generally don't tolerate any food unless it is cold.
Grouping: Glaishards form small groups of up to six, called *clusters*.
Temperament: Curious and docile unless threatened.

Glaishards appear like echidnas (spiny anteaters) with crystalline ice shards where a mundane echidna's spines would be. Glaishards range in color from icy blues, to hot pinks, to deep purples. Their coloring is from their skin color reflected through their shards. This icy spikes grow from their back quickly, and Glaishards are often seen shaving their spines on stones or trees. When sleeping, a Glaishard will curl into a tight ball and their ice shards hum with a dim glow.

Glaishards migrate to cold areas looking for food. In the summer they go deep into the north looking for the cool weather and vegetation they prefer; in winter they travel further south as long as the temperature is cold.

Bound Glaishards enjoy being groomed, and having their ice shards shaved down regularly. A binder who does this for their Glaishard will be rewarded with gentle purrs. Binders can also use shaved off shards in place of actual ice. These shards evaporate rather than melt.

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

Ice Shards
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster causes shards of ice to burst from the ground. Hit targets suffer 1d6 ice damage.
Critical: On a critical hit, the target is also bleeding until it passes a Normal (7) check.

Ice • Area • Line

Snow Shield
Response

The Monster quickly surrounds itself with a swirl of snow to lessen the impact of a foe's attack. The Monster can use this technique as its response whenever it would suffer damage that is not fire damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Ice

Cleanse
Combat action

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

Water • Healing

Basic Power
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the basic affinity to a devastating effect. A hit target suffers 2d10 basic damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the effect erupts around the target. All creatures within 5 feet of the target suffer 1d10 basic damage. The original target does not suffer this additional damage.

Basic • Ranged

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Assault	Freezing Bite	Chilling Aura	Haste	Freezing Aura	Arctic Strike
Ice Shards	Ice Breath	Cleanse	Ice Spikes	Glaciate	Basic Power
Snow Shield	Ice Patch	Frost Strike	Ire Strike	Polar Strike	Cold Blooded
	Water Walk	Icicle Bolt	Refrigerate	Ravage	Frenzy
		Slice	Winter	Spiteful Strike	Vex Strike

GORERILLA

HEALTH 6 | STRIKE 4 | PROTECTION 10 | MAGIC 2 | DISCIPLINE 10 | SPEED 5

EARTH FURY

BRAWN 4 | SIZE: LARGE | TALENT 2

RESISTANCES	VULNERABILITIES
Basic Lightning	Mystic Verdant

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

STARTING TRAIT

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

Habitat: Rocky terrain and caves. Gorerillas often establish lairs in crags and mountains.
Diet: Omnivore. Gorerillas rarely hunt for food, but will eat meat if it is readily available, such as from a territorial battle. A Gorerilla's normal diet consists mostly of fruits and plant life native to its habitat.
Grouping: Solitary, or in small family units of up to four or five consisting of no more than one adult male. Occasionally seen accompanying a single Mysticac.
Temperament: Extremely territorial.

The Gorerilla is one of the most territorial MajiMonsters known to man; however, thanks to its preferred habitat, it is only rarely encountered by humans. A Gorerilla resembles a gorilla made entirely of stone. When asleep, a Gorerilla could be mistaken as a pile of rocks in the corner of its cave—a dangerous prospect for the curious binder!

An angry Gorerilla is a terror to behold. These Monsters work themselves into a frenzy, beating their chests and screaming as they leap into battle. Explorers in the Wildlands found it was easy to mark these creatures' lairs by the bloody remains of creatures smeared across its walls. It's likely this was the underlying "gore" for which "Gorerilla" was named.

Gorerillas have been known to often have turf wars with neighboring Charilla troops. Charilla troops often outnumber the Gorerillas, but Gorerillas are larger than their fiery cousins.

Savage Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee • Bite

Rock Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Earth • Melee

Stone Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy's eyes with claws of stone. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Melee • Claw

Unstoppable
Combat action

The Monster becomes an unstoppable terror, tearing through its opponents with relentless force. Until the end of the user's next turn, the user gains a +2 bonus to its Strike, Speed, and Brawn scores. During this time, the user cannot become confused, frozen, or sleeping.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Overwhelm
Combat action

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

Fury

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Rock Strike	Mindless Rage	Brute Strength	Capitalize	Diamond Strike	Catastrophe
Savage Bite	Overwhelm	Granite Strike	Ire Strike	Excluding Strike	Earth Power
Stone Claws	Stone Assault	Provoke	Knock-Out Strike	Mud Spray	Fury Power
	Trembling Earth	Short Fuse	Sand Strike	Ravage	Mountain's Fury
		Shout	Stoneskin	Wrath Strike	Unstoppable

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	9	4	10	6

MYSTIC FURY

BRAWN 2 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Fury	Mystic

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

GRAVECLOAK

STARTING TRAIT

Bloodhound: The Monster gains a +1 bonus to attack rolls against bleeding targets. This bonus increases to +2 at Grade 3 and +3 at Grade 5.

OPTIONAL TRAIT (Grade 3)

Death Rattle: When the Monster's hit points are reduced to one-quarter or fewer than its current maximum, its Strike and Magic attack rolls become empowered without needing to spend Grit.

Habitat: Urban and suburban areas, particularly around graveyards or other types of burial sites.
Diet: Rodents and other vermin, carrion, and small animals like rabbits and foxes.
Grouping: Solitary or small packs of two to four.
Temperament: Highly aggressive.

Wild Gravecloaks are fierce MajiMonsters that stalk graveyards and other burial sites. Very territorial, Gravecloaks will usually tolerate the company only their own pack and humans with no Monsters accompanying them. These Monsters are often called "the fury of death" due to their propensity for violence and for living in burial sites. Their appearance in art and literature of the past decades almost always foreshadows and symbolizes vengeance. A Gravecloak's appearance—with its dark patterned coat and glowing eyes—tends to be unsettling, especially since they often seem to be covered in dripping ichor. However, as their binders know, this is just an illusion created by their glossy fur and the faint violet glow of their manes.

Gravecloaks are able to channel both mystic and fury energies to produce incredible effects and the power of its inner rage, allowing it to move with great speed and strike with an intensity not seen in regular felines. Gravecloaks are much sought after by binders, but their catlike nature makes them temperamental companions.

Maji Bolt
Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Deflect
Response

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

Basic

Death's Door
Combat action
Area: 15-foot radius sphere emanating from the user

The Monster weaves the fabric of magic around with the threads of life forces. Until the end of the Monster's next turn, ally MajiMonsters in range can use a utility action to suffer damage equal to their own empowered damage bonus. This damage is not modified by affinity bonuses, vulnerabilities, or resistances. A Monster that chooses to suffer this damage can empower one attack or damage roll without spending Grit before the end of its turn.
Maintain: The Monster can use its utility action to maintain the effect.

Mystic • Area • Sphere

Haunt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

Mystic • Ranged

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Death's Door	Deflect	Brute Strength	Burning Blade	Cryptic Strike	Eye Bite
Fang Strike	Eldritch Claw	Deft Assault	Focused Strike	Erupt	Fury Power
Maji Bolt	Seething Strike	Heedless Strike	Haunt	Force Beam	Glaciate
	Slice	Rock Strike	Leaping Strike	Shadow Breath	Monstrous Bite
		Teleport	Life Tap	Spiteful Strike	Occult Strike

GROUNDLOG

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	11	2	11	4

EARTH VERDANT

BRAWN 3 | SIZE: SMALL | TALENT 2

RESISTANCES	VULNERABILITIES
Lightning Water	Verdant Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Wooded forests in temperate regions.
Diet: Omnivore. The Groundlog subsists on a diet of grubs, worms, roots, and small fruits.
Grouping: Solitary.
Temperament: Reclusive, tending to hide when presented with any threat real or imagined.

A Groundlog can often be found purely by accident, as they are very likely to be tripped over. A strange and comical mix of a groundhog and a log, these Monsters are just as surprised when they meet humans. They will initially try to lumber away, sometimes tripping over themselves in the attempt. If attacked or pursued, they will fight back enough to dissuade their foe before resuming their retreat. There are some theories that this bizarre creature was created as a joke by some oddball maji of old. In fact, it is written in ancient scrolls that one day a year, a Groundlog has the special ability to control the climate of the entire world. However, this is generally seen as some sort of obscure joke; the actual date in question and any associated powers of the Groundlog are long since lost in time. As far as the actual Monster goes, the typical Groundlog is not much of a threat if left to roll itself back over and hide.

Binders find that Groundlogs are among the easiest Monsters to bind. Often seen as a "training Monster" for new binders, Groundlogs are just strange enough to scare locals while being surprisingly durable in battle. A bound Groundlog is slightly more personable than their wild kin, but will still be very skittish around strangers.

Bramble
Combat action

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

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

Verdant

Rock Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Earth • Melee

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Photosynthesis
Combat action

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

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

Verdant • Healing • Recoil

Nourish
Combat action
Target: One ally within 15 feet

The Monster uses its nourishing magic to restore the wounds of an ally. The user selects a target within range. The target recovers 5 hit points per Grade of the user.

Verdant • Ranged • Healing

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bramble	Burrow	Assault	Nourish	Counter Attack	Earthquake
Claw Strike	Deflect	Brute Strength	Store Power	Excluding Strike	Heart Sight
Rock Strike	Photosynthesis	Floral Strike	Slow Strike	Medusa's Gaze	Imperviousness
	Stone Assault	Roots	Timber Strike	Stone Shield	Mountain's Fury
		Unyielding Form	Volatile Earth	Viridescent Strike	Verdurous Strike

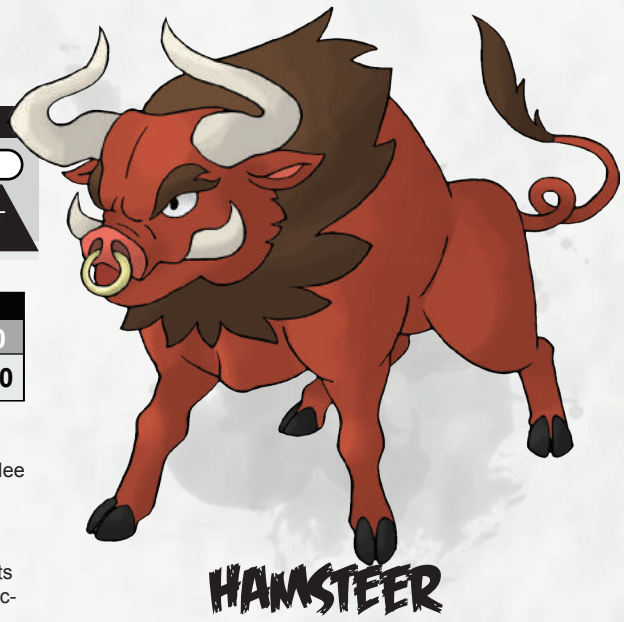
HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	3	11	2	9	5

BASIC

BRAWN 3 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Mystic	Fury

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



HAMSTEER

STARTING TRAIT

Cleaving Charge: Whenever this Monster moves at least 30 feet and hits a target with a melee attack, it deals basic damage equal to its Grade plus its Brawn to each other enemy target within 5 feet of the initial target. This secondary damage does not receive an affinity bonus.

OPTIONAL TRAIT (Grade 3)

Reckless: The Monster can use its utility action to gain a bonus to its Brawn score equal to its Grade + 2 until the end of its turn. Until the start of its next turn it suffers a -1 penalty to Protection and Discipline.

Habitat: Temperate forests, grasslands, and subtropical regions.
Diet: Omnivore. Hamsteer tends to eat whatever it finds in range of its undiscriminating snout.
Grouping: Solitary.
Temperament: Aggressive.

While the idea of a pig with steer horns initially sounds quite amusing, woe to the unsuspecting victim of a Hamsteer's wrath. Often called one of the most aggressive of all MajiMonsters, this oddball Monster will attempt to charge and gore almost any nearby creature, regardless of its size. It isn't unheard of for a Hamsteer to be born on a pig farm, its horns sprouting shortly after it achieves adolescence. A radical personality change will then happen instantly, and the Monster will try to dauntlessly break free from its owner. Most farmers are content to let the Monster leave.

A bound Hamsteer is only slightly less dangerous than a wild one. Binders will often have a hard time controlling a Hamsteer, and should be ready to recall it to their drajule immediately after a battle. While some binders scoff at the idea of such an intractable Monster, others will swear by its ability to throw itself at danger without a second thought.

Wrath Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster delivers a menacing strike fueled by its unending wrath. A hit target suffers 2d10 + Brawn fury damage.

Fury • Melee

Furious Charge
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster assaults its foe, using its momentum to increase the power of its attack. A hit target suffers basic damage equal to the user's Brawn, plus 1 point of basic damage for every 5-foot increment of movement the user moved toward the target in a straight line before the attack was made, up to a maximum of 10 if the user moved 50 feet or more.

Basic • Melee

Puncture
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Horn

Curse
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster invokes a horrible curse to plague its foe. A hit target suffers one of the curses selected, chosen at the time the technique is used.
- The target suffers a -1 penalty to its Strike and Magic scores.
- The target suffers a -1 penalty to its Protection and Discipline scores.
- The target moves at half its speed.
- Whenever the target suffers damage, it takes an additional 2 damage.

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

Mystic • Ranged

Savage Horn
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster punctures a foe with its menacing horn. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is bleeding until it passes a Normal (7) check.

Fury • Melee • Horn

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Curse	Horn Strike	Deflect	Erupt	Mindless Rage	Cosmic Might
Furious Charge	Puncture	Freezing Horn	Lightning Rush	Omega Strike	Frenzy
Savage Horn	Searing Horn	Red Line	Monstrous Horn	Riposte	Invigorating Aura
	Sparking Horn	Sonic Speed	Ravage	Unstoppable	Paragon
		Trample	Short Fuse	Wrath Strike	Unstoppable Fury

HAREFROST

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	2	9	4	10	8

ICE

BRAWN 2 | SIZE: SMALL | 3 TALENT

RESISTANCES	VULNERABILITIES
Wind	Fire

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

STARTING TRAIT

Skate: The Monster gains a +1 bonus to its Speed score until the end of its turn when it uses or maintains an ice technique. The Monster does not treat ice or snow as difficult terrain.

Habitat: Cold tundras and boreal forests.
Diet: Leafy plants and seemingly snow as well, as Harefrosts can be seen munching away at snowy ground with no notable vegetation.
Grouping: Solitary or in small warrens of four to eight.
Temperament: Skittish.

Often hard to spot in their cold habitat, Harefrosts can be distinguished from their more common cousins by their larger size and exceptionally fluffy features. Exaggerated puffs of snow tip their ears, and their tails are often as large as their bodies. The typical Harefrost can be found foraging for food, often nearby to its warren.

Harefrost are quick to run when approached. While escaping, their best defense is not merely speed, but also their cunning use of ice affinity attacks to distract and derail opponents while escaping. While these creatures can often be discounted as harmless, cornering this Monster will cause it to become aggressive. Warren-mates will rapidly converge to support any cornered single Harefrost. However, despite their loyalty to their warren when wild, they eagerly adapt to the binding process. Binders who manage to catch up to and capture a Harefrost find them to be agreeable and affectionate companions.

Arctic Wind

Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

Ice Shards

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster causes shards of ice to burst from the ground. Hit targets suffer 1d6 ice damage.
Critical: On a critical hit, the target is also bleeding until it passes a Normal (7) check.

Ice • Area • Line

Befuddle

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster uses its magic to baffle its opponent. A hit target suffers 1d12 + Talent basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Basic • Ranged

Ice Patch

Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, covering the surface area of the ground

The Monster creates a patch of slippery ice. Grounded creatures moving through the zone can choose to treat the area as difficult terrain to move through it. If a Monster chooses not to treat the zone as difficult terrain, it must pass a Hard (9) check after moving 5 feet through the area. On a failed result, the Monster slips and becomes prone. 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.

Ice • Zone

Hail Storm

Combat action
Attack: Magic vs. Discipline
Area: 20-foot diameter sphere centered on a point within 30 feet of the user

The Monster summons a violent hail storm to pummel creatures inside. Each hit target in the area suffers 1d8 ice damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, each hit creature must pass a Normal (7) check or be knocked prone. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Ice • Area • Sphere • Grit

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arctic Wind	Combat Roll	Chilling Aura	Haste	Befuddle	Howling WInd
Ice Patch	Freezing Bite	Flash Freeze	Icy Veins	Blizzard	Ice Power
Ice Shards	Leap	Hail Storm	Snow Blast	Counter Attack	Paragon
	Snow Shield	Icicle Bolt	Snow Cloud	Freezing Aura	Pure Cold
		Riptose	Winter Strike	Glaciate	Swift Strike

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

BASIC FIRE

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Fire (Fireproof) Ice Mystic	Fury Water

HIT POINTS BY LEVEL					
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)

Smoke: The Monster can choose to treat wind techniques it uses as fire techniques. If it does so, damage from these techniques is fire damage.

HEARTHHOG

Habitat: Warm subterranean regions. These creatures frequently inhabit old ruins and abandoned buildings.
Diet: Any material that can burn at at temperatures up to 1,500° F. Hearthhogs can eat nearly anything, but each has a different favorite food, and what they consider food can include a wide range of substances.
Grouping: Almost always solitary.
Temperament: Passive and curious. Hearthhogs will follow humans that feed them food it enjoys.

The glow of fire can be seen from within a Hearthhog from its snout and open mouth, as if embers settled within its iron-clad skin. The Monster was obviously named for its appearance, as standing still it could easily be mistaken for an ornamental fireplace or stove—even the creature's tail is rigid as if crafted of metal, its hooves look as if they're grasping steel spheres! When a Hearthhog snorts, it clouds the air with ashen puffs of smoke.

It has been reasoned Hearthhogs were created by maji for a utilitarian purpose, possibly as an effective incinerator or garbage disposal. Indeed, this creature will eat nearly anything, organic and inorganic matter alike, easily digesting any substance that can burn in its fiery belly. Despite their crude appearance, Hearthhogs are some of the most amicable MajiMonsters discovered, easily won over if given food. A Hearthhog that is roused to anger is an intimidating opponent: their ironhide is impossible to penetrate with man-made weapons, and they're capable of snorting gouts of flame and ash in an instant.

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

Bluster
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a fierce wind that pummels its foe and knocks it away. A hit target suffers 1d6 + Talent wind damage.
Empower: If the technique's attack roll becomes empowered, a hit target is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Ranged

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

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Explosion
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

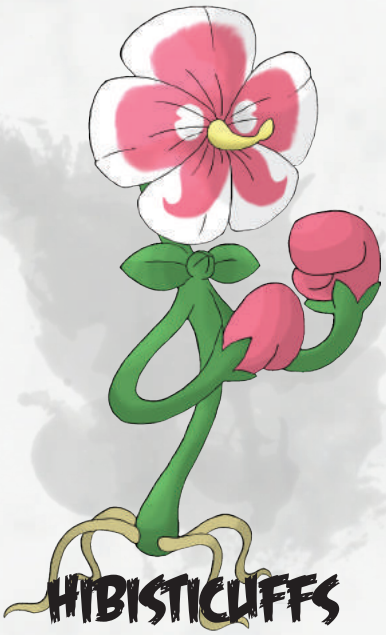
The Monster causes an explosion around it, even though this leaves it vulnerable in its aftermath. Hit targets suffer 1d12 basic damage.
Recoil: After using this technique, the user suffers a -1 penalty to its Protection and Discipline scores until the beginning of its next turn.
Grit: The Monster can spend a point of Grit when it uses this technique. If it does, it increases the area to a 10-foot radius sphere emanating from the user, and the Monster can exclude a number of targets equal to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Area • Sphere • Recoil • Grit

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fang Strike	Assault	Air Burst	Ash Cloud	Explosion	Catastrophe
Iron Resolve	Bluster	Burning Blade	Automate	Fire Purge	Devastation Breath
Smoke Blast	Deflect	Cauterize	Bad Breath	Imperviousness	Diamond Strike
	Ember Bolt	Furious Charge	Fire Missile	Rain of Ashes	Fire Power
		Scorching Breath	Stoneskin	Storm Breath	Gale Force



HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	11	1	8	6

FURY VERDANT

BRAWN 4 | SIZE: MEDIUM | TALENT 1

RESISTANCES	VULNERABILITIES
Basic Water	Mystic Wind

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

STARTING TRAIT

Bodyguard: While one or more friendly creatures are within 5 feet of this Monster, its Protection score suffers a -1 penalty and each friendly creature's Protection score gains a +1 bonus. When an enemy in this Monster's melee range makes an attack against a friendly creature within 5 feet of this Monster, and the attack does not include this Monster as a target, that enemy provokes a withdraw strike from this Monster.

Habitat: Temperate meadows and flower-bearing forests. These creatures commonly infiltrate grand gardens kept by humans.
Diet: Consumes both oxygen and sunlight in a process similar to photosynthesis.
Grouping: Hibisticuffs are not territorial, but rarely associate with other Hibisticuffs. However, they will almost always be found around large groups of mundane flowers, which they consider friends.
Temperament: Aggressive to humans, animals, and other Monsters.

It's unknown if this Monster was the result of a maji's deranged desire, or perhaps an experiment gone terribly, terribly awry. A mobile plant, the Hibisticuff's head is an eyeless flower, similar to an hibiscus. Its appendages end in thick tendrils that bulge together with the weight of a hammer. The creature moves along four shambling roots. A single Hibisticuff could grow anywhere from 2 to 7 feet tall.

Hibisticuffs prefer to be among mundane flowers and will ferociously defend flowers from harm (i.e., weeding, picking, trampling). They roam through flowered gardens and meadows, perfectly camouflaged to appear as natural plants in these environments. When the Hibisticuff sees something as a threat to its fellow flowers, it will take up a fighting stance. This stance includes the Hibisticuff standing up as tall as it can, putting both "fists" in the air, and dancing around the would-be foe. After a foe is dispatched, Hibistcuffs are known to heal their fallen brethren.

Floral Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its plant-like limb or appendage. A hit target suffers 1d8 + Brawn verdant damage.

Verdant • Melee

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

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Roots
Combat action

The Monster embeds roots into the earth, drawing nourishment from the earth. Until the end of its next turn, the user becomes grounded if it was not already, and cannot be moved or knocked prone by opponents unless it chooses to be. While maintaining this technique, the user regains hit points equal to its Grade at the start of its turn.
Maintain: The Monster can use its utility action to maintain the effect.

Verdant • Healing

Timber Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster uses a limb or appendage to strike out with the force of falling timber. A hit target suffers 2d8 + Brawn verdant damage.

Verdant • Melee

TECHNIQUES

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

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Clobber	Enrage	Haymaker	Bloom	Befuddle	Counter Attack
Duelist	Inspiring Aura	Rage Strike	Capitalize	Reinvigorate	Fertile Ground
Floral Strike	Photosynthesis	Roots	Hopeful Aura	Sedative	Frenzy
	Pounce	Sweep Strike	Knock-Out Strike	Viridescent Strike	Unstoppable
		War Dance	Timber Strike	Wrath Strike	Verduous Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	1	11	3	10	8

LIGHTNING WIND

BRAWN 2 | SIZE: TINY | TALENT 2

RESISTANCES	VULNERABILITIES
Verdant	Ice

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

HUMMINGBOLT

Habitat: Temperate and tropical regions, typically nesting in trees.
Diet: Carnivore. Hummingbolts almost exclusively eat insects.
Grouping: Hummingbolts are gregarious and tend to appear in groups of at least 4 or 5 called a "tune."
Temperament: Passive.

One of the smallest MajiMonsters known to mankind, Hummingbolt is a bird-like Monster which measures merely 6 to 8 inches in length and "wingspan," though the Monster does not technically have wings. Instead, Hummingbolt generates a pair of electrical pulses that wave from its body like wings, fluctuating with enough intensity to keep the small MajiMonster aloft.

The area around a Hummingbolt is electrically charged. Binders that have these Monsters in their company often find that their hair stands on end with static, and their touches are accompanied by slight shock. When a Hummingbolt flies, the electricity it produces creates a low-pitched hum, which gives the creature its name. By changing the wave of its "wings," Hummingbolt oscillates the pitch of this hum, which can create stirringly beautiful music.

Static Charge
Combat action

The Monster builds up power it gains from kinetic energy. Until the end of the user's next turn, it gains a +1 bonus to Strike and Magic scores each round it moves at least 20 feet.
While affected by this technique, the user always satisfies the conditions of the charged up requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning

Wing Pummel
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Wing

Sonic Speed
Utility action

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

Lightning

Wind Blast
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster expels a swirling blast of wind, causing havoc against its enemies. Each hit target in the area suffers wind damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is confused until the end of its next turn.

Wind • Area • Cone

Sparking Wing
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with its sparking wings. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Wing

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Sparking Wing	Crosswind	Gale Wing	Static Field	Confounding Gale	Eye of the Storm
Static Charge	Electrocute	Lullaby	Storm Breath	Gale Force	High Voltage
Wind Blast	Sonic Speed	Savage Wing	Stunning Shock	Lightning Aura	Monstrous Wing
	Spark Storm	Static Aura	Wind Rush	Lightning Lance	Thunderstorm
		Sudden Surge	Wing Pummel	Uproar	Wind Power

ICEWIGHT

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

ICE | MYSTIC

BRAWN 4 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Fury Wind	Basic Fire

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

STARTING TRAIT

Blindsight: The Monster cannot be targeted by techniques with the *gaze* descriptor, and does not suffer a penalty for being blinded.

OPTIONAL TRAIT

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

Habitat: Arctic tundras.
Diet: Unknown, especially since Icewights possess no head.
Grouping: Solitary.
Temperament: Icewights exist to fight, they roam where the icy winds take them looking for their next opponent. Though they live to fight, they are extremely patient in combat and prefer to strike their opponent when the perfect opening presents itself.

It is written in ancient annals that the first Icewight was the result of a Maji experimenting on the body of an undefeated duelist, hanged for a crime he did not commit. The Maji bound his soul to a gem, which can be seen in the Icewight's lantern. Stories go onto say that every Icewight that exists today is merely a shard of the first Icewight, and each travels trying to find another Icewight to defeat in combat. Icewights yearn to destroy each other so that only one will remain, and perhaps then the duelist will be reborn.

Icewights look like an icy skeleton with no head and an icy sword for a left hand. An Icewight carries a lantern in its right hand, often attached to an icy chain. This magically allows them to see anywhere the lantern shines. An Icewight's lantern has a precious stone at its center. These stones have often been noted to be chipped or cracked. Some scholars theorize that if this stone were broken, additional Icewights would form around each shard of the stone.

Centered Strike
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

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

Fastening Frost
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster directs a creeping swath of frost to envelop and freeze its opponent. A hit target is frozen until it passes a Normal (7) check.

Ice • Ranged

Blindvision
Utility action or Response

The Monster detects its surroundings through alternate senses, such as vibrations from the ground, scent, or otherwise. Until the beginning of the Monster's next turn, it does not suffer a penalty for being blinded.
The Monster can use this technique in response to being targeted by a gaze attack or in response to becoming blinded.

Basic

Freezing Blade
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster creates a blade of razor-sharp ice that slices through its foe. A hit target suffers 1d8 + Brawn ice damage and is subject to each of the technique's trigger effects.
Trigger (6): The target is freezing until it passes a Normal (7) check.
Trigger (6): The target is bleeding until it passes a Normal (7) check.
Empower: If the technique's attack roll becomes empowered, reduce the number for each trigger effect by 1.

Ice • Melee

TECHNIQUES

Barred Descriptors *Bite, Breath Weapon, Gaze, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Centered Strike	Arcane Strike	Death's Door	Automate	Blizzard	Arctic Strike
Duelist	Curse	Fastening Frost	Blindvision	Essence Tap	Cold Blooded
Freezing Blade	Haunt	Freezing Claw	Icy Veins	Freezing Aura	Cosmic Might
	Ice Shards	Slice	Refrigerate	Polar Strike	Ice Power
		Theurge Strike	Winter	Triple Strike	Pure Cold

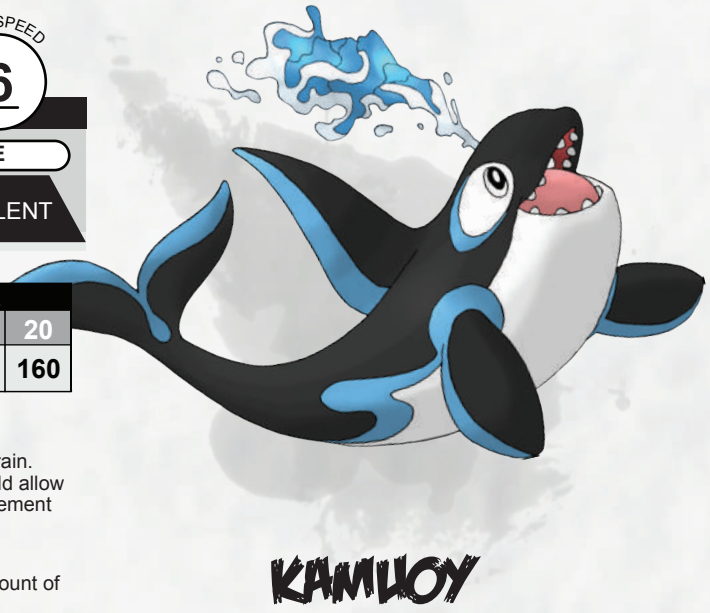
HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	3	9	3	9	6

WATER

BRAWN 3 | SIZE: HUGE | TALENT 3

RESISTANCES	VULNERABILITIES
Fire	Lightning

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



STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

KAMUOY

Habitat: Though Kamouy only inhabit deep oceans, they tend to float on the surfaces of these waters.
Diet: Krill.
Grouping: Rarely encountered alone, typically traveling in pods of up to 5 or 6.
Temperament: Playful. Kamouy enjoy interacting with humans and often assist sea travelers.

A gentle giant that inhabits the vast reaches of the oceans, Kamouy is one of the largest and most peaceful documented MajiMonsters. A Kamouy often inhabits the surface waters of oceans, buoying about playfully as it sunbathes and feeds on the miniscule krill that live of the surface of the ocean. Pods of Kamouy have assisted lost ships back on course, escorting them to solid ground. It's said that seeing a Kamouy crest the waters during travel is a lucky sign.

A Kamouy's massive size and carefree spirit make it a challenging Monster for binders to train. Unlike some other MajiMonsters native to waters, Kamouy cannot freely move on land and suffers quickly from a lack of water, which limits its use outside of the sea. Because of this, most binders that capture a Kamouy use the creature only to aid them in sea travel, and, less commonly, in sea battles. The Monster is large enough to escort half a dozen or more binders at a time, and is happy to do so. Seeing a group of binders travel on the back of a Kamouy from shore to shore is becoming increasingly common.

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Hydro Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Water • Area • Cone • Breath Weapon

Cannon
Combat action
Attack: Strike vs. Protection
Target: One creature in 30 feet

The Monster fires a projectile at its foe with a cannon's force. A hit target suffers 1d12 + Brawn basic damage.

Basic • Ranged

Devastation Breath
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster spews a beam of pure force that tears a rift across the landscape. Each hit target in the area suffers 2d8 basic damage.
Critical: On a critical hit, the target cannot regain hit points until it passes a Normal (7) check.

Basic • Area • Line • Breath Weapon

Water Rush
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line

The Monster charges at it target with tidal power to knock it away, but the force of the blow knocks the user from its feet. A hit target suffers 1d10 + Brawn water damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.
Recoil: If the technique hits, the user is knocked prone.

Water • Melee • Recoil

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Clobber	Aqua Tail	Devour	Cannon	Mist Aura	Devastation Breath
Hydro Breath	Hammer Tail	Geyser	Deluge Breath	Monstrous Bite	Omega Strike
Water Rush	Leap	Strength of Tides	Monstrous Tail	Riptide	Tidal Strike
	Whirlpool	Water Jet	Swell	Tidal Force	Tsunami
		Water Wall	Swirling Wave	Water Cannon	Water Power

LEOZZARD

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	11	3	9	6

ICE

BRAWN 3 | SIZE: MEDIUM | TALENT 2 | STARTER

RESISTANCES	VULNERABILITIES
Wind	Fire

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

STARTING TRAIT

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

Habitat: Arctic and subarctic regions, as well as temperate areas in winter.
Diet: Carnivore. Leozzards are excellent hunters.
Grouping: Usually solitary, except a female with cubs.
Temperament: Territorial and stealthy, preferring to attack during an ambush.

The Leozzard is one of the great cat Monsters, and one of the very few that prefers the cold. Leozzards resemble mundane snow leopards, but are much more deadly since they can harness the powers of winter blizzards to aid in their hunts. Leozzards prefer to hunt using stealth, and they naturally blend into a snowy landscape.

Leozzards also have a playful side, and have been seen chasing each other's fluffy white tails when they are not on the hunt. When they are not in attack mode, it's often hard to distinguish a Leozzard's behaviors from that of a common house cat, chasing and pouncing on a tree branch flapping in the wind, or lounging and grooming themselves with a long tongue bath. Make no mistake, though, these creatures can become killing machines the moment they choose.

Leozzards have been found to be loyal MaiMonster companions to binders, and are often a first choice for a binder in a cold region of the world.

Shred
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster shreds into an opponent with its claws. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Claw

Icy Grasp
Utility action

After making a strike against its foe, the Monster's icy touch adheres to it. The Monster can use this technique as a utility action after it hits a target up to one size larger than it with a melee attack. The target becomes grabbed.

Ice

Pure Cold
Combat action
Attack: Magic vs. Discipline
Target: Each creature within 5 feet of the user

The Monster infuses the area around it with pure, bone-chilling cold. Hit targets suffer 2d8 ice damage and are frozen until the end of their next turn.

Ice • Area

Freezing Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with its freezing-cold talons. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Claw

Pounce
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pounces on its foe with enough force to knock it off its feet. Before making the attack roll, the user can move up to 5 feet toward the target without provoking a withdraw strike. This movement does not count against the user's maximum speed and ignores ground hazards and obstacles. On a hit, the target suffers 1d6 + Brawn basic damage.
Critical: On a critical hit, the target is also knocked prone.

Basic • Melee

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Freezing Claw	Assault	Cold Stare	Haste	Blizzard	Arctic Strike
Icy Grasp	Enrage	Fastening Frost	Icy Spikes	Cacophony	Cold Blooded
Pounce	Ice Breath	Hail Storm	Inhibit	Freezing Breath	Landslide
	Vice Lock	Latch	Refrigerate	Monstrous Bite	Pure Cold
		Shred	Upheaval	Polar Strike	Swift Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	9	3	9	7

LIGHTNING MYSTIC

BRAWN 4 | SIZE: LARGE | TALENT 2

RESISTANCES	VULNERABILITIES
Fury Verdant	Basic Earth

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

STARTING TRAIT

Celerity: The Monster is always considered to have a running start. If the Monster uses all of its movement to move in a straight line, it increases its Speed score by 2 when resolving the movement.

LIGHTMARE

Habitat: Grasslands and plains.
Diet: Herbivore.
Grouping: Solitary.
Temperament: Skittish and nervous.

Bright, flashy, and hard to ignore, a typical Lightmare will be gone faster than you can realize it was ever there. While the typical wild horse will run with a herd, Lightmare are solitary creatures that tend to shy away from even their non-Monstrous cousins. These creatures prefer retreat to confrontation, and will use a variety of confounding techniques as well as their speed to escape if approached.

Many binders have spent hours upon hours tracking Lightmare, but few have managed to bind these lightning-fast creatures that seem to cherish their freedom. Those who have successfully bound this amazing creature often report that it remains skittish and wary of its partner, even after long periods of time being bound. Scholars debate if capturing such a difficult and untrusting Monster is worth the effort.

Haste
Combat action

The Monster enters a state of extreme speed. Until the end of its next turn, it gains a +1 bonus to its Speed score and gains the use of one additional response between turns.

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

Basic

Charged Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage charged with electricity. A hit target suffers 1d8 + Brawn lightning damage.

Lightning • Melee

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

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

Evil Eye
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

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

Mystic • Gaze

Thunderburst
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

A thunderous shockwave is released from the Monster, pushing those around it away and knocking them senseless. A hit target in the area is pushed up to 20 feet away from the user.

Empower: If the technique's attack roll becomes empowered, a hit target cannot use its response until the beginning of its next turn.

Lightning • Area • Sphere

TECHNIQUES

Barred Descriptors *Bite, Claw, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Charged Strike	Arcane Strike	Conduction	Bully	Counter Attack	Lightning Power
Evil Eye	Sonic Speed	Sigil of Denial	Haste	Essence Tap	Occult Storm
Momentum	Static Charge	Static Aura	Mirage	Flash	Paragon
	Thunderburst	Teleport	Static Field	Lightning Lance	Swift Strike
		Trample	Stunning Shock	Triple Strike	Wind Prison

HEALTH 5 | STRIKE 4 | PROTECTION 10 | MAGIC 3 | DISCIPLINE 10 | SPEED 6

BRAWN 3 | SIZE: MEDIUM | TALENT 3

BASIC | EARTH

RESISTANCES	VULNERABILITIES
Lightning Mystic	Fury Verdant

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

STARTING TRAIT

Blacksight: The Monster cannot be the target of *gaze* techniques.

OPTIONAL TRAIT (Grade 3)

Cunning: When the Monster is required to make a check to end or prevent a condition, it can roll twice and take the better of the two results.

Habitat: Grasslands and savannahs, often near the foot of mountains.
Diet: Carnivore. Lionyxes are hunters and prefer to take down large prey.
Grouping: Found in prides, rarely solitary.
Temperament: Aggressive, attacking almost as soon as they see a threat.

Lionyxes appear very similar in appearance to typical lions, except they are dark gray and have dark onyxes for eyes. These eyes are particularly foreboding—they seem dull and impenetrable but it is said that they actually have keen vision as well as the ability to kill with a glare. Lionyxes are known to stay near the edges of grasslands where mountain ranges are close, or anywhere there is a rocky outcropping. Sleeping near large rocks provides Lionyxes with the perfect camouflage.

Prides of Lionyxes have a large number of females, as males will fight for dominance of the pride. An exiled male Lionyx sometimes tries to live alone, or may try to find a pride of regular lions and become an alpha male there. Lionyxes lounge or sleep much of the day, while not hunting or eating. Lionyxes have been known to attack other Monsters who threaten their hunting herds of antelopes and zebras.

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Rock Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Earth • Melee

Stone Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy's eyes with claws of stone. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Melee • Horn

Strength of Stone
Combat action

The Monster imbues itself with the strength of the earth, causing its blows to knock over opponents. Until the end of its next turn, whenever the user deals damage with a melee attack, the target must succeed on a Normal (7) check or be knocked prone.
Maintain: The Monster can use its utility action to maintain the effect.

Earth

Mountain's Fury
Combat action

The Monster imbues itself with the fury of the mountain, granting it incredible strength and unyielding resiliency. Until the end of its next turn, the user gains a +2 bonus to its Brawn and Protection scores. While affected by this technique, the user cannot be moved or knocked prone by opponents unless it chooses to be. Additionally, whenever the user deals damage with a melee attack, the target must succeed on a Normal (7) check or be knocked prone.
Maintain: The Monster can use its utility action to maintain the effect.

Earth

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fang Strike	Momentum	Granite Strike	Bully	Counter Attack	Earthquake
Rock Strike	Mud	Latch	Hypnotic Gaze	Diamond Strike	Frenzy
Stone Claws	Pounce	Shred	Rend	Landslide	Mountain's Fury
	Stone Assault	Stone Wall	Stalagmite	Medusa's Gaze	Swift Strike
		Strength of Stone	Stoneskin	Monstrous Bite	Tectonic Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	4	11	5

LIGHTNING VERDANT

BRAWN 2 | SIZE: MEDIUM | 3 TALENT

RESISTANCES	VULNERABILITIES
Verdant Water	Earth Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

LUMISHROOM

Habitat: Temperate and tropical forests and caves. Lumishrooms prefer dark and damp places.
Diet: Decaying plant matter.
Grouping: Solitary or found in a small group of two to six called a *troop*.
Temperament: Docile unless provoked.

Eerie glowing from deep forests and caves in the middle of the night is not something people are often interested in investigating, but if one cared to venture into the darkness they would probably find a Lumishroom to be the cause. Lumishrooms appear to be large walking mushrooms that glow faintly in dull blue or green colors. Lumishrooms thrive in dark and damp places, especially warm caves. Stories about haunted caves or forests often have Lumishrooms to blame.

Lumishrooms tend to be non-aggressive unless they feel threatened. Since their diet consists of decomposing plant matter such as fallen logs, they usually have no need to fight humans, and will only attack other Monsters if they are cornered or attacked first. Binders have found these type of Monsters to be useful for light while adventuring as their illumination has a dim quality that stretches far into the darkness, unlike a campfire, which makes anything beyond its light difficult to see in contrast.

Verdant Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rends into its target with plant-like fangs, filling it with a toxin that makes it delirious. A hit target suffers 1d6 + Brawn verdant damage.
Critical: On a critical hit, the target is also confused until it passes a Normal (7) check.

Verdant • Melee • Bite

Spores
Combat action
Area: 5-foot radius sphere / Grade, emanating from the user

The Monster unleashes a cloud of spores around it, dulling the wits of those that draw too near. While in the area, other Monsters cannot apply their Talent as extra damage on techniques they use.

Verdant • Area • Sphere

Electrify
Response

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

Lightning

Acid Breath
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster spews a gout of caustic acid at its enemies that burns their flesh. Each hit target in the area suffers 1d8 verdant damage and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Verdant • Area • Line • Breath Weapon

Lightning Blast
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

Forks of lightning crackle forth from the Monster. Each hit target in the area suffers lightning damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Area • Cone

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Lightning Blast	Electrify	Acid Breath	Electric Sight	Flash	Exclude
Spores	Haymaker	Chain Lightning	Envenom	Lightning Aura	Lightning Power
Verdant Bite	Strange Spittle	Lightning Breath	Shout	Lightning Lance	High Voltage
	Toxic Barbs	Luminous Beam	Stunning Shock	Sedative	Verdant Power
		Tendrils	Wither	Viridescent Strike	Voltaic Strike

LYLYBOGG

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

VERDANT WATER

BRAWN 3 | SIZE: MEDIUM | 4 TALENT

RESISTANCES	VULNERABILITIES
Fire Water	Lightning Wind

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

STARTING TRAIT

Reach: The Monster 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.

OPTIONAL TRAIT (Grade 3)

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

Habitat: Swamps, bogs, and freshwater ponds.
Diet: Carnivore. Most Lylybogg eat small waterfowl and mammals indigenous to their habitats.
Grouping: They typically associate in groups of three or four called *pods*.
Temperament: Variable. Lylyboggs display different attitudes towards humans and other species ranging from inquisitive and playful to wildly aggressive.

A Lylybogg is a bipedal frog MajiMonster that can grow to about 4 feet in size. It is easily distinguished by the leafy growths that sprout from its body, hands, and feet. Lylyboggs often "hang," suspended beneath the surface of the bodies of water they inhabit, leaving their appendages floating above them. When viewed from above, these appear to be common lilypads. Each Lylybogg bears a prehensile tongue made of a thick, leathery cord covered with moss. The Monster uses this vine-like tongue to trap and attack its prey, whipping it up at unsuspecting creatures from submerged depths before reeling it back in to eat. It can also lash out its tongue on land, snatching prey out of trees from quite a distance away. As a Lylybogg ages, its tongue divides into two or more, allowing it to strike several targets at once.

Binders find Lylybogg a versatile Monster, able to deal with foes in water, on land, and even in the air in close enough range. Their temperament, though, makes them hard companions to tolerate for very long out of the drajule. They tend to shift from playful to vicious in the blink of an eye.

Water Walk
Utility action

The Monster strides over water as easily as solid ground. Until the beginning of its next turn, the user does not treat water as difficult terrain, and can use its movement to traverse the surface of water without sinking. It can choose to sink in the water at any point during its turn, ending the effect.

Water

Envenom
Combat action
Target: The user or an ally within 30 feet

The Monster produces a deadly toxin. 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

Vice Lock
Utility action

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

Basic

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Entangle
Combat action
Zone: 10-foot square zone centered on a point within 30 feet of the user, covering only the surface area of the ground

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

Verdant • Zone

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Entangle	Clobber	Cleanse	Clutch of Earth	Befuddle	Paragon
Vice Lock	Leap	Double Strike	Envenom	Riptide	Tidal Strike
Water Walk	Spoil	Vines	Swell	Sedative	Verdant Power
	Wave Strike	Water Blade	Swirling Wave	Tidal Force	Verdurous Strike
		Water Jet	Web	Verdant Blast	Water Form

HEALTH 4 | STRIKE 4 | PROTECTION 10 | MAGIC 2 | DISCIPLINE 11 | SPEED 6

EARTH FIRE

BRAWN 4 | SIZE: SMALL | TALENT 2

RESISTANCES	VULNERABILITIES
Ice Lightning	Verdant Water

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

STARTING TRAIT

Fire Body: The Monster's body is dangerous to touch. Creatures that touch the Monster or hit it with melee attacks suffer fire damage equal to twice the Monster's Grade.

MAGMOLE

Habitat: Mountainous and volcanic regions, particularly near fresh eruptions of magma and lava flows.
Diet: Burnt shrubs and grasses, occasionally stones.
Grouping: Groups of ten to twenty or more, called *labours*.
Temperament: Reclusive.

Magmoles are slightly larger than the average mole, but with a hide similar to the molten rock that bubbles beneath the surface of the earth. The Magmole's affinity for earth and stone allows it to easily burrow into ground no normal creature could, and the intense heat they generate is often enough to keep predators away. If one gets close enough to a lava flow, it's not uncommon to see the head of a Magmole peep out from the searing substance to investigate before burrowing away. When necessary, they defend themselves with bursts of molten rock and fire, either pulled from the ground or spewed forth in a torrent of searing magma.

Magmoles are generally reclusive, avoiding most other creatures, preferring to keep to themselves. They are not overtly territorial and often share their range with other labours of Magmoles or other Monsters and the few animals that live in such inhospitable regions.

Rock Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Earth • Melee

Combat Roll
Response

The Monster deftly rolls away from a nearby attacker. This technique is used in response to taking damage from a melee attack. After resolving the attack, the Monster moves a maximum of 10 feet into an unoccupied space. This movement does not provoke withdraw strikes.

Basic

Searing Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its burning-hot fangs. 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 • Bite

Smolder
Combat action

The Monster's internal heat intensifies, making it smolderingly hot to touch. Until the end of the user's next turn, a creature that touches the Monster or hits it with a melee attack suffers 1d6 fire damage (the user does not apply its affinity bonus or other effects to this damage, but a target's vulnerabilities and resistances still apply).
Maintain: The Monster can use its utility action to maintain the effect.

Fire

Unyielding Form
Combat action

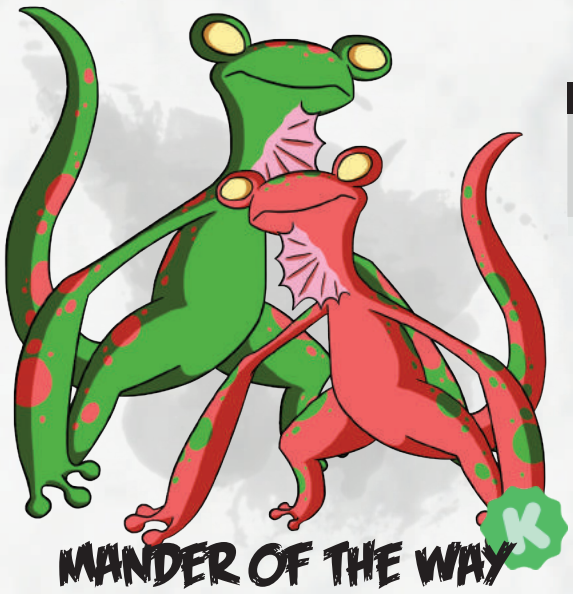
The Monster merges itself with the earth, making it as unyielding as a mountain. Until the end of its next turn, the user becomes grounded if it was not already, and cannot be moved or knocked prone by opponents unless it chooses to be. While benefiting from this technique, the user gains a +1 bonus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

Earth

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Combat Roll	Enrage	Boulder Assault	Burning Toxin	Combust	Earth Power
Rock Strike	Ignite	Cinder Strike	Capitalize	Counter Attack	Fire Power
Searing Bite	Smolder	Fire Cloak	Flare Strike	Diamond Strike	Frenzy
	Stone Shield	Sweep Strike	Sand Strike	Incendiary Strike	Mountain's Fury
		Unyielding Form	Upheaval	Landslide	True Flame



MANDER OF THE WAY

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	3	10	7

MYSTIC

BRAWN 3

SIZE: MEDIUM

TALENT 3

RESISTANCES	VULNERABILITIES
Fury	Basic

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

STARTING TRAIT

Way of the Cold (Female Manders): This Monster has the ice affinity in addition to its other affinities. This Monster may treat mystic techniques it uses as ice techniques. If it does so, damage from these techniques is ice damage.

Way of the Flame (Male Manders): This Monster has the fire affinity in addition to its other affinities. This Monster may treat mystic techniques it uses as fire techniques. If it does so, damage from these techniques is fire damage.

Habitat: Arctic mountains. Males tend to live on mountain tops, while females dwell in caves near the bottom of mountains.
Diet: Herbivore. Both sexes eat winter berries, nuts, and vegetation.
Grouping: Solitary or pairs.
Temperament: Manders of the Way enjoy combat for the experience and education towards bettering themselves, rather than for food or sport.

Manders of the Way as large bipedal salamanders, 2 to 3 feet tall. Manders have large frills hanging from their necks that are about 6 inches long. Males have pale red skin, with distinctive dark green spots. Females have dark green skin with distinctive pale red spots. Manders have poor vision, but appear to use some type of sixth sense to detect their surroundings.

Manders of the Way experience a mating season that seems to occur every 3 years. During this time Manders are compelled to return to their mountain to mate. It is unknown if they return to the mountain they were born on, or the mountain they matured on. Manders of the Way have been seen to have great directional sense when it comes to finding the mountain they are looking for, and the same Mander has been observed returning to the same mountain every mating season for its entire lifespan.

Eldritch Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target with a tail imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Mystic • Melee • Tail

Heightened Senses
Combat action

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

Mystic • Ranged

Flare Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage flaring with a growing fire. A hit target suffers 2d8 + Brawn fire damage.

Fire • Melee

Strange Spittle
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The user spits a sticky, viscid substance that burns like acid. A hit target suffers 1d6 + Talent basic damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the technique's affinity and damage type changes to one of the user's affinities. This change lasts for 1 minute, or until the user spends another point of Grit to change it back, or to another affinity type it possesses.

Basic • Ranged • Grit

Moonbeam
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter column that is up to 50-feet high, centered on a point within 30 feet of the user

A pallid beam of enchanted moonlight streaks down from the sky, burning the Monster's foes with an astral fire. A hit target suffers 1d8 + Talent mystic damage.
Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Mystic • Area

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Eldritch Tail	Arcane Strike	Arcane Beam	Cannon	Monstrous Tail	Bolstered Strike
Heightened Senses	Maji Bolt	Chilling Aura	Dispel	Polar Strike	Inferno Strike
Strange Spittle	Smolder	Fire Cloak	Ensorcelled Strike	Rain of Ashes	Mystic Power
	Snow Shield	Moonbeam	Flare Strike	Sanctuary	Occult Storm
		Purify	Snow Blast	Shadow Breath	Pure Cold

HEALTH 5 | STRIKE 3 | PROTECTION 10 | MAGIC 3 | DISCIPLINE 11 | SPEED 5

FIRE | MYSTIC

BRAWN 3 | SIZE: MEDIUM | TALENT 4

RESISTANCES	VULNERABILITIES
Fury Ice	Basic Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Temperate regions, particularly outside small towns.
Diet: Small mammals and refuse.
Grouping: Solitary.
Temperament: Alternately friendly and shy, and then suddenly aggressive.

Mastyff resembles a large black dog with a fire pluming from its eyes. Wild Mastyffs prefer the outskirts of human towns and villages, but because of its dangerous nature, is shunned from entering past town walls. Mastyffs in some regions are considered an ill omen; it's said those who lock eyes with a Mastyff are doomed to die before the next new moon.

Even wild, the Mastyff is a loyal creature. Every so often, it will choose a human that it perceives as its master, and attempt to follow that human at a distance, to the point of sleeping outside its home or village walls. However, Mastyffs are jealous, and when its chosen human pays attention to another human, animal, or Monster, it will jealously stalk or attack that creature. Thus, the attention of a Mastyff may be considered as much a curse as it is a blessing.

Searing Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its burning-hot fangs. 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 • Bite

Maji Bolt
Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Brute Strength
Combat action

The Monster summons all of its brute strength to defeat its enemies. Until the end of its next turn, the user gains a bonus to its Brawn score equal to 1 + its Grade.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Evil Eye
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

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

Mystic • Gaze

Fire Purge
Utility action

The Monster douses itself in fire to purge its body of harmful effects and conditions. When the Monster uses this technique, it ends each condition affecting it that a check can end.
Recoil: After using this technique, the Monster suffers 1d8 fire damage for each effect removed. Do not apply the user's affinity bonus to this damage (but resistances and vulnerabilities still apply).

Fire

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Evil Eye	Blaze Strike	Brute Strength	Black Fire	Essence Tap	Inferno Strike
Maji Bolt	Haunt	Cinder Strike	Ensorcelled Strike	Eye Bite	Medusa's Gaze
Searing Bite	Intimidating Gaze	Death's Door	Erupt	Fire Purge	Occult Strike
	Occult Ward	Heat Vision	Flare Strike	Fire Starter	Raze
		Moonbeam	Hypnotic Gaze	Cryptic Strike	True Flame

M

MERCURIOUS

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	2	10	4	11	6

BASIC

BRAWN 2 | SIZE: SMALL | 3 TALENT

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

STARTING TRAIT

Mercurial: When the Monster is dealt damage by an opponent's technique, the Monster can use its response to gain resistance to the technique's affinity for 1 minute or until it uses this trait again. During this time, when the Monster uses a basic technique that deals damage, the damage type changes to this affinity type as well (the Monster still applies its affinity bonus as extra damage).

Habitat: Extremely warm and toxic pools.
Diet: Heat energy and minerals.
Grouping: When you see one, there are probably hoards hiding nearby.
Temperament: Curious.

Mercurious is a thermophile, a creature that thrives in conditions that would kill most living creatures. It prefers the extreme heat of geysers, desert pools, and natural hot springs, but will sometimes crop up in normal swamps and ponds in summer months. It lives in and around pools of water, swimming quite easily and, due to its silver coloring, is very well-camouflaged.

Mercurious itself is not regarded as a particularly dangerous Monster, but its effect on the environment can be devastating. As the Monster lives in one area for a prolonged amount of time, it poisons the water, ensuring its exclusive access to it. Humans and herds of animals in hot environs have met an untimely end when reaching a desert pool only to find that it has been made toxic by Mercurious.

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

Stone Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels its foe with its stony tail. A hit target suffers 1d6 + Brawn earth damage.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Earth • Melee • Tail

Imperviousness
Combat action

The Monster strengthens its natural resistances to make it impervious to those forms of damage. Until the beginning of the user's next turn, if it would suffer damage it is resistant to, it suffers no damage instead. If a Monster ignores damage from an enemy attack or effect as a result of this technique, it also ignores any additional effects associated with it.

Basic

Strange Spittle
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The user spits a sticky, viscid substance that burns like acid. A hit target suffers 1d6 + Talent basic damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the technique's affinity and damage type changes to one of the user's affinities. This change lasts for 1 minute, or until the user spends another point of Grit to change it back, or to another affinity type it possesses.

Basic • Ranged • Grit

Essence Tap
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster severs a portion of its essence to imbue its strike with an otherworldly power. A hit creature suffers 2d12 + Talent mystic damage. If the target was a MajiMonster, it is also sealed until the end of the user's next turn.
Recoil: If the technique hits a target, the user suffers 1d12 mystic damage and cannot use this technique again until the end of its next turn. This damage is not subject to resistance or vulnerabilities.

Mystic • Melee • Recoil

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Stone Tail	Gale Tail	Hail Storm	Automate	Befuddle	Earth Power
Strange Spittle	Rabid Bite	Imperviousness	Black Fire	Essense Tap	Fire Power
Tail Strike	Smoke Blast	Latch	Cure	Riptide	Fury Power
	Venomous Bite	Lightning Spear	Store Power	Verdant Blast	Ice Power
		Web	Wither	Wind Prison	Lightning Power

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	10	2	8	7

VERDANT

BRAWN 3 | SIZE: LARGE | TALENT 2

STARTER

RESISTANCES	VULNERABILITIES
Water	Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Warm grasslands.
Diet: Herbivore. Some think this Monster may draw sustenance from sunlight as well
Grouping: Often runs with herds of wild horses.
Temperament: Aggressive if approached.

Swift and powerful, the Mosstang is instantly recognized by its green and leafy coat. Appearing as a strange mix of plant and animal, this creature exhibits traits of both. It is equally comfortable grazing one moment and basking in the sun the next. While this Monster is easy to spot, keeping up with its amazing speed and endurance is another matter entirely. Mosstang are typically unaggressive if they are not approached first, but will kick fiercely if a human wanders too close.

Mosstang are prized by binders as status symbols, not only as powerful combatants, but also as steadfast mounts. Woe to the unprepared, for even a bound Mosstang will be initially unwilling to bear a rider. Those who have the patience and the toughness to endure being thrown find a Monster that will bond closely with its binder and defend them fervently.

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

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

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

Haste
Combat action

The Monster enters a state of extreme speed. Until the end of its next turn, it gains a +1 bonus to its Speed score and gains the use of one additional response between turns.
Maintain: The Monster can use its utility action to maintain the effect.

Basic

Bramble
Combat action

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

Verdant

Mist
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster conceals itself in a mist, making it difficult for others to target it. While in the mist, a creature gains cover against enemy attacks originating from outside the effect. The effect lasts until the end of the user's next turn.
Maintain: The Monster can use its utility action to maintain the effect.

Water • Area • Sphere

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Assault	Leap	Furious Charge	Cannon	Fertile Ground	Lifeflow
Bramble	Mud	Roots	Haste	Omega Strike	Paragon
Momentum	Photosynthesis	Sonic Speed	Mist	Sedative	Ravage
	Toxic Barbs	Trample	Nourish	Swell	Swift Strike
		Vines	Timber Strike	Verdant Blast	Verdurous Strike

MUDHOUND

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

EARTH

BRAWN 3 | SIZE: MEDIUM | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Lightning	Verdant

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

Habitat: Wet and muddy terrain. Mudhounds can be found in temperate as well as tropical regions.
Diet: Mud.
Grouping: Usually solitary.
Temperament: Docile.

Mudhounds are born to track. Without special training, Mudhounds are adept scouts, able to follow the coldest of trails for days on end. It does this through actually consuming the mud and dirt of the trail to catch a taste of its quarry.

Mudhounds are extremely useful to binders because they can seek out rare ground-dwelling MajiMonsters, missing party members, hiding enemies, and ancient paths to treasure. Mudhounds are very friendly to their binders and are extremely easy to train, but they are naturally skittish in combat situations, and prefer to sit back and bark at a threat rather than engage.

STARTING TRAIT

Alert: The Monster gains a bonus to Interaction (Perception) checks and initiative checks equal to its Grade.

OPTIONAL TRAIT (Grade 3)

Bloodhound: The Monster gains a +1 bonus to attack rolls against bleeding targets. This bonus increases to +2 at Grade 3 and +3 at Grade 5.

Solidify

Combat action

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

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

Basic

Steadfast Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes its foe in a defensive stance, so that it can keep its positioning. A hit target suffers 1d6 + Brawn basic damage. If the technique hits, the user cannot be moved or knocked prone unless it chooses to until the beginning of its next turn.

Basic • Melee

Stone Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rends into its target with rocky fangs, weakening its natural defenses. A hit target suffers 1d6 + Brawn earth damage.

Critical: On a critical hit, the target also suffers a -1 penalty to its Protection score until it passes a Normal (7) check.

Earth • Melee • Bite

Slice

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Basic • Melee

Stalagmite

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster conjures a mighty stalagmite to thrust from the ground and impale its foe. A hit target suffers 1d12 + Talent earth damage and is subject to the technique's trigger effect.

Trigger (5): The target is bleeding until it passes a Normal (7) check.

Earth • Ranged

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Solidify	Burrow	Clutch of Earth	Blindvision	Counter Strike	Earth Power
Steadfast Strike	Mud	Devour	Bully	Landslide	Earthquake
Stone Bite	Spoil	Rend	Deluge Breath	Monstrous Bite	Mountain's Fury
	Stone Assault	Slice	Iron Strike	Mud Spray	Revivify
		Unyielding Form	Stalagmite	Ravage	Tectonic Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	4	9	7

VERDANT

BRAWN 2 | SIZE: SMALL

3 TALENT

STARTER

RESISTANCES	VULNERABILITIES
Water	Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Volatile: When this Monster is critically hit, it causes an explosion. The Monster and all creatures within 5 feet of it suffer 1d6 fire damage per Grade of the Monster. Affected creatures, other than the Monster, must pass a Normal (7) check or become burning until it passes a Normal (7) check.

MUSHBOOM

Habitat: Damp temperate and tropical forests.
Diet: Decaying plant matter and sunlight.
Grouping: Usually solitary, but sometimes forming a small grouping called a circle due to their typical formation.
Temperament: Generally docile, explosive if attacked.

Mushbooms are generally thought to be nocturnal creatures. However, Mushbooms have recently been seen basking in sunlight. They seem to become larger on sunny days, which may give them their explosive powers. When Mushbooms are jostled too hard, they create a huge explosion. It does not seem to harm the Mushboom, and may even be a form of spreading spores for procreation.

Thin white stems and wide black caps are typical of most Mushbooms. They are not thought to be social creatures, but they are sometimes seen in large circular formations with a single Mushboom at the center. It is possible that this circle is formed in order to give a soon-to-explode Mushboom plenty of room. Lumishroom troops can sometimes be found nearby since they share habitats, but they seem to know to keep their distance.

Spores

Combat action
Area: 5-foot radius sphere / Grade, emanating from the user

The Monster unleashes a cloud of spores around it, dulling the wits of those that draw too near. While in the area, other Monsters cannot apply their Talent as extra damage on techniques they use.

Verdant • Area • Sphere

Overgrow

Combat action
Area: 10-foot radius sphere emanating from the user

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

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

Verdant • Area • Sphere

Heart Sight

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

The Monster peers into the living essence of its enemy, finding its vital points. The target makes a Normal (7) check. If it fails, the next damage roll the user makes against it before the end of its turn is empowered without having to spend Grit.

Verdant • Gaze

Floral Assault

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster assaults its foe with a barrage of razor-sharp leaves, seeds, and petals. A hit target suffers 1d6 + Talent verdant damage. If the target was already suffering the poisoned condition, the target takes additional damage equal to the user's Grade.

Verdant • Ranged

Bramble

Combat action

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

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

Verdant

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bramble	Ignite	Absorbing Strike	Bloom	Combust	Catastrophe
Floral Assault	Overgrow	Explosion	Burning Toxin	Counter Attack	Heart Sight
Spores	Salve	Luminous Beam	Envenom	Sedative	Rain of Ashes
	Short Fuse	Roots	Store Power	Verdant Blast	Verdant Power
		Thorn Wall	Timber Strike	Wrath Strike	Volatile Earth

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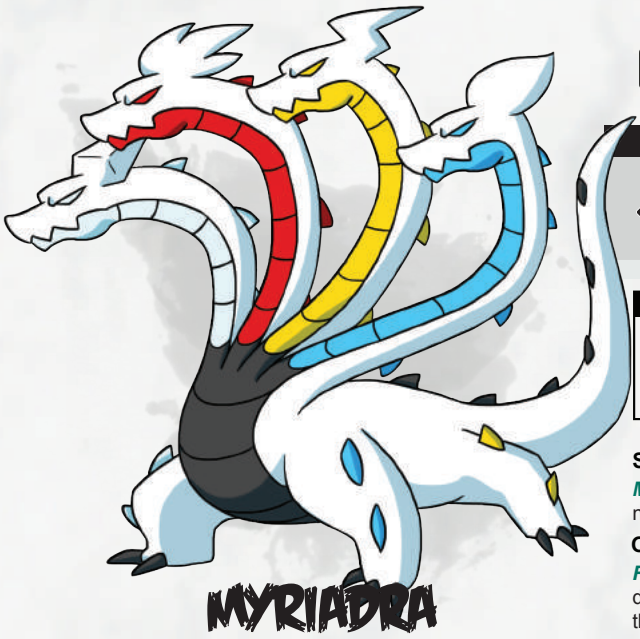


HEALTH 5 | STRIKE 3 | PROTECTION 9 | MAGIC 4 | DISCIPLINE 9 | SPEED 6

FIRE | ICE | LIGHTNING | WATER

BRAWN 4 | SIZE: HUGE | 4 TALENT

RESISTANCES	VULNERABILITIES
Ice Verdant Wind	Earth Lightning Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Frenzied Bites: When the Monster hits a target with a technique with the *bite* descriptor, the damage is increased by an amount equal to its Grade, and enemy creatures within 5 feet of the hit target also suffer untyped damage equal to the Monster's Grade. The Monster does not apply its affinity bonus to damage against secondary targets.

Habitat: Unknown.
Diet: Unknown.
Grouping: Unknown.
Temperament: Unknown, but possibly aggressive and temperamental.

Myriadras are great lizards with four heads. Each head seems to have its own affinity, making it the only known Monster to possess four affinities. Some legends state it is an embodiment of the Four Winds. One head represents the treacherous North Wind, bringer of winter. Another is the nourishing West Wind, bringer of needed rain. One is the ravenous South Wind which brings heat and devours summer crops in fire and drought. The final head represents the temperamental East Wind, bringer of storms and hurricanes.

Myriadras may be the rarest of all MajiMonsters. The are seldomly seen, and reports of sightings are often disputed as rumors or hearsay. Only one Myriadra has ever been documented as being bound, but the name of its binder are lost to history. Though so little is know about it, young binders still dream of tracking one down to bind, cementing a legendary status among others.

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

The Monster creates a zone of static electricity, shocking those that enter. A creature entering the zone or ending their turn there become disoriented until the end of their next turn.
Maintain: The Monster can use its utility action to maintain the zone.

Lightning

Sparking Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its sparking fangs. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Bite

Vice Lock
Utility action

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

Basic

Hydro Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Water • Area • Cone • Breath Weapon

Fire Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fire Breath	Aqua Bite	Cleanse	Deluge Breath	Fire Purge	Devastation Breath
Hydro Breath	Freezing Bite	Devour	Scorching Breath	Freezing Breath	Howling Wind
Sparking Bite	Searing Bite	Double Strike	Static Field	Monstrous Bite	Monstrous Tail
	Vice Lock	Hail Storm	Storm Breath	Riptide	Paragon
		Lightning Breath	Winter	Triple Strike	Shadow Breath

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	4	10	6

ICE MYSTIC

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Fury Wind	Basic Fire

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

STARTING TRAIT

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

MYSTICAC

Habitat: Tropical forests, tropical volcanic regions, and mountainous terrain.
Diet: Omnivore, mostly fruits and small prey.
Grouping: Grouped with other Mysticacs or known to associate with Charilla troops or Gorerillas.
Temperament: Skittish, often hiding when encountering humans or other Monsters. Mysticacs will often flee encounters when they are outnumbered.

Mysticacs are devilishly clever and territorial. When Mysticacs see enemies in their territories they will often hide until they feel they have some advantage. Some reports even claim Mysticacs have staged devious ambushes, recruiting other Monsters to attack outsiders.

Mysticacs have been known to associate with troops of Charillas or Gorerillas, though never more than one Mysticac has been seen in a troop of such.

A binder once reported witnessing a Charilla and Gorerilla troop engaged in a territory war with each other. Within the distance of each troop was a Mysticac, seemingly directing each respective squad. It is unknown why Mysticas wage war with each other, using their fellow MajiMonsters as their armies, or how they manipulate other MajiMonsters into this behavior.

Arctic Wind
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

Moonbeam
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter column that is up to 50-feet high, centered on a point within 30 feet of the user

A pallid beam of enchanted moonlight streaks down from the sky, burning the Monster's foes with an astral fire. A hit target suffers 1d8 + Talent mystic damage.
Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Ice • Area • Sphere

Premonition
Response

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

Mystic

Maji Bolt
Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Ice Patch
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, covering the surface area of the ground

The Monster creates a patch of slippery ice. Grounded creatures moving through the zone can choose to treat the area as difficult terrain to move through it. If a Monster chooses not to treat the zone as difficult terrain, it must pass a Hard (9) check after moving 5 feet through the area. On a failed result, the Monster slips and becomes prone. 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.

Ice • Zone

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arctic Wind	Arcane Strike	Cold Stare	Black Fire	Eye Bite	Cosmic Might
Ice Patch	Evil Eye	Icicle Bolt	Dispel	Freezing Aura	Ice Power
Maji Bolt	Snow Shield	Moonbeam	Life Tap	Glaciate	Mystic Power
	Teleport	Premonition	Snow Blast	Sanctuary	Occult Storm
		War Zone	Snow Cloud	Shadow Breath	Wall of Woe

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	3	9	7

LIGHTNING WATER

BRAWN 4 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Fire Verdant	Earth Lightning

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Bold: The Monster is not affected by the confused or frightened conditions. If the Monster is at its maximum amount of hit points, its initiative checks are empowered without having to spend Grit.

Habitat: Arctic oceans and seas.
Diet: Small fish and sea creatures such as crab, fish, squid, and shrimp
Grouping: Two or three Narwatts often travel with a pod of typical Narwals, but occasionally Narwatts form their own grouping of up to twenty, called a *joule*.
Temperament: Reserved and skittish in pods of Narwals, but bolder and curious in joules.

Narwatts appear to be typical narwhals but with a blue coloration and bright yellow horn. Like common narwhals, Narwatts tend to avoid humans and are often skittish around them, preferring to be left alone. When attacked Narwatts strike out with their horns, which they charge with electricity, or simply project a lightning bolt if above the water line. Narwatt will not utilize full on lightning blasts while below the water line to prevent harming other animals, unless they are emboldened by being in their own grouping called a joule. Sailors warily watch for the yellow horns that crackle with lightning indicating a joule on the horizon. They know that these groups will boldly approach ships and use their lightning techniques with much more abandon.

Bound Narwatt are incredibly useful for aquatic travel as they can carry several people or even tow a small boat, and complete such tasks at amazing speeds. On land, Narwatts are significantly slower being hampered by their large bulk. However, Narwatt will also use their lightning blasts without reservation on land as there is no highly conductive seawater surrounding them that could cause lightning to harm mundane animals.

Horn Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster jabs at its opponent with a horn or spiked appendage. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Horn

Sparking Horn
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster stabs its opponent with its sparking horn. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Horn

Aqua Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster uses its aqueous tail to pummel its foe with the weight of crashing waves. A hit target suffers 1d6 + Brawn water damage.
Critical: On a critical hit, the target is also knocked prone.

Water • Melee • Tail

Electrify
Response

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

Lightning

Tsunami
Combat action
Attack: Magic vs. Protection
Area: 10-foot radius sphere emanating from the user

The Monster releases an immense ring of water that devastates everything in its wake. Each hit target in the area suffers 2d8 water damage and is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes. A target pushed at least 5 feet by this effect must pass a Normal (7) check or also be knocked prone.

Water

TECHNIQUES

Barred Descriptors *Bite, Claw, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Tail	Aqua Horn	Flash Freeze	Deflect	Flood Strike	Polar Strike
Horn Strike	Electrify	Geyser	Deluge Breath	Lightning Aura	Swift Strike
Sparking Horn	Electrocute	Hammer Tail	Lightning Rush	Monstrous Tail	Tsunami
	Freezing Horn	Lightning Blade	Monstrous Horn	Thundering Strike	Voltaic Strike
		Mist	Swell	Water Cannon	Water Power

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	4	10	6

BRAWN 3 | SIZE: MEDIUM | TALENT 3

BASIC

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

OBOA

Habitat: Temperate forests and swamps.
Diet: Small to large animals and even humans when an Oboa reaches its largest size.
Grouping: Solitary or pairs.
Temperament: Usually indifferent to humans but hostile if attacked or approached. Large Oboas may view humans as potential prey.

Oboas are curious, black, serpentine MajiMonsters with a series of strange holes along their sides and back. It is with these the Oboa plays its lullaby, causing prey to drift to sleep so they are more easily devoured. It also applies a painful toxin when it bites its prey, further weakening its food. This makes the Oboa a very dangerous ambush predator. It is capable of growing to huge lengths and devouring even large animals and humans that fall prey to its lullaby.

Oboa are not territorial or even particularly hostile, though they become vicious if attacked and are notoriously unpleasant when a binder attempts to bring one into their service. However, once bound and trained, Oboa is a powerful and deadly addition to the team.

Lullaby

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a soothing melody that lulls its target to sleep. A hit target moves at half its maximum speed during its next turn and cannot apply its Brawn as extra damage on techniques it uses during this time. At the end of its next turn, the hit target must make a Normal (7) check to avoid sleeping until it is roused or passes a Normal (7) check.

Basic • Ranged

Tail Strike

Combat action
Attack: Magic vs. Discipline
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

Cacophony

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster creates a terrifying cacophony. Each hit target in the area suffers 1d12 basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is frightened until it passes a Normal (7) check.

Basic • Area • Cone

Uproar

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster creates an uproarious din that confounds its foes. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Basic • Area • Cone

Intimidating Gaze

Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

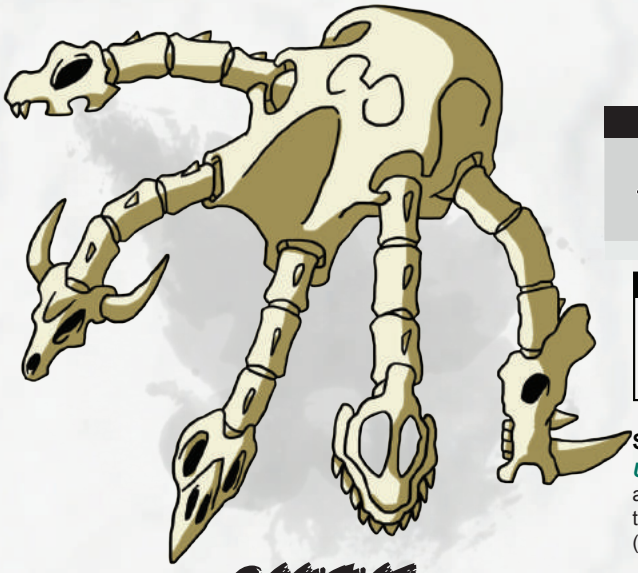
The Monster attempts to intimidate its foe. The target makes a Normal (7) check. If it fails, the target reduces its Brawn to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Brawn score.

Fury • Gaze

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Intimidating Gaze	Binding Tail	Devour	Bad Breath	Befuddle	Basic Power
Lullaby	Centered Strike	Latch	Detain	Bolstered Strike	Devastation Breath
Tail Strike	Evil Eye	Shout	Haste	Cacophony	Frenzy
	Maji Bolt	Sweep Strike	Hypnotic Gaze	Exclude	Paragon
		Venomous Bite	Uproar	Monstrous Bite	Swift Strike



OSSIFIST

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	11	3	9	5

BASIC MYSTIC

BRAWN 3 | SIZE: MEDIUM | TALENT 1

RESISTANCES	VULNERABILITIES
Mystic	Basic

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

STARTING TRAIT

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

Habitat: Graveyards and crypts.
Diet: None.
Grouping: Solitary or small groups.
Temperament: Aggressive.

The Ossifist is the biggest reason humans abandoned old crypts and stay far away from gravesites. This creature is formed from ancient, bleach-white bones, and resembles a large fist. Though Ossifist can also be found in newer graveyards, they seem to prefer older crypts, where they can find spare parts to swap out when one of their ancient bones crumbles to dust.

Ossifists are always ready to attack any humans in their vicinity. Though no one has yet reasoned with one, it is supposed that this creature seeks to add to its own collection of bones. Since crypts are notoriously dangerous places, very few binders possess an Ossifist. It is known to be a coldly mechanical, but trainable bound Monster.

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Solidify
Combat action

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

Basic

Eldritch Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with claws imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Mystic • Melee • Claw

Riposte
Response
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster parries an opponent's attack and delivers one of its own at lightning speed. This technique is used in response to being missed by an attack from a creature still within melee range. A hit target suffers 1d6 + Brawn basic damage.

Basic • Melee

Cosmic Might
Combat action

The Monster instills its attacks with cosmic power. Until the end of its next turn, the user increases its Brawn and Talent scores by an amount equal to its Grade, and mystic damage it deals is not subject to resistances. While affected by this technique, once per round when the Monster scores a critical hit with a technique that deals damage, the target also becomes sealed until it passes a Normal (7) check.
Maintain: The Monster can use its utility action to maintain the effect.

Basic • Melee

TECHNIQUES

Barred Descriptors *Bite, Breath Weapon, Healing, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Clobber	Haunt	Death's Door	Life Tap	Cryptic Strike	Basic Power
Eldritch Claw	Occult Ward	Deft Assault	Purge	Monstrous Claw	Cosmic Might
Solidify	Steadfast Strike	Double Strike	Slow Strike	Mud Spray	Occult Strike
	Vice Lock	Riposte	Upheaval	Omega Strike	Swift Strike
		Theurge Strike	Wall of Woe	Sanctuary	Technique Name

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	3	10	4	9	7

WIND

BRAWN 2 | SIZE: SMALL

4 TALENT

STARTER

RESISTANCES	VULNERABILITIES
Earth	Ice

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

OWLER

Habitat: Temperate and boreal forests.
Diet: Small to large-sized mammals.
Grouping: Small familial flocks of three to seven Owlers called a parliament, led by a queen, who is the oldest female with the highest Grade.
Temperament: Aggressive when hunting in their parliaments.

Owlers take many characteristics from their owl counterparts, such as their 360 degree vision and a nocturnal disposition. However, whereas owls are solitary creatures, Owlers hunt in their parliaments, which resemble wolf packs. These flocks usually range from three to seven Owlers, having an "alpha" queen that has the highest Grade and is generally an older female parent. When alone, a wild Owler would never hunt a creature larger than it, but, when hunting in a strong parliament at night, Owlers may attack large animals, or even an adventuring party.

Owlers make use of their unusual horns to unexpectedly ram into creatures from above. Their chests also bear a glowing orb that obscures the shape behind it in the night, causing their prey to be at a disadvantage. Serenading the forest with their low hooting and lighting the night with eerie orbs, Owlers are one reason that people stay behind walls at night.

Centered Strike

Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

Crosswind

Combat action
Attack: Magic vs. Discipline
Target: One creature in 5 feet

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

Wind • Ranged

Bluster

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a fierce wind that pummels its foe and knocks it away. A hit target suffers 1d6 + Talent wind damage.
Empower: If the technique's attack roll becomes empowered, a hit target is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Ranged

Cyclone

Combat action
Attack: Magic vs. Discipline
Area: 10-foot radius column that is up to 50 feet high, centered on the user

The Monster whips up a cyclone, funneling the winds down around it. Hit creatures in the area suffer 1d8 wind damage and are pulled up to 10 feet closer to the user.
Empower: If the technique's attack roll becomes empowered, a hit target becomes grounded if it was not already.

Wind • Area

Skyfall

Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster summons a sudden wind that lifts its foe off its feet and drops them back to the ground. A hit target suffers 1d12 + Talent wind damage and must pass a Normal (7) check or land prone.
Critical: On a critical hit the target must instead pass a Hard (9) check or land prone.

Wind • Ranged

TECHNIQUES

Barred Descriptors *Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bluster	Aerial Strike	Cyclone	Skyfall	Cacophony	Eye of the Storm
Centered Strike	Air Burst	Lullaby	Suffocate	Confounding Gale	Howling Wind
Crosswind	Gale Claw	Puncture	Uproar	Gale Force	Hurricane Strike
	Wind Blast	Rend	Wind Wall	Monstrous Horn	Monstrous Claw
		Whipping Wind	Windstep	Wind Prison	Wind Power

PANTHERGEIST

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	3	9	7

MYSTIC WIND

BRAWN 3 | SIZE: MEDIUM | TALENT 2

RESISTANCES	VULNERABILITIES
Earth Fury	Basic Ice

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

STARTING TRAIT

Etherealness: While moving, the Monster is not affected by hazards or difficult terrain, and can move through obstructions and other creatures. The Monster can move in any direction while moving, including vertically. The Monster must finish its movement in an unoccupied space, and must be grounded, or else it falls. This movement does not provoke withdraw strikes.

Habitat: Temperate and boreal forests, and mountainous regions.
Diet: Carnivore. They prefer medium to large prey, and may even stalk humans.
Grouping: Solitary.
Temperament: Aggressive, with stalking prey always on their minds.

Harder to spot than most predatory cats, Panthergeists often seem to appear out of nowhere. While their purple fur should logically make them stand out, it seems to blend into thin air, their talent for stealth and terrifying speed making them very difficult opponents to deal with. It is not uncommon for those trying to track a Panthergeist to find the roles reversed as the Monster becomes the stalker instead.

Those plagued by a Panthergeist find themselves both terrified and confused as the Monster attacks seemingly from nowhere before quickly retreating. An ambush predator, Pathergeists will try to wear out their opponent before making a final killing blow. A prospective binder may have a hard time tracking down a Panthergeist, and an even harder time keeping it in one place long enough to bind. Some who have successfully captured this Monster report it to be an odd companion who seems to take a twisted pleasure in surprising its new binder.

Haunt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

Mystic • Ranged

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Aerial Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

Ensorcelled Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its limb or appendage infused with a sorcerous power. A hit target suffers 2d8 + Brawn mystic damage.

Mystic • Melee

Eye Bite
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster gazes into its opponents eyes, leaving its foe bereft of sight. The target makes a Normal (7) check. If it fails, the target is blinded until the start of the user's next turn.

Mystic • Gaze

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aerial Strike	Bluster	Cold Stare	Cannon	Befuddle	Cosmic Might
Claw Strike	Cloud Form	Dark Wind	Ensorcelled Strike	Essence Tap	Eye of the Storm
Haunt	Eldritch Bite	Death's Door	Polarize	Eye Bite	Freezing Aura
	Evil Eye	Shadowmeld	Wind Rush	Howling Wind	Hurricane Strike
		Storm Strike	Winter Strike	Tornado Strike	Occult Strike

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

ICE

BRAWN 2 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Ice (Iceproof) Wind	Fire

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Frostbite: When the Monster deals ice damage to a frozen target, the damage is increased by an amount equal to the Monster's Grade plus its Talent.

PERMAFROG

Habitat: Icy tundra.
Diet: Omnivorous. Permafrogs capture small creatures such as mice and also eat lichen when no other food is available.
Grouping: Permafrogs form large groupings of up to fifty, called *armies*.
Temperament: Skittish when alone, and much braver in their army.

Whereas birds gather in flocks, frogs form armies. Permafrog groupings live up to this name. In the icy tundra, armies of Permafrogs can be seen in highly regular formations of straight lines, hopping in sync across snowfields in search of food. Permafrogs in these army formations are daunting, and though they do not often take on large prey, they also do not let anything stop their forward march. When threatened, the armies form phalanxes and the Permafrogs use their icicle-sharp tongues to attack opponents.

Permafrogs are difficult to bind due to their defensive formations, but can be very useful. After adapting to their binder, they are consistently helpful to other MajiMonsters in team battle situations, as they perceive their comrades as part of their new army.

Rime Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its frozen limb or appendage. A hit target suffers 1d8 + Brawn ice damage.

Ice • Melee

Whip Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in 15 feet

The Monster's whip-like tail or appendages snap against a target, coiling around it and bringing it closer. A hit target suffers 1d6 + Brawn basic damage. The user can then use its utility action to drag a hit target of the same size or smaller up to 15 feet closer to it. This movement does not provoke withdraw strikes.

Basic • Ranged

Arctic Wind

Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

Leap

Movement

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

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

Basic • Grit

Evil Eye

Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

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

Mystic • Gaze

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arctic Wind	Ice Beam	Aerial Strike	Evil Eye	Cacaphony	Arctic Strike
Rime Strike	Ice Breath	Dark Wind	Ice Spikes	Eye Bite	Ice Power
Whip Strike	Snow Shield	Hail Storm	Icy Veins	Glaciate	Monstrous Bite
	Steadfast Strike	Ice Wall	Refrigerate	Tornado Strike	Occult Storm
		Leap	Snow Cloud	Winter Strike	Pure Cold

PYRODA

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	11	2	9	7

FIRE

BRAWN 4 | SIZE: MEDIUM | TALENT 2 | STARTER

RESISTANCES	VULNERABILITIES
Fire (Fireproof) Ice	Water

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Temperate forests.
Diet: Herbivore. Pyrodas favor charred roots and leaves.
Grouping: Solitary, or in small familial groups.
Temperament: Reclusive, but quick to anger when threatened.

Sitting low to the ground, a Pyroda is usually easy to spot from its bright red markings and the trail of smoke that it leaves behind. While a Pyroda will often leave trails of burnt leaves and scorched earth, it does not take long for nature to bloom where this Monster passes. However, those living in the shadow of the Old Empire often view this Monster as a nuisance who is more likely to burn down a forest than bring good luck.

While generally peaceful, an agitated Pyroda's fur will ignite with a bright red flame, and their normal fire markings darken to ashen black in an inversion of color as they transform into a furry fireball. Not innately destructive, this Monster seems to be completely unaware of the devastation its temper can cause. Potential binders should give great care to their strategy and surroundings when dealing with this Monster, for more often than not the landscape may lose in the battle between binder and Monster. Even after being bound, the new binder should show caution lest they be labeled as an arsonist with a wild and uncontrollable Monster.

Ignite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster creates a burst of fire from its appendages, touching a nearby foe to spread the flames. A hit target is burning until it passes a Normal (7) check.

Fire • Melee

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

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

Heedless Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks headlong with a vicious blow, but the force of this attack leaves them dizzied. A hit target suffers 2d8 + Brawn fury damage.
Recoil: If the attack hits, the user is disoriented until the end of its next turn.

Fury • Melee • Recoil

Inhibit
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster prevents its opponent from healing. A hit creature cannot regain hit points until the end of the user's next turn. At the end of an affected creature's turn, it can attempt a Hard (9) check to end the effect. On a success the effect expires and the user stops maintaining it.
Maintain: The Monster can use its utility action to maintain the effect.

Basic • Ranged

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Assault	Burning Blade	Charged Strike	Fire Stride	Fire Purge	Frenzy
Ignite	Emberbolt	Cinder Strike	Flare Strike	Fire Starter	Inferno Strike
Searing Claw	Enrage	Deft Assault	Haste	Incendiary Strike	Inhibit
	Savage Bite	Fire Cloak	Lightning Blade	Thundering Strike	Raze
		Heedless Strike	Scorching Breath	Wrath Strike	True Flame

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	2	10	3	11	7

WATER

BRAWN 2 | SIZE: MEDIUM | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Fire	Lightning

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

RAINDEER

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Temperate regions, forests, and plains.
Diet: Herbivore.
Grouping: Herds and familial groups.
Temperament: Shy unless it's raining.

Raindeer appear as stags with soft blue fur, with thick beads of water dripping from its antlers. It is extremely sensitive to meteorological conditions. In dry weather, it becomes very sleepy, moving slowly or hiding in tall grasses to wait until the "good" weather passes. In long periods of drought, Raindeer have been witnessed walking straight into deep lakes and not emerging for days; this may be a sort of underwater hibernation. When it's raining, however, a Raindeer will completely change its attitude, jumping and prancing with delight.

In stormy conditions, herds of normally docile Raindeer can get so rambunctious as to be dangerous, and could accidentally trample the hapless traveler. A Raindeer is difficult to train; it seems like the weather controls its behavior and capability more than the will of its binder.

Bubble

Response

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

Water

Eldritch Horn

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Mystic • Melee • Horn

Flood Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like an oncoming flood. A hit target suffers 2d10 + Brawn water damage.

Water • Melee

Water Jet

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

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

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

Water • Area • Line • Grit

Hydro Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Water • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bubble	Aqua Horn	Cyclone	Double Strike	Befuddle	Confounding Gale
Eldritch Horn	Deflect	Heightened Senses	Drain	Flood Strike	Eye Bite
Hydro Breath	Haunt	Water Cloak	Mist	Mirage	Tsunami
	Water Bolt	Water Jet	Moonbeam	Refresh	Monstrous Horn
		Water Walk	Whirlpool	Water Cannon	Water Power

HEALTH 6 | STRIKE 5 | PROTECTION 9 | MAGIC 1 | DISCIPLINE 9 | SPEED 6

FURY

BRAWN 4

SIZE: LARGE

TALENT 1

RESISTANCES	VULNERABILITIES
Basic	Mystic

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

STARTING TRAIT

Disguise: The Monster is disguised in one of its forms, making it is indistinguishable from a common sheep or ram. While disguised, humans and other creatures believe it to be this instead of a MajiMonster. When the Monster attacks or uses a combat technique, however, its monstrous form is revealed. The Monster can shift between its monstrous form and its disguise as a utility action.

OPTIONAL TRAIT (Grade 3)

Charger: Once per round when the Monster moves at least 10 feet in a straight line and makes a melee attack, it gains a +1 bonus to that attack's damage roll for every 10-foot increment the Monster moved in a straight line before attacking.

Habitat: Temperate plains and grasslands.
Diet: Herbivore.
Grouping: Found in normal flocks of sheep.
Temperament: Docile until provoked, endlessly aggressive once angered.

It is quite impossible to distinguish a Rampage from an ordinary sheep. Having no visible monstrous qualities, it may be years before this Monster reveals its true nature to an unsuspecting bystander. While the cause of a Rampage's first change varies widely, shepherds tell tales of wolf and Owler attacks against seemingly easy prey, that have a swift but surprising conclusion. The Rampage's ruthless aggression is legendary. Quickly shifting into a bipedal Monster, Rampage will mercilessly attack whatever aroused their ire until nothing remains of the source of their tantrum.

Prospective binders of this odd creature may often be found agitating flocks of mundane sheep, much to the chagrin of their shepherds. Finding a Rampage is difficult, and binding one is even more daunting. A bound Rampage is unpredictable ally, often able to blend in with more mundane animals to provide an amazing sneak attack. Unless something rubs it the wrong way.

Rabid Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.

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

Fury • Melee • Bite

Horrific Grimace

Response

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

Fury

Horn Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster jabs at its opponent with a horn or spiked appendage. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Horn

Red Line

Movement

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

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

Fury • Recoil

Frenzy

Combat action
Attack: Strike vs. Protection
Target: Each enemy creature in melee range

The Monster goes into a frenzy, striking each foe within its reach. A hit target suffers 2d8 + Brawn fury damage. After these attacks, the user can then move up to 10 feet. This movement does not provoke withdraw strikes. Until the beginning of its next turn, the user cannot be outnumbered.

Fury • Melee

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Horn Strike	Duelist	Brute Strength	Bloodied Breath	Haste	Counter Attack
Horrific Grimace	Enrage	Haymaker	Boulder Assault	Monstrous Horn	Frenzy
Rabid Bite	Ferocious Strike	Red Line	Bully	Ravage	Omega Strike
	Overwhelm	Short Fuse	Ire Strike	Reinvigorate	Unstoppable
		War Dance	Knock-Out Strike	Spiteful Strike	Vex Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	3	10	5

VERDANT WATER

BRAWN 3 | SIZE: MEDIUM | TALENT 4

RESISTANCES	VULNERABILITIES
Fire Water	Lightning Wind

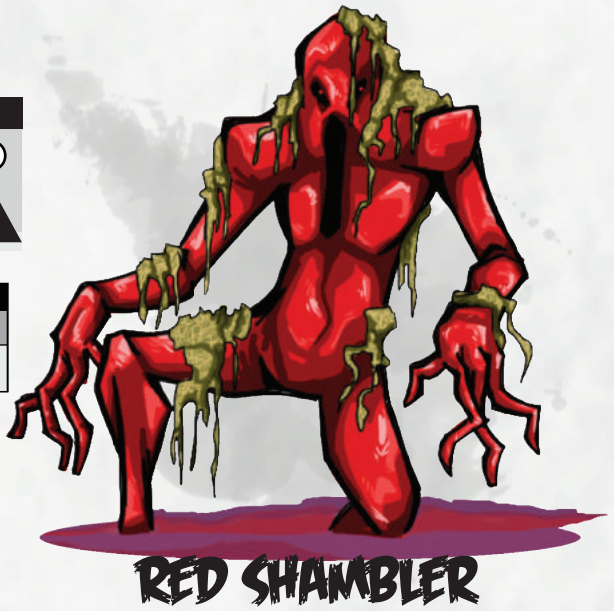
HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Ruinous Breath: Damage this Monster deals with breath weapon techniques is increased by its Grade.



RED SHAMBLER

Habitat: Ocean beaches, lakes, and open ocean.
Diet: Usually detritus and flotsam. Red Shamblers have also been known to consume fish, mollusks, and even sharks.
Grouping: *Patches* of two to three, *sheets* of up to ten, and *carpets* of twenty or more.
Temperament: Aggressive.

Red Shamblers are sentient collections of red algae and seaweed that spend most of their time in the oceans and seas, though there exists one known freshwater variety. They often have the noxious smell of rotting plant matter and drift or shamble forward with the intent of consuming whatever they can to continue growing until they must reproduce by splitting into a new organism. They do not often attack humans or other medium to large creatures, but will if they are starving. It is unknown how Red Shamblers perceive the world, though it is believed that they posses optical sensory organs somewhere in the tangled mass of water and plant matter.

Red Shamblers usually launch volleys of brackish or salty water in massive torrents to weaken or throw off balance their prey before closing the gap and striking out with leafy, sodden vines and masses of kelp or other plant matter. They are also highly toxic and capable of poisoning their targets to further weaken them before rolling over their prey to absorb them.

Wave Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee

Razorgrass
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user (grounded creatures only)

The Monster causes a patch of razor-sharp grass to sprout in a line towards its foes. Each hit target in the area suffers 1d12 verdant damage and is subject to the technique's trigger effect.
Trigger (6): The target is bleeding until it passes a Normal (7) check.

Verdant • Area • Line

Spoil
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster douses its foe with putrid water. A hit target suffers 1d6 + Talent water damage and is subject to the technique's trigger effect.
Trigger (6): The target is also poisoned until it passes a Normal (7) check.

Water • Ranged

Entangle
Combat action
Zone: 10-foot square zone centered on a point within 30 feet of the user, covering only the surface area of the ground

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

Verdant • Zone

Acid Breath
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster spews a gout of caustic acid at its enemies that burns their flesh. Each hit target in the area suffers 1d8 verdant damage and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Verdant • Area • Line • Breath Weapon

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Acid Breath	Absorbing Strike	Enrage	Bloom	Ire Strike	Bad Breath
Entangle	Hydro Breath	Ferocious Strike	Deluge Breath	Sedative	Freezing Breath
Wave Strike	Toxic Barbs	Photosynthesis	Frost Strike	Spores	Tidal Strike
	Water Walk	Razorgrass	Spoil	Swell	Verdant Power
		Water Blade	Tendrils	Verdant Blast	Water Power

SANDROC

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	11	2	10	6

EARTH WIND

BRAWN 4 | SIZE: LARGE | TALENT 3

RESISTANCES	VULNERABILITIES
Earth Lightning	Ice Verdant

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Massive: The Monster is considered one size larger than it is for contested checks and techniques. Whenever the Monster pushes a target, the target is pushed an additional 10 feet.

Habitat: Sandy deserts, tropical forests, grasslands, and mountainous regions.
Diet: Carnivore. Sandroc feeds on large prey including cows, sheep, and deer.
Grouping: Sandrocs are social creatures when young, but they tend to become solitary when fully grown.
Temperament: Sandrocs fear nothing, and will pass by smaller creatures without a fight if they are not hungry.

Sandrocs are huge birds known to live in the deserts, but they can fly great distances in search of food for themselves or their offspring. Sandrocs can grow to truly immense sizes, with wings large enough to block out the sun, use fully grown trees to make their nests, and carry off elephants as food.

Sandrocs nest deep in the desert, often on small mountains which gives them great vantage point. They are social when they are young and often stay with their clutch mates until fully grown. When fully grown, Sandrocs establish their own domain to find prey. Feeding several mature Sandrocs in the same small area would quickly reduce their food supply.

Because Sandrocs live in such remote areas and fly high above a binder's reach, it is all but unheard of for a binder to possess one; however, there are ancient carvings and images on crypt walls that depict maji riding atop these great Monsters in the sky.

Stone Wing

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target senseless with its stony wing. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit the target is also disoriented until it passes a Normal (7) check.

Earth • Melee • Wing

Stone Assault

Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster jettisons a heavy stone at its foe. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit the target is also disoriented until the end of its next turn.

Earth • Melee • Wing

Aerial Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

Tectonic Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb with the force of the earth behind it. A hit target suffers 2d12 + Brawn earth damage.

Earth • Melee

Upheaval

Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster causes the ground beneath its foe's feet to suddenly churn violently, but the effort strains the user from further uses. A hit target suffers 1d12 + Talent earth damage and must succeed a Normal (7) check or be knocked prone.
Recoil: If the attack hits the user cannot use this technique again until it passes a Normal (7) check.

Earth • Ranged • Recoil

TECHNIQUES

Barred Descriptors *Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aerial Strike	Cloud Cover	Anchor	Detain	Diamond Strike	Eye of the Storm
Stone Assault	Gale Wing	Boulder Assault	Monstrous Wing	Gale Force	Hurricane Strike
Stone Wing	Iron Resolve	Clutch of Earth	Sand Strike	Inter	Mountain's Fury
	Stone Shield	Strength of Stone	Sky Crash	Stoneskin	Paragon
		Swooping Strike	Upheaval	Tornado Strike	Tectonic Strike

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

EARTH VERDANT

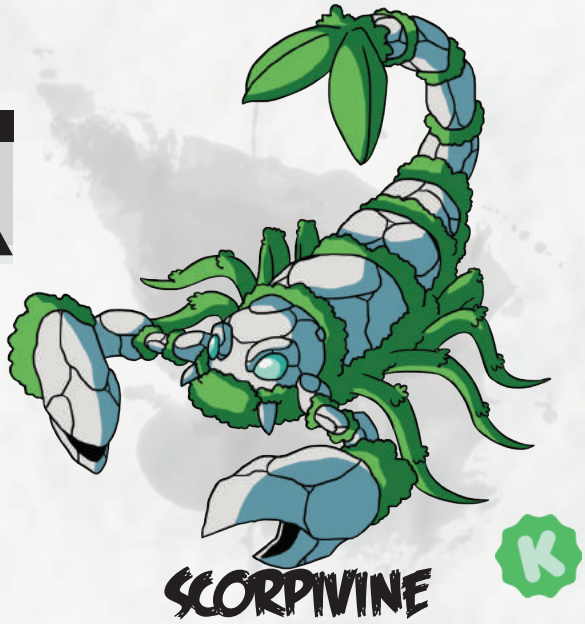
BRAWN 3 | SIZE: MEDIUM | TALENT 4

RESISTANCES	VULNERABILITIES
Lightning Water	Verdant Wind

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

STARTING TRAIT

Scuttle: The Monster does not reduce its Speed when moving over difficult terrain. It can use its utility action to move 5 feet. This movement does not provoke a withdraw strike.



SCORPIVINE

Habitat: Temperate forests and mountainous regions.
Diet: Carnivore. A Scorpivine will attempt to eat any creature from tiny to large size.
Grouping: Usually solitary.
Temperament: The Scorpivine is a patient lurking hunter, waiting for its next meal to come to it.

Scorpivines resemble mundane scorpions, but much, much bigger. A fully grown Scorpivine is the size of a large dog. Scorpivines have hard armored plates that resemble stone, with mossy flesh seen in between their plates. Instead of a stinger like most mundane scorpions, Scoprivines have two pods on the tip of their tail. These pods contain vines used to ensnare victims.

In the wild, Scorpivines hide among rocky cliff faces, caves, or any rocky outcropping that grants them height. Scorpivines prefer to attack from above and lash out with their vines at prey that moves beneath them. Even if a Scorpivine has recently eaten, it will often attack prey that wanders by its hunting spot, because a Scorpivine doesn't know when its next meal may come.

Photosynthesis
Combat action

The Monster uses the ambient light to nourish it and heal its wounds, but the process is taxing. The user regains hit points equal to 5 times its Grade.
Recoil: The user cannot use this technique again until it passes a Hard (9) check.

Verdant • Healing • Recoil

Verdant Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels its foe with its toxic tail. A hit target suffers 1d6 + Brawn verdant damage.
Trigger (6): The target is poisoned until it passes a Normal (7) check.

Verdant • Melee • Tail

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Tendrils
Combat action
Attack: Strike vs. Protection
Target: One creature in 15 feet

The Monster's grasping vines or roots wrap around target, either pulling it from its feet or reeling it closer to the Monster. A hit target suffers 1d8 + Brawn verdant damage. The user can then spend its utility action to either knock the hit target prone, or drag it 15 feet closer (dragging is only an option if the target is the same size or smaller than the user). The movement of a dragged target does not provoke withdraw strikes.

Verdant • Ranged

Earth Power
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the earth affinity to a devastating effect. A hit target suffers 2d10 earth damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also blinded until it passes a Hard (9) check.

Earth • Ranged

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Claw Strike	Floral Assault	Evil Eye	Acid Breath	Landslide	Earth Power
Photosynthesis	Stone Claw	Luminous Beam	Mud Spray	Monstrous Claw	Earthquake
Verdant Tail	Strange Spittle	Shadowmeld	Salve	Monstrous Tail	Stoneskin
	Vines	Tendrils	Stalagmite	Sedative	Verdant Power
		Unyielding Form	Timber Strike	Verdant Blast	Verdurous Strike

SCUTTER CRAB

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	11	3	11	5

EARTH

BRAWN 3 | SIZE: SMALL | TALENT 2 | STARTER

RESISTANCES	VULNERABILITIES
Lightning	Verdant

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Scuttle: The Monster does not reduce its Speed when moving over difficult terrain. It can use its utility action to move 5 feet. This movement does not provoke a withdraw strike.

Habitat: Temperate and arctic coastal regions.
Diet: Carnivore. Scutter Crabs consume mostly fish and shellfish.
Grouping: Scutter Crabs are often found in the same area, but this is not thought to be for social reasons, merely grouping where food sources are plentiful.
Temperament: Crabby, often attacking things that come near them to protect their hunting areas.

Scutter Crabs have shells that are almost indistinguishable from rocks, and they use this camouflage to hide and wait for fish and shellfish to swim nearby. Scutter Crabs have extremely strong metal claws, which they use to snip fish in half and crack open clam shells. Scutter Crabs are often encountered together, but they do not seem to enjoy each other's company. Scutter Crabs are often seen fighting over morsels of food, and snipping at each other. The food is usually sniped in half, but sometimes one Scutter Crab will make it away with the entire piece of food and quickly scuttle away to a hiding spot to eat.

Scutter Crabs can scuttle and bury themselves into sand very quickly to hide when they feel threatened. They also hide in this manner close to water, or underwater to wait for fish to swim by. Binders that are near to the ocean can usually find one of these Monsters to easily bind, but can be dismayed to find that the Scutter Crab does not lose its crabby demeanor.

Burrow
Movement

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

Earth

Stone Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy's eyes with claws of stone. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Melee • Claw

Vice Lock
Utility action

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

Basic

Bully
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster takes advantage of its relative size to powerfully strike an opponent. A hit target suffers 1d10 + Brawn basic damage. If the hit target is smaller than the user, it instead suffers 2d10 + Brawn basic damage.

Basic • Melee

Revivify
Response
Target: One ally within 15 feet

The Monster uses its magic to protect its ally at the moment it would be defeated. This technique is used as a response when an ally within range is reduced to 0 hit points. The target immediately recovers 3 hit points per Grade of the user.
Grit: The Monster can spend a point of Grit when it uses this technique. If it does, the user increases the range to 30 feet, and the affected ally instead recovers 5 hit points per Grade of the user.

Basic • Ranged • Healing

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Claw Strike	Clutch of Earth	Bully	Diamond Strike	Earth Power
Stone Claws	Rift	Imperviousness	Sand Strike	Inter	Earthquake
Vice Lock	Soil Spray	Rend	Slow Strike	Monstrous Claw	Mountain's Fury
	Trembling Earth	Riptose	Upheaval	Mud Spray	Revivify
		Stone Wall	Volatile Earth	Wrath Strike	Unstoppable

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	2	10	3	10	6

MYSTIC

BRAWN 3

SIZE: MEDIUM

4 TALENT

RESISTANCES	VULNERABILITIES
Fury	Basic

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

SHADOWWODAHS

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Mischief [Frightened]: The Monster reduces the target number to trigger the frightened condition with its techniques by 1.

Habitat: Typically found in shadowy urban settings or dark caves.
Diet: Unknown, possibly fear itself.
Grouping: Shadowodahs tend to travel by themselves to avoid detection, but groups of Shadowwodahs can combine into larger shadows so it's hard to tell how many there are.
Temperament: Very sneaky. If you see a Shadowwodah it is probably stalking you.

Sometimes referred to as Wodahs, Shadowwodahs are mysterious creatures made entirely of shadow. Shadowwodahs may take any shadowy form to lure, stalk, and scare humans. It may, for instance, take on the shape of an attractive woman's silhouette in order to lure a drunkard from a bar, only to transform at the turn of a corner into a horde of giant hungry rats. These creatures have become the things of nightmares, both figuratively and literally, as they terrify their human prey. Large human settlements are almost guaranteed to have at least one Wodah lurking somewhere in their town, but they often go undetected because they don't tend to kill humans, and prefer to prey on the fears of the young, the old, and the frail-minded, whose stories of shadow monsters will not be believed.

Many people do not even realize that Shadowwodahs are MajiMonsters at all. It has long been believed they are some type of evil spirit, or simply tricks of the light that children are scared of. Some scholars believe that Shadowwodahs may gain some kind of nourishment from fear, which would explain why they don't kill their human prey.

Arcane Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its arcane-infused limb or appendage. A hit target suffers 1d8 + Brawn mystic damage.

Mystic • Melee

Dust Storm

Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter sphere centered on a point within 30 feet of the user

The Monster conjures a cloud of dust that chokes and blinds creatures. Each hit target in the area suffers 1d6 earth damage and is subject to the technique's trigger effect.

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

Earth • Area • Sphere

Befuddle

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

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

Basic • Ranged

Shadowmeld

Combat action

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

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

Mystic

Maji Bolt

Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

TECHNIQUES

Barred Descriptors *Bite, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arcane Strike	Arcane Beam	Bolt Beam	Black Fire	Befuddle	Cacophony
Maji Bolt	Curse	Dust Storm	Mirage	Electric Sight	Dark Wind
Shadowmeld	Evil Eye	Moonbeam	Purify	Eye Bite	Mystic Power
	Haunt	Mystify	Sand Strike	Medusa's Gaze	Occult Storm
		Occult Ward	Teleport	Shadow Breath	Sigil of Denial

SHIFTSPORE

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	2	11	4	10	6

BASIC VERDANT

BRAWN 2 | SIZE: TINY | 3 TALENT

RESISTANCES	VULNERABILITIES
Mystic Water	Fury Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

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

Habitat: Temperate and tropical forests, as well as in human settlements.
Diet: Moss, leaves, and other vegetation.
Grouping: Shiftspores are most commonly found in clusters of five or more. When near a human population, large clusters are often called an *outbreak*.
Temperament: Friendly and somewhat skittish, but territorial in a large cluster.

These strange floating creatures appear to be little more than large fungal spores or clusters of small leaves. Upon closer inspection, however, the outer shell of vegetation is actually hollow, and a large yellow eye occupies the center. These creatures are found in areas frequented by other fungal MajiMonsters such as Lumishroom and Mushboom. However, they do seem to show up in unexpected places as well, as they can float through cracks and invade even occupied homes. Once in a warm indoor environment, the Spiftspore will quickly invite friends and reproduce, and though they will not generally attack humans, they will be very resistant to leave their new home.

These tiny creatures are also far from helpless. Shiftspores are capable of producing toxins of various kinds, coaxing local flora to attack, and even breathing acid. However, they are a boon to binders due to their remarkable curative powers, healing the wounds and illnesses of anyone they deem an ally. For binders who have bound or befriended a Shiftspore, the creatures prove a very capable companion.

Photosynthesis
Combat action

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

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

Verdant • Healing • Recoil

Flight
Utility action

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

Wind

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

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

Counter Attack
Response
Attack: Strike vs. Protection
Target: A triggering creature in melee range

The Monster strikes back at a foe. The Monster uses this technique as a response to being attacked by an opponent within the user's melee range. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Clobber	Acid Breath	Imperviousness	Force Beam	Bad Breath	Envenom
Photosynthesis	Overgrow	Luminous Beam	Nourish	Bloom	Devastation Breath
Flight	Salve	Pounce	Razorgrass	Counter Attack	Lifeflow
	Spores	Soothing Beam	Sapling	Fertile Ground	Paragon
		Toxic Barbs	Sting	Heart Sight	Verdant Power

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	1	9	4	12	6

EARTH LIGHTNING

BRAWN 1 | SIZE: TINY | TALENT 4

RESISTANCES	VULNERABILITIES
Lightning	Earth

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

SHOCKROACH

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Urban and suburban centers and other human populated areas.
Diet: Typical insect diet. Shockroaches are also known to congregate on roofs during lightning storms to gather ambient electrical energy to supplement their diets.
Grouping: A single Shockroach can be found out scouting, but they are often part of hives of ten or more.
Temperament: Invasive but not typically intentionally aggressive.

Significantly larger than the average cockroach, Shockroaches tend not to gather in the same large numbers as their mundane brethren. However, their propensity for drawing lightning to them during storms has sometimes led to disaster for communities so they are usually driven out or bound to prevent this from happening. When threatened, they often emit bursts of electrical energy similar to lightning bolts from their antennae.

While docile, Shockroaches are as invasive as a standard cockroach and often quickly infest buildings even in large cities. For this reason, many communities have taken to adding lightning rods and other grounding structures to buildings and even streets and roads to prevent property damage and bodily harm.

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Burrow
Movement

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

Earth

Rift
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster splits the earth open in a rift, violently thrusting stone and earth at those in its path. Hit targets suffer 1d6 earth damage and must succeed a Normal (7) check or move at half maximum speed during their next turn.

Earth • Area • Line

Clutch of Earth
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster shapes the ground beneath its foe to into an earthen hand that grasps at it. A hit target suffers 1d8 + Talent earth damage and is grabbed by the effect until the end of the user's next turn. A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case, substitute the user's Grade for its Brawn score for the user's check. A target that escapes the grab ends the effect.

Maintain: The Monster can use its combat action to maintain the effect against a grabbed foe. Each time the user maintains the effect, it deals 1d8 + Grade earth damage to the grabbed foe.

Earth • Ranged

Electrocute
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

Lightning surges from the Monster towards its foe. A hit target suffers 1d6 + Talent lightning damage.

Lightning • Ranged

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Combat Roll	Clutch of Earth	Lightning Lance	Flash	Catastrophe
Clobber	Electrify	Ionize	Lightning Rod	Force Beam	Earthquake
Electrocute	Lightning Bolt	Lightning Breath	Polarize	Inter	High Voltage
	Rift	Sparking Wing	Spikes	Monstrous Wing	Lightning Aura
		Stone Shield	Stunning Shock	Static Field	Thunderstorm

SKITE

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	3	10	7

WIND

BRAWN 3 | SIZE: MEDIUM | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Earth	Ice

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Whimsical: Whenever the Monster would become blinded, confused, frightened, frozen, or sleeping, it becomes disoriented instead. When this Monster is disoriented it can still move up to half its movement and take a single action.

Habitat: Temperate or tropical climates.
Diet: Carnivore. Skites consume small birds and fish.
Grouping: Often solitary, but also found in small groups called *flocks*.
Temperament: Usually indifferent towards anything too large to be considered food.

Skites resemble mundane stingrays, but interestingly, Skites live in the sky rather than in water. Skites float through the air as if they were swimming, slowly flapping and rippling their broad fins just like they were skimming through the shallow surf. Skites have a very light blue underbelly, which is the most often seen side of them. It allows them to perfectly blend in with the blue sky or camouflage in white clouds. Skites are never seen landing unless injured, and can fly high above the clouds in stormy weather.

Skites often fly over the ocean and dip down to catch fish, or they fly over forest canopies and eat small birds. When prey becomes difficult, a Skite can whip its wickedly-sharp tail up to pierce its opponent. Skites have eyes on the top of their bodies, so it is not entirely understood how they know when prey is beneath them. It is theorized they can somehow detect the movement of their prey as it soars past them.

Gale Tail

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Tail

Haunt

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

Mystic • Ranged

Crosswind

Combat action
Attack: Magic vs. Discipline
Target: One creature in 5 feet

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

Wind • Ranged

Refresh

Combat action
Target: The user or an ally within 10 feet

The Monster douses an ally with refreshing water. The user selects an allied creature within range, including itself. When the Monster uses this technique, the target recovers from any bleeding, burning, confused, disoriented, frightened, poisoned, and sleeping conditions affecting it.

Water

Cloud Form

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster's form becomes insubstantial and wispy, as if entirely made of clouds. Until the end of the Monster's next turn, the user moves at half speed and cannot be targeted by withdraw strikes. For the duration of the effect, the Monster ignores difficult terrain and hazards and can move through other creatures' space and obstacles if it has enough movement to pass them entirely.

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

Wind

TECHNIQUES

Barred Descriptors *Claw, Horn*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Cloud Form	Air Burst	Dark Wind	Ice Spikes	Glaciate	Blizzard
Gale Tail	Cloud Cover	Geyser	Mirage	Howling Wind	Eye of the Storm
Haunt	Crosswind	Moonbeam	Sky Crash	Refresh	Monstrous Tail
	Savage Tail	Storm Sight	Skyfall	Shadow Breath	Occult Strike
		Water Blade	Storm Breath	Tornado Strike	Typhoon

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	9	4	9	5

EARTH WATER

BRAWN 3 | SIZE: LARGE | TALENT 3

RESISTANCES	VULNERABILITIES
Fire	Verdant

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

STARTING TRAIT

Massive: The Monster is considered one size larger than it is for contested checks and techniques. Whenever the Monster pushes a target, the target is pushed an additional 10 feet.

SLUDGAPHANT

Habitat: Marshes, temperate plains, and grasslands.
Diet: Leafy plants, bark, wood, grass, and roots.
Grouping: Small familial herds made up of three to fifteen Sludgaphants, called a *bath*. Mundane elephants sometimes join these baths.
Temperament: Playful and curious until threatened, then ferociously defensive.

Sludgaphants spend their days bathing in mud and dust, eating plants, and exploring the wilderness as a family. Sludgaphants are incredibly loyal to their families and travel together from place to place looking for verdant areas to feed off. Because of their size they fear very few enemies, and have a curious nature about the world. Mundane elephant herds have been known to join Sludgaphant baths and both species view the other on friendly terms. These groupings will only last while the total group is less than a dozen, as finding food for more than a dozen can become difficult.

Few binders are bold enough to approach a Slugaphant bath, let alone attempt to bind one and risk the wrath of a whole family which would set upon the binder instantly.

Aqua Horn
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Horn

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

Stone Assault
Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster jettisons a heavy stone at its foe. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit the target is also disoriented until the end of its next turn.

Earth • Ranged

Spoil
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster douses its foe with putrid water. A hit target suffers 1d6 + Talent water damage and is subject to the technique's trigger effect.
Trigger (6): The target is also poisoned until it passes a Normal (7) check.

Water • Ranged

Lifeflow
Utility action

The Monster summons a wellspring of natural energy to enhance its healing powers. Until the end of the user's turn, it gains a bonus to hit points it restores through the use of healing techniques equal to its Grade. While affected by this technique, when the user restores a creature's hit points, that creature gains a +1 bonus to its Brawn until the beginning of the user's next turn.

Verdant

TECHNIQUES

Barred Descriptors *Bite, Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Horn	Hydro Breath	Acid Breath	Bad Breath	Drain	Earthquake
Mud	Tectonic Strike	Anchor	Deluge Breath	Inter	Tectonic Strike
Stone Assault	Soil Spray	Earth Bolt	Mud Spray	Landslide	Tidal Strike
	Spoil	Geyser	Sand Strike	Monstrous Horn	Water Form
		Water Bolt	Water Crash	Water Cannon	Water Power

SNER

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

ICE WATER

BRAWN 3 | SIZE: SMALL | TALENT 2

RESISTANCES	VULNERABILITIES
Wind	Lightning

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

STARTING TRAIT

Frostbite: When the Monster deals ice damage a frozen target, the damage is increased by an amount equal to the Monster's Grade plus its Talent.

Habitat: Cold tundra, boreal and temperate forests.
Diet: Carnivore.
Grouping: Solitary or family of up to five members.
Temperament: Playful.

Sometimes mistaken for Harefrost, a Sner's tail is much longer and its ears are much shorter. Possessing a long weasel-like body, these Monsters are known not only for their cute appearance but also for their innate dexterity. Unusually playful even as adults, Sner can often be found trying to play with their more mundane cousins. But don't be taken in by this act; while Sner are known to roll and twist in an odd dance of sorts, they are capable predators and possess a wicked bite.

Sner are most commonly found in colder climates but are not unknown in more temperate areas. Their coats do not change color due to weather, so many Sner roll in mud for camouflage when not surrounded by snow. Binders who frequent colder areas won't have much trouble finding a Sner, as they are quite common. Indeed, capturing one will result in a fast friendship should the binder play along with its new partner's happy demeanor.

Bubble
Response

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

Water

Freezing Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with its freezing-cold talons. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Claw

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Mist
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster conceals itself in a mist, making it difficult for others to target it. While in the mist, a creature gains cover against enemy attacks originating from outside the effect. The effect lasts until the end of the user's next turn.
Maintain: The Monster can use its utility action to maintain the effect.

Water • Area • Sphere

Snow Cloud
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, filling a cube 20-foot long in each dimension

The Monster conjures a dense snow cloud that chills creatures and obstructs vision. A creature that enters the zone or ends its turn there suffers 1d10 ice damage. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures not inside the zone but have the zone between them.
Maintain: The Monster can use its utility action to maintain the zone.

Ice • Zone

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bubble	Aqua Bite	Frost Strike	Deluge Breath	Blizzard	Arctic Strike
Claw Strike	Arctic Wind	Frostburn	Haste	Flood Strike	Cold Blooded
Freezing Claw	Snow Shield	Furious Charge	Snow Cloud	Polar Strike	Ice Power
	Wave Strike	Mist	Torrent Strike	Riptide	Tidal Strike
		Water Wall	Winter Strike	Water Cannon	Tsunami

HEALTH 6 | STRIKE 3 | PROTECTION 11 | MAGIC 2 | DISCIPLINE 11 | SPEED 4

ICE VERDANT

BRAWN 3 | SIZE: SMALL | TALENT 2

RESISTANCES	VULNERABILITIES
Water	Fire

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

STARTING TRAIT

Scuttle: The Monster does not reduce its Speed when moving over difficult terrain. It can use its utility action to move 5 feet. This movement does not provoke a withdraw strike.

SNOMADILLO

Habitat: Arctic regions.
Diet: Omnivorous scavengers. Food is scarce in the arctic so Snowmadillo will eat nearly anything left over by predators or hunt for vegetation under the snow.
Grouping: Snowmadillo form groups of five to ten, called a *fez*.
Temperament: Friendly.

Snomadillo resemble armadillo, tending to be white to cyan with icy protrusions. They revel in snow, especially blizzards, and are known for the huge bursts of frozen flakes that spring up when they shake themselves. Typically, a Snomadillo will use this burst of snow as camouflage to escape predators or attackers. Offensively, Snowmadillo are known to create beams of ice with their gaze.

Snomadillo are fond of humans and have been known to dwell close by towns and villages built near the northern reaches. They even sometimes act as guardians for these towns if they are treated well and food is left out for them, and ignore those towns that treat them poorly. A Snowmadillo's ice and verdant abilities make it a useful MajiMonster to have around, and its temperament makes it a good companion to other MajiMonsters on a binder's team.

Freezing Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Ice • Melee • Bite

Floral Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its plant-like limb or appendage. A hit target suffers 1d8 + Brawn verdant damage.

Verdant • Melee

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

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

Deflect
Response

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

Basic

TECHNIQUES

Barred Descriptors *Horn, Claw, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Floral Strike	Absorbing Strike	Aqua Bite	Deflect	Blizzard	Arctic Strike
Freezing Bite	Assimilate	Cold Stare	Icy Veins	Imperviousness	Glaciate
Tail Strike	Flash Freeze	Combat Roll	Snow Cloud	Monstrous Tail	Invigorating Aura
	Freezing Blade	Frozen Shell	Timber Strike	Nourish	Sanctuary
		Verdant Tail	Torrent Strike	Snow Shield	Verdurous Strike

SPARKSNAIL

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	2	11	3	11	5

BASIC LIGHTNING

BRAWN 2 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Mystic Verdant	Earth Fury

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

STARTING TRAIT

Slow and Steady: The Monster cannot suffer a penalty to its Speed score, and ignores effects that would cause it to move at only half speed.

OPTIONAL TRAIT (Grade 3)

Calculating: The Monster can make checks to end a condition, before applying its effect, at the beginning of its turn instead of the end of its turn.

Habitat: Sparksnails have been seen in a variety of climates, so no one is sure what kind of weather or terrain they prefer.
Diet: Plant matter.
Grouping: Solitary.
Temperament: Elusive.

Sparksnails are quick as far as snails come, and are often on the move. Binders disagree what terrain Sparksnails prefer to live in, since they always seem to be traveling somewhere else: are just trying to get away from being observed, or are perhaps trying to get to some long-lost home?

Sparksnails prefer to never stop moving and their tactics during a battle usually revolve around moving from enemy to enemy trying to avoid attacks, and fleeing as soon as things start to look bad. Sparksnails are likely to try to escape a battle if they take a large amount of damage from a single attack. When trying to catch a Sparksnail, the best tactic is to immobilize it first or cut off its routes of escape.

Like most snails, Sparksnails have a hard shell they live in. This shell provides high defenses to the snail and is rock hard to the touch. Binders that have bound a Sparksnail say that the creature likes having its shells polished. One small village where Sparksnails seem to be prevalent even has a festival to usher in the new year, where they paint the shells of Sparksnails and release them in the center of town. The painter of the first Sparksnail to exit the town is the winner, and is said to have an extremely lucky new year.

Centered Strike
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

Spark Storm
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

Tiny sparks of electricity shower around the Monster. A hit target in the area suffers 1d6 lightning damage.

Lightning • Area • Sphere

Lightning Bolt
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster conjures a bolt of lightning that incinerates everything in its path. Targets hit suffer 1d6 lightning damage.
Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the area of the technique can be increased up to a 50-foot line emanating from the user. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Lightning • Area • Line • Grit

Furious Charge
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster assaults its foe, using its momentum to increase the power of its attack. A hit target suffers basic damage equal to the user's Brawn, plus 1 point of basic damage for every 5-foot increment of movement the user moved toward the target in a straight line before the attack was made, up to a maximum of 10 if the user moved 50 feet or more.

Basic • Melee

Lightning Power
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the lightning affinity to a devastating effect. A hit target suffers 2d10 lightning damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also disoriented until it passes a Hard (9) check.

Lightning • Ranged

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Centered Strike	Clobber	Fire Wall	Force Beam	Exclude	Basic Power
Lightning Bolt	Lightning Blast	Focused Strike	Ionize	Lightning Rod	Iron Seed
Spark Storm	Thunderburst	Furious Charge	Lightning Rush	Lightning Wall	Lightning Power
	Water Rush	Lightning Spear	Stunning Shock	Omega Strike	Paragon
		Static Aura	Water Crash	Verdant Blast	Thunderstorm

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
3	2	9	4	11	7

MYSTIC

BRAWN 2 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Fury	Basic

HIT POINTS BY LEVEL					
01	04	08	12	16	20
23	32	44	56	68	80

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 3)

Scuttle: The Monster does not reduce its Speed when moving over difficult terrain. It can use its utility action to move 5 feet. This movement does not provoke a withdraw strike.

SPIRICOOT

Habitat: Ancient crypts, tunnels, and ruins.
Diet: Unknown.
Grouping: Almost always solitary. Two wild Spiricoots have never been seen together.
Temperament: Skittish.

Spiricoots are curious little striped rodents. This MajiMonster is always seen with a lantern held aloft from its tail, emitting a soft purple light. Scholars have since discovered that the lantern is completely magical in nature, unable to be separated from Spiricoot by any means. When a Spiricoot travels amid the recently deceased, the light from its lantern grows brighter. Many have speculated that spirits of the dead are collected by this enigmatic MajiMonster. Because of this, Spiricoot is often thought of as the ferryman from this life to the next.

In the wild Spiricoot tend to be skittish and hyperaware, but while among the dead at night they are calm and almost fearless. Once bound, a Spiricoot quickly becomes fiercely loyal to the binder and will defend them to the death, and perhaps beyond.

Occult Ward

Combat action

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

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

Mystic

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

Maji Bolt

Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Wall of Woe

Combat action
Area: 30-foot wall, emanating from a point of origin within 30 feet of the user

The Monster conjures a curtain of ghostly images and horrific screams that terrify those that pass through it. Until the end of the user's next turn, a creature that moves through the area becomes frightened of the user until it passes a Hard (9) check.

The wall is transparent. Creatures can target each other on different sides of the wall, and attacks and techniques can pass through it.

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

Mystic • Area • Wall

Lullaby

Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a soothing melody that lulls its target to sleep. A hit target moves at half its maximum speed during its next turn and cannot apply its Brawn as extra damage on techniques it uses during this time. At the end of its next turn, the hit target must make a Normal (7) check to avoid sleeping until it is roused or passes a Normal (7) check.

Basic • Ranged

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Maji Bolt	Arcane Beam	Aqua Tail	Cryptic Strike	Combust	Essence Tap
Occult Ward	Arctic Wind	Black Fire	Dispel	Evil Eye	Occult Ward
Tail Strike	Ferocious Strike	Mystify	Lightning Rush	Shadow Breath	Occult Storm
	Illuminate	Photosynthesis	Lullaby	Skyfall	Sanctuary
		Sigil of Denial	Nourish	Wall of Woe	Spiteful Strike

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

MYSTIC VERDANT

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Fury Water	Basic Wind

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

STARTING TRAIT

Armed: The Monster is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite*, *claw*, *horn*, *tail*, or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

OPTIONAL TRAIT (Grade 2)

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

Habitat: Temperate forests near water.
Diet: None, or possibly photosynthesis.
Grouping: Solitary or in groups of two to eight called a *phalanx*.
Temperament: Aggressive.

Often mistaken at a distance for an armed soldier, unwary travelers can often be surprised by this odd Monster. A closer inspection reveals that while armed with weapons and armor made of metal, the creature underneath is composed entirely of plants. While some may think such a Monster easy to best, those foolish enough to engage quickly find themselves in the fight of their lives.

Some speculate that Sporetans were soldiers of the Old Empire cursed by the maji of past days, since these Monsters are not only extremely hostile but also seem to understand strategy beyond pure instinct. A single Sporetan will engage the most obvious threat first, while a group will use flanking tactics to the best of their ability. Novice binders are often surprised at how cunning and dangerous a single Sporetan can be. This Monster is not easily bound, but those who succeed find themselves with an unfailingly loyal companion.

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

Floral Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its plant-like limb or appendage. A hit target suffers 1d8 + Brawn verdant damage.

Verdant • Melee

Arcane Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its arcane-infused limb or appendage. A hit target suffers 1d8 + Brawn mystic damage.

Mystic • Melee

Spores
Combat action
Area: 5-foot radius sphere / Grade, emanating from the user

The Monster unleashes a cloud of spores around it, dulling the wits of those that draw too near. While in the area, other Monsters cannot apply their Talent as extra damage on techniques they use.

Verdant • Area • Sphere

Thorn Wall
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a wall of thorny vines. The wall cannot be bypassed by other creatures, but they may move around it or use techniques to travel past it.

The wall is opaque. Creatures cannot target each other on different sides of the wall, and attacks cannot pass through it.

The wall can be destroyed by dealing damage to it equal to 10 x the user's Grade. The wall is vulnerable to wind damage and resistant to water damage. If the wall is destroyed, its area becomes traversable and the technique cannot be maintained by the user until used again.

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

Verdant • Area • Wall

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arcane Strike	Assault	Absorbing Strike	Bad Breath	Counter Attack	Cosmic Might
Floral Strike	Curse	Premonition	Bully	Cryptic Strike	Heart Sight
Toxic Barbs	Inspiring Aura	Theurge Strike	Mirage	Mud Spray	Occult Strike
	Spores	Thorn Wall	Swell	Ravage	Paragon
		War Dance	Timber Strike	Viridescent Strike	Swift Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	3	9	2	9	5

EARTH FURY

BRAWN 5 | SIZE: LARGE | TALENT 3

STALAGMAUL

RESISTANCES	VULNERABILITIES
Basic Lightning	Mystic Verdant

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

STARTING TRAIT

Reckless: The Monster can use its utility action to gain a bonus to its Brawn score equal to its Grade + 2 until the end of its turn. Until the start of its next turn it suffers a -1 penalty to its Protection and Discipline scores.

OPTIONAL TRAIT (Grade 3)

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

Habitat: Temperate forests.
Diet: Mostly fish, but will scavenge if hungry.
Grouping: Solitary, though mothers may be spotted with cubs.
Temperament: Territorial and aggressive.

Standing nearly a full head higher than their mundane kin, Stalagmaul are aggressive and extremely territorial. Instantly recognized by the stony protrusions jutting from their body, these solid creatures are often at the top of the local food chain. A Stalagmaul can often be found near a lake or stream fishing for its next meal, though it is not above scavenging if an easy food source can be taken from another creature. These creatures will jealously guard their territory from others of their kind as well as against intrusions from their not so monstrous kin. It is extremely unusual to find two Stalagmaul in close proximity to one another, save a mother fostering her cubs.

Tremendously powerful and terrifyingly tough, a binder that runs into a Stalagmaul is in for the battle of their life. Once provoked, this Monster will tenaciously pursue its adversary, stopping at nothing to drive them from its territory. Binders that successfully capture a Stalagmaul are in for an uphill struggle, but those that can persevere through this earthen creature's foul moods will find them to be dependable companions.

Enrage
Combat action

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

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

Fury

Stone Horn
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster drives its stony horn into its enemy. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.

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

Earth • Melee • Horn

Savage Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with menacing claws that leave its foe shaken. A hit target suffers 1d6 + Brawn fury damage.

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

Fury • Melee • Claw

Capitalize
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee

Heedless Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks headlong with a vicious blow, but the force of this attack leaves them dizzied. A hit target suffers 2d8 + Brawn fury damage.

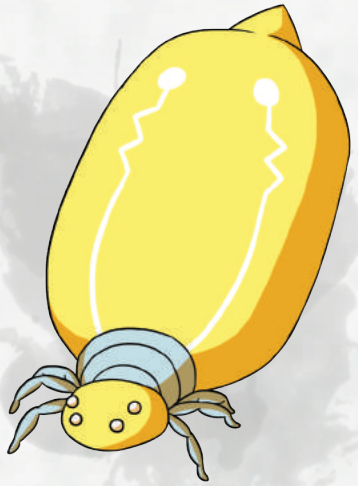
Recoil: If the attack hits, the user is disoriented until the end of its next turn.

Fury • Melee • Recoil

TECHNIQUES

Barred Descriptors *Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Enrage	Horrific Grimace	Brute Strength	Bloodied Breath	Diamond Strike	Frenzy
Savage Claw	Intimidating Gaze	Granite Strike	Capitalize	Landslide	Incendiary Strike
Stone Horn	Stone Assault	Heedless Strike	Iron Strike	Monstrous Bite	Mountain's Fury
	Trembling Earth	Savage Bite	Monstrous Claw	Ravage	Omega Strike
		Stone Shield	Volatile Earth	Reinvigorate	Tectonic Strike



STATICK

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

LIGHTNING

BRAWN 3 | SIZE: TINY | TALENT 2 | STARTER

RESISTANCES	VULNERABILITIES
Verdant	Earth

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Temperate forests and grasslands.
Diet: The blood of animals and humans.
Grouping: Solitary.
Temperament: Aggressive and predatory.

Staticks resemble mundane ticks, except that their abdomen glows brightly with electric energy after feeding on blood. As a Statick gets hungry, its abdomen dims. This helps them to sneak up on prey. They latch onto prey while sucking out their blood; they're not particularly aggressive, but are difficult to get rid of once latched.

Some people believe that when Staticks bite and suck blood, but they are actually draining the essence of their victims as well as their blood. Scholars theorize that it is this essence that powers the Statick's lightning energy attacks.

Electrify

Response

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

Lightning

Static Field

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

The Monster creates a zone of static electricity, shocking those that enter. A creature entering the zone or ending their turn there become disoriented until the end of their next turn.

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

Lightning

Monstrous Bite

Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

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

Basic • Melee • Bite

Sparking Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its sparking fangs. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.

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

Lightning • Melee • Bite

Fang Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Electrify	Assimilate	Crackling Strike	Haste	Envenom	High Voltage
Fang Strike	Devour	Latch	Ionize	Life Tap	Paragon
Sparking Bite	Lightning Blast	Slice	Static Field	Lightning Aura	Refresh
	Spark Storm	Static Aura	Store Power	Monstrous Bite	Sedative
		Vengeful Strike	Stunning Shock	Thundering Strike	Voltaic Strike

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

EARTH MYSTIC

BRAWN 2 | SIZE: SMALL | 4 TALENT

RESISTANCES	VULNERABILITIES
Fury Lightning	Basic Verdant

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

STEINMASKE

STARTING TRAIT

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

OPTIONAL TRAIT

Mischief: Select one of the following conditions: burning, disoriented, freezing, frightened, or poisoned. The Monster reduces the target number to trigger this condition with its techniques by 1. Once the choice is made it cannot be changed.

Habitat: Any. Steinmasks may be found in crypts and ruins and easily blend in there.
Diet: None.
Grouping: Solitary or groups of up to ten.
Temperament: Inquisitive.

While the average person can see what mundane creature spawned most Monsters, there is no solid theory to how Steinmaske came into existence. This Monster can often appears quite suddenly, floating in quietly before startling the unsuspecting with a chilling scream. Steinmasks are often indistinguishable from ordinary stone carvings of masks and faces. Though their appearance and size varies, Steinmasks always have humanoid features in addition to a stone of some sort in their foreheads. This stone may be of any variety, though some scholars believe the kind of gem may provide an insight into a Steinmaske's battle strategy. For example, a Steinmaske with a sapphire in its forehead may be more prone to using ice affinity techniques. But this is merely a theory.

Steinmaskes are unpredictable combatants. They tend to be aggressive and cunning in battle, making them desirable Monsters to bind. However, prospective binders may have a hard time tracking down a Steinmaske to capture: how do you set bait for something that doesn't eat? A binder's problems only compound when they face down that Monster, which may use a variety of techniques, and evades capture with a keen sense of battle strategy. Successfully binding a Steinmaske is a feat worthy of praise, and gives its new partner a versatile and dangerous companion.

Trembling Earth
Combat action
Attack: Strike vs. Protection
Target: One grounded creature within 30 feet

The Monster causes the ground to tremble beneath the creature's feet. A hit target suffers 1d6 + Talent earth damage.

Earth • Ranged

Haunt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

Mystic • Ranged

Shout
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster roars a cone of loud, discordant sound. Hit targets suffer 1d6 basic damage and are subject to the technique's trigger effect.
Trigger (6): The target is disoriented until the end of its next turn.

Basic • Area • Cone

Cold Stare
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster stares down its opponent with its icy gaze. The target makes a Normal (7) check. If it fails, the target is frozen until the end of its next turn.

Ice • Gaze

Medusa's Gaze
Utility action
Target: One creature within 30 feet that can see the user
Gaze: The user must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded.

The Monster gazes into its opponent's eyes, causing it to slowly petrify. The target makes a Normal (7) check. If it fails, the target's Speed score is reduced to 0 until the start of the user's next turn.

Earth • Gaze

TECHNIQUES

Barred Descriptors *Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Haunt	Evil Eye	Arcane Beam	Black Fire	Cacophony	Cosmic Might
Shout	Intimidating Gaze	Cold Stare	Enchanting Gaze	Essence Tap	Devastation Breath
Trembling Earth	Maji Bolt	Earth Bolt	Upheaval	Eye Bite	Earth Power
	Stone Shield	Mystify	Wall of Woe	Medusa's Gaze	Howling Wind
		Shadowmeld	War Zone	Shadow Breath	Occult Storm

TANGLEBORE

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	2	10	6

VERDANT

BRAWN 4 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Water	Wind

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: Any swamp, bog, forest, or jungle.
Diet: Omnivorous. A Tanglebore will generally devour anything it comes into contact with. However, it also gains energy from photosynthesis.
Grouping: Solitary or clusters of three to five.
Temperament: Docile much of the time, but aggressive when hungry.

Tanglebores resemble little more than large masses of vines tangled together into a huge, cylindrical mass, with a thorny, lamprey-like mouth. Often, the evidence of their presence is found before the Tanglebore itself; large holes are left in trees and animal carcasses, indicating their presence. Much of the time they simply lie in unassuming lumps, sunning themselves, until they become hungry and slither about the forest, boring through anything in their way. Many binders theorize that Tanglebores were once actual lampreys that became infused with verdant power, transforming them into plants.

A Tanglebore prefers to strike with its thorny, razor sharp mouth before lashing a struggling target with its tendrils and wrapping its mass around its prey. Tanglebores also seem to require sunlight to thrive, gaining energy from it much as a regular plant photosynthesizes sunlight. Binders find Tanglebores to be unaffectionate and somewhat aloof, but relentless in combat.

Bramble
Combat action

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

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

Verdant

Fang Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Tidal Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like an oncoming flood. A hit target suffers 2d12 + Brawn water damage.

Water • Melee

Verdant Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rends into its target with plant-like fangs, filling it with a toxin that makes it delirious. A hit target suffers 1d6 + Brawn verdant damage.

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

Verdant • Melee • Bite

Entangle
Combat action
Zone: 10-foot square zone centered on a point within 30 feet of the user, covering only the surface area of the ground

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

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

Verdant • Zone

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Bramble	Eldritch Bite	Absorbing Strike	Detain	Bloom	Bad Breath
Entangle	Fang Strike	Aqua Bite	Devour	Iron Seed	Essence Tap
Verdant Bite	Overgrow	Heightened Senses	Life Tap	Monstrous Bite	Tidal Strike
	Toxic Barbs	Roots	Tendrils	Purify	Verdant Power
		Spores	Timber Strike	Vines	Verdurous Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	11	2	10	4

WATER

BRAWN 3 | SIZE: MEDIUM | TALENT 2 | STARTER

RESISTANCES	VULNERABILITIES
Fire	Lightning

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

TERRORPIN

Habitat: Temperate coastal regions.
Diet: Herbivore.
Grouping: Solitary unless young.
Temperament: Aggressive.

Though slow-moving and bulky on land, the Terrorpin is a menace to sailors. Swimming swiftly in choppy seas, it is known to ram its spiked shell and sharp beak into ships. The Terrorpin has caused many wreckages in such a manner.

The Terrorpin breeds only once every ten years, which would seem to ensure its rarity; however, its liters are very large. It is a rare and wonderful sight to see baby Terrorpins making their way to the ocean for the first time. However, a vigilant mother Terrorpin tends to be quite hostile towards onlookers.

Aqua Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Bite

Bubble

Response

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

Water

Claw Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Rend

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster gashes twice at the foe with its wounding claws. The user makes two attack rolls against the target. Each hit deals fury damage equal to the target's Brawn score. Only apply the user's affinity bonus to one hit. If a target is hit twice in the same action by this technique, it becomes bleeding until it passes a Normal (7) check.

Fury • Melee • Claw

Ice Spikes

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user (grounded targets only)

The Monster causes frigid spikes of ice to protrude from the ground in a line, spiking into its foes' feet. Hit targets suffer 1d10 ice damage and are subject to the technique's trigger effect. A target hit by this technique also moves at half speed until the end of its next turn.

Trigger (6): The target is bleeding until it passes a Normal (7) check. While a target is bleeding as a result of this technique, it also moves at half speed.

Ice • Area • Line

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Bite	Savage Claw	Rend	Bully	Flood Strike	Arctic Strike
Bubble	Solidify	Slice	Drain	Monstrous Bite	Invigorating Aura
Claw Strike	Vice Lock	Strength of Tides	Ice Spikes	Ravage	Tidal Strike
	Water Walk	Tow Strike	Torrent Strike	Refresh	Water Form
		Wave	Water Crash	Water Cannon	Vex Strike

THERMADILE

HEALTH 5 | STRIKE 4 | PROTECTION 10 | MAGIC 3 | DISCIPLINE 10 | SPEED 6

FIRE

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Ice	Water

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

STARTING TRAIT

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

Habitat: Tropical swamps and lakes, hot springs, and volcanic islands.
Diet: Carnivorous. A Thermadile prefers small and moderate size animals or fish. Also, it devours wood flotsam and other flammable material to supplement its diet.
Grouping: Thermadiles congregate in groups of three to five called *basks*, and also in larger groups of ten or more called *floats*.
Temperament: Indifferent unless attacked.

Thermadiles are crocodilian MajiMonsters with brightly colored with scales ranging from deep crimson to bright orange and yellows with a series of black stripes across its back. No two patterns of markings between two Thermadiles appear the same. They are extremely active, unlike normal crocodiles, and spend their days constantly hunting for food or other flammable material as fuel for the flames in their bellies.

Thermadiles are most feared for their fiery breath, which they belch forth in great torrents of flame. They are also capable of superheating their scales after locking their jaws onto their target, allowing them to sear their meal before eating it.

Searing Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its burning-hot fangs. 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 • Bite

Combat Roll
Response

The Monster deftly rolls away from a nearby attacker. This technique is used in response to taking damage from a melee attack. After resolving the attack, the Monster moves a maximum of 10 feet into an unoccupied space. This movement does not provoke withdraw strikes.

Basic

Fireball
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter sphere centered on a point within 30 feet of the user

The Monster blasts the area with a ball of fire. Each hit target in the area suffers 1d6 fire damage.

Fire • Area • Sphere

Conflagration
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster unleashes gouts of fire at its foe that burns white hot. A hit target suffers 1d12 + Talent fire damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, fire damage from this technique cannot be reduced by the target's resistances (other effects still apply). This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Ranged • Grit

Fire Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Combat Roll	Fang Strike	Cauterize	Bad Breath	Fire Cloak	Inferno Strike
Fire Breath	Fireball	Conflagration	Burning Toxin	Fire Purge	Monstrous Bite
Searing Bite	Momentum	Enrage	Geyser	Fire Starter	True Flame
	Stone Tail	Ferocious Strike	Horrific Grimace	Scorching Breath	Ravage
		Sweeping Strike	Ire Strike	Steam	Raze

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	5	10	1	8	5

LIGHTNING

BRAWN 4 | SIZE: LARGE | TALENT 2

RESISTANCES	VULNERABILITIES
Verdant	Earth

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

STARTING TRAIT

Charger: Once per round when the Monster moves at least 10 feet in a straight line and makes a melee attack, it gains a +1 bonus to that attack's damage roll for every 10-foot increment the Monster moved in a straight line before attacking.

THUNDERHORN

Habitat: Temperate grasslands.
Diet: Herbivore.
Grouping: Thunderhorns typically become the head of a herd of mundane rhinoceros.
Temperament: Not aggressive unless threatened.

Smelling faintly of ozone and covered in sparks, a Thunderhorn is an amazing sight to behold. Often found with its non-monstrous kin, these large Monsters aren't usually aggressive unless they see a threat to itself or its herd. A Thunderhorn will usually mock charge at those foolish enough to approach and will not typically follow if the intruder flees. The second time a Thunderhorn charges there is no warning, and it will seek to gore, stomp, and shock opponents.

This Monster will quickly acclimate to its new partner and begin to feeling comfortable almost instantly. A binder may initially be excited to catch a Thunderhorn, but many find that their new companion is very sedate; more content to munch on grass and explore its surroundings than fight. But woe to any that attack their partner, lest they tempt the Thunderhorn's wrath.

Electrify
Response

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

Lightning

Horn Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster jabs at its opponent with a horn or spiked appendage. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Horn

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

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

Imperviousness
Combat action

The Monster strengthens its natural resistances to make it impervious to those forms of damage. Until the beginning of the user's next turn, if it would suffer damage it is resistant to, it suffers no damage instead. If a Monster ignores damage from an enemy attack or effect as a result of this technique, it also ignores any additional effects associated with it.

Basic

Bloodied Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster coughs up a streak of blood upon its foes. Each hit target in the area suffers 1d8 fury damage and is subject to the technique's trigger effect. If the user has fewer than half its maximum hit points when making the attack roll, a hit target instead suffers 2d8 fury damage.
Trigger (6): The target is poisoned until it passes a Normal (7) check. If the user has fewer than half its maximum hit points when it checks for triggered effects, the trigger number is reduced by 1.

Fury • Area • Line • Breath Weapon

TECHNIQUES

Barred Descriptors *Bite, Claw, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Electrify	Furious Charge	Granite Strike	Amped Strike	Bloodied Breath	Frenzy
Horn Strike	Lightning Blast	Imperviousness	Capitalize	Bully	Mountain's Fury
Momentum	Savage Horn	Lightning Blade	Purge	Lightning Rush	Thunderstorm
	Sparking Horn	Red Line	Static Field	Lightning Wall	Unstoppable
		Sudden Surge	Stoneskin	Monstrous Horn	Voltaic Strike

TIGRUMBA

HEALTH 5 | STRIKE 3 | PROTECTION 10 | MAGIC 4 | DISCIPLINE 9 | SPEED 6

MYSTIC | WATER

BRAWN 3 | SIZE: MEDIUM | TALENT 4

RESISTANCES	VULNERABILITIES
Fire Fury	Basic Lightning

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Yin: The Monster and all friendly Monsters within 10 feet of it gain a +1 bonus to their Talent scores. This bonus is increased by 1 if a target in the area has the Yang trait.

Habitat: Temperate valleys, often near small bodies of water.
Diet: Small to large game animals.
Grouping: Tigrumbas tend to be solitary.
Temperament: Tranquil unless threatened or hungry.

Tigrumbas resemble albino tigers with a Yin symbol on their foreheads. They use light and shadow as tools for hunting and stealth. Though mainly active at night, Tigrumbas seem to have a persistence of shadow surrounding them even in daylight. They can often be found lounging by bodies of water as they find it quite soothing. Tigrumbas pull water from the air for their techniques even in the driest of climates.

Interestingly, Tigrumbas seem to only be female. How Tigrumbas reproduce is currently unknown, though some think there is a connection to Dracoluxes who only appear to be male, and have the Yang symbol on their forehead. Other scholars theorize that Tigrumbas may breed with mundane tigers to continue their species, or possibly they may breed with Warlakras and be some kind of offshoot from that species, or vice versa. None of this is confirmed as research on Tigrumbas has proven quite dangerous.

Aqua Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster uses its aqueous tail to pummel its foe with the weight of crashing waves. A hit target suffers 1d6 + Brawn water damage.
Critical: On a critical hit, the target is also knocked prone.

Water • Melee • Tail

Maji Bolt
Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Shred
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster shreds into an opponent with its claws. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Claw

Water Walk
Utility action

The Monster strides over water as easily as solid ground. Until the beginning of its next turn, the user does not treat water as difficult terrain, and can use its movement to traverse the surface of water without sinking. It can choose to sink in the water at any point during its turn, ending the effect.

Water

Shadow Breath
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a roiling cloud of shadows at its enemies. Each hit target in the area suffers 1d8 mystic damage and is subject to each of the technique's trigger effects.
Trigger (6): The target is sealed until it passes a Normal (7) check.
Trigger (6): The target is poisoned until it passes a Normal (7) check.
Trigger (6): The target is confused until it passes a Normal (7) check.
Trigger (6): The target is disoriented until it passes a Normal (7) check
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Mystic • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Tail	Eldritch Bite	Mist	Black Fire	Eye Bite	Cosmic Might
Maji Bolt	Evil Eye	Moonbeam	Dispel	Refresh	Occult Storm
Water Walk	Occult Ward	Shadowmeld	Mirage	Sanctuary	Paragon
	Water Bolt	Shred	Mist Aura	Shadow Breath	Water Form
		Water Burst	Swirling Wave	Water Cannon	Water Power

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

FIRE VERDANT

BRAWN 2 | SIZE: SMALL | TALENT 4

RESISTANCES	VULNERABILITIES
Ice	Wind

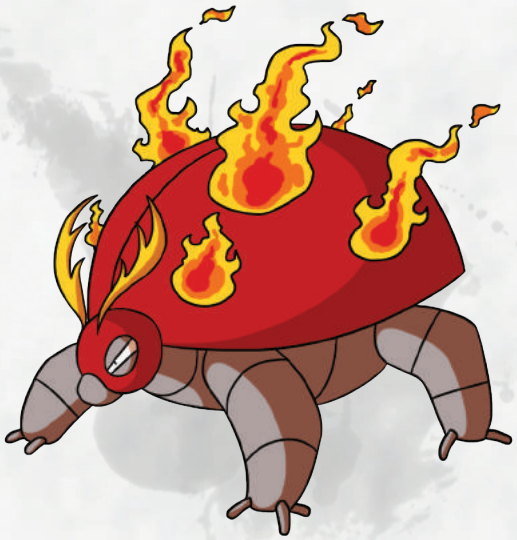
HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Kindling: The Monster can choose to treat verdant techniques it uses as fire techniques. If it does so, damage from these techniques is fire damage.

OPTIONAL TRAIT (Grade 3)

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



TORCHBUG

Habitat: Temperate forests, grasslands, and coasts.
Diet: The ashes of dry plant life.
Grouping: Small swarms of ten to twenty Monsters are most common, but they are occasionally found in larger swarms, which have been known to start forest fires.
Temperament: Fiery tempers when disturbed.

Easily identified by the flames constantly dancing on their backs, Torchbugs resemble large red beetles and are most often found in forested areas. Dining on the ash of burnt plant life, a group of these Monsters can reduce acres of land to ruin in a matter of days. While these Monsters are not aggressive per se, their life cycle is incredibly destructive and they are seen as a serious threat to any nearby settlement.

Binders usually don't have a hard time finding a Torchbug, as their path of destruction tends to be easy to follow. The most difficult part of binding a single Monster is dealing with the rest of the swarm, who will be aggressive if provoked. A wise binder will prepare for one of two situations once they have bound this Monster; either extinguishing a forest fire or running for their life.

Cauterize

Response

The Monster uses its own innate fire to cauterize its wounds as they are inflicted. The Monster can use this technique as its response whenever it would suffer damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade, and the user immediately recovers from bleeding or poisoned effects the attack would have inflicted.

Fire

Verdant Wing

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target senseless with its verdant wing. A hit target suffers 1d6 + Brawn verdant damage.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Verdant • Melee • Wing

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

Fire Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

Flight

Utility action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Wind

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fire Breath	Floral Assault	Cauterize	Burning Toxin	Cacophony	Catastrophe
Flight	Ignite	Fire Cloak	Conflagration	Combust	Fire Power
Verdant Wing	Smoke Blast	Luminous Beam	Envenom	Fire Starter	Raze
	Venomous Bite	Vines	Sting	Verdant Blast	Stoneskin
		Web	Wither	War Zone	Verdant Power

UNPOSSUM

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	8	3	9	4

BASIC

BRAWN 4

SIZE: SMALL

TALENT 4

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

STARTING TRAIT

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

Habitat: Any. Unpossum have been found in all reaches of the world, from wastelands to heavily populated areas.
Diet: None, though they are known to gnaw on garbage and old bones.
Grouping: Almost always solitary.
Temperament: Varies. Unpossum unaccustomed to humans may be particularly aggressive, but those that live in populated areas are more passive to the point of domestication (by those exceedingly tolerant enough to live with them as pets).

Scholars believe that the Unpossum is the result of magic of the basic affinity affecting the natural world and enhancing the abilities of ordinary animals. In this case, normal opossums were affected to an absurd degree, transforming their ability to "play dead" into true undeath.

Resembling a rotting carcass, the Unpossum isn't pleasant to look at or to smell. However, they are sought after by binders for their viciousness and tenacity. Unlike their more timid animal counterparts, Unpossum embrace the power of death in order to lash back at enemies. Their vile odor, frothing snarl, and gruesome appearance is usually enough to scare away enemies; if not, their whip-like leathery tail, and wicked bite will. Surprisingly, despite all of their morbid qualities, binders who possess an Unpossum say that it is a loyal and even friendly companion that responds kindly to care and affection.

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

Tectonic Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb with the force of the earth behind it. A hit target suffers 2d12 + Brawn earth damage.

Earth • Melee

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Winter Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its wintery-cold limb or appendage. A hit target suffers 2d8 + Brawn ice damage.

Ice • Melee

Intimidating Gaze
Response
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster attempts to intimidate its foe. The target makes a Normal (7) check. If it fails, the target reduces its Brawn to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Brawn score.

Fury • Gaze

TECHNIQUES

Barred Descriptors *Healing, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Claw Strike	Assault	Blindvision	Bad Breath	Befuddle	Basic Power
Intimidating Gaze	Assimilate	Chilling Aura	Death's Door	Eye Bite	Cosmic Power
Iron Resolve	Curse	Deft Assault	Uproar	Sanctuary	Monstrous Claw
	Venomous Bite	Double Strike	Volatile Earth	Shadow Breath	Monstrous Tail
		Imperviousness	Wall of Bones	Winter Strike	Tectonic Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	9	2	10	6

ICE

BRAWN 4 | SIZE: LARGE

TALENT 2

STARTER

RESISTANCES	VULNERABILITIES
Wind	Fire

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

URSICLE

STARTING TRAIT

Piercing Cold: This Monster can choose to treat techniques it uses with the *bite* or *claw* descriptor as ice techniques. If it does so, damage from these techniques is ice damage.

OPTIONAL TRAIT (Grade 3)

Reckless: The Monster can use its utility action to gain a bonus to its Brawn score equal to its Grade + 2 until the end of its turn. Until the start of its next turn it suffers a -1 penalty to its Protection and Discipline scores.

Habitat: Arctic and subarctic regions that are near bodies of water.
Diet: Meat and fish.
Grouping: Solitary.
Temperament: Aggressive.

Even more terrifying than a standard polar bear, Ursicles are aggressive and territorial MajiMonsters that often attack without provocation. Taller and stockier than their mundane kin, an Ursicle is instantly recognized by its long, icy teeth. These Monsters are often at the top of the local food chain, and remain so by attacking animals not just for food, but to maintain unquestioned control over their territory. An Ursicle is a particularly ferocious opponent and will quickly try to overpower whatever is in their way.

Binding an Ursicle is a daunting and sometimes fatal task. It takes a great deal of skill and bravery to weaken this powerful foe, and even after being bound it will be unnaturally stubborn. It also takes a great deal of time and energy to build trust with this antisocial and belligerent creature.

Icicle Bolt

Combat action
Attack: Magic vs. Protection
Target: One creature in 30 feet

The Monster conjures a dart of ice that is flung at its enemy. A hit target suffers 1d10 + Talent ice damage.

Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the icicle bolt now explodes when it hits its target. This change lasts for 1 minute, affecting all future uses of this technique for the duration. When the icicle bolt explodes, all creatures within 5-feet of the target suffer ice damage equal to the user's Grade. This secondary damage cannot be empowered (though affinity bonuses, vulnerabilities, and resistances still apply).

Ice • Ranged • Grit

Blizzard

Combat action
Attack: Magic vs. Discipline
Area: 15-foot diameter sphere centered on a point within 30 feet of the user

The Monster causes a raging blizzard to conceal the area, freezing other creatures there and causing them to lose their focus. Each hit target in the area suffers 1d12 ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check and is disoriented until the end of its next turn.

Ice • Area • Sphere

Freezing Claw

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Ice • Melee • Claw

Icy Grasp

Utility action

After making a strike against its foe, the Monster's icy touch adheres to it. The Monster can use this technique as a utility action after it hits a target up to one size larger than it with a melee attack. The target becomes grabbed.

Ice

Fang Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Fang Strike	Intimidating Gaze	Cold Stare	Icy Veins	Monstrous Bite	Arctic Strike
Freezing Claw	Rime Strike	Frost Strike	Knock-Out Strike	Polar Strike	Basic Power
Icy Grasp	Steadfast Strike	Haymaker	Store Power	Blizzard	Frenzy
	Stone Bite	Icicle Bolt	Strength of Stone	Flood Strike	Pure Cold
		Strength of Tides	Winter Strike	Freezing Aura	Tectonic Strike

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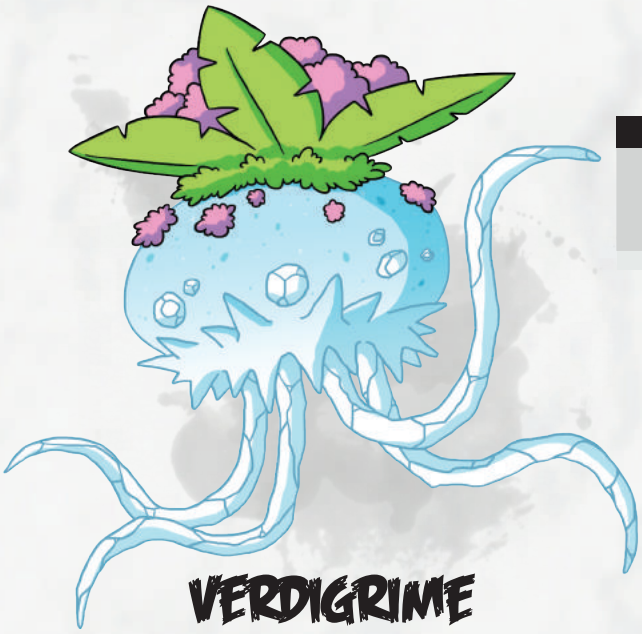


VERDIGRIME

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	2	9	4	9	4

ICE VERDANT WATER

BRAWN 1 | SIZE: HUGE | TALENT 5

RESISTANCES	VULNERABILITIES
Water	Lightning

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

Habitat: Arctic oceans and beaches.
Diet: Fish, seals, and other small to medium ocean creatures.
Grouping: Solitary.
Temperament: Indifferent unless hungry or bothered.

The Verdigrime is a rare MajiMonster, seen only cold, watery habitats. This massive jellyfish-like creature has an iridescent cap of a thin layer of ice, with extremely long, frozen tentacles. A Verdigrime spend most of its time drifting on the ocean surface, feasting on fish and other marine life.

There are tales among sailors of terrible sea creatures blasting men from galleons or drowning ships by tearing the bottoms open with great shards of ice. Learned scholars know that the creature these legends refer to is Verigrime, but that these must be cases where this Monster was either very hungry, or perhaps, simply angered by being sailed over.

STARTING TRAIT

Reach: The Monster 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.

OPTIONAL TRAIT (Grade 3)

Triumvirate: When the Monster deals ice, verdant, or water damage with an attack, it can choose for the damage to be ice, verdant, or water damage instead. If the damage type is changed, it affects all the targets damaged by the attack.

Arctic Wind
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

Floral Assault
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster assaults its foe with a barrage of razor-sharp leaves, seeds, and petals. A hit target suffers 1d6 + Talent verdant damage. If the target was already suffering the poisoned condition, the target takes additional damage equal to the user's Grade.

Verdant • Ranged

Mending
Combat action
Target: One creature within 20 feet, including the user

The Monster uses its magic to mend its wounds or those of an ally. The target recovers hit points equal to the user's Talent score + half its Grade (rounded up).

Basic • Healing

Flash Freeze
Response

The Monster instantly ices over to free itself of a harmful effect. The Monster can use this technique as a response whenever it would become bleeding, burning, or poisoned. The condition ends against the user immediately.

Ice

Strange Spittle
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The user spits a sticky, viscid substance that burns like acid. A hit target suffers 1d6 + Talent basic damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the technique's affinity and damage type changes to one of the user's affinities. This change lasts for 1 minute, or until the user spends another point of Grit to change it back, or to another affinity type it possesses.

Basic • Ranged • Grit

TECHNIQUES

Barred Descriptors *Bite, Claw, Gaze, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arctic Wind	Acid Breath	Arcane Beam	Chilling Aura	Bloom	Basic Power
Floral Assault	Mending	Curse	Flash Freeze	Freezing Aura	Glaciate
Strange Spittle	Salve	Double Strike	Force Beam	Tidal Force	Ice Power
	Water Bolt	Fastening Frost	Illuminate	Triple Strike	Omega Strike
		Tendrils	Mist Aura	Store Power	Water Cannon

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	11	2	9	5

EARTH LIGHTNING

BRAWN 4 | SIZE: MEDIUM | TALENT 1

RESISTANCES	VULNERABILITIES
Lightning	Earth

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

STARTING TRAIT

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

VOLTORTOISE

Habitat: Temperate forests, hills, and swamps.
Diet: Leaves, brush, and other available foliage, as well as fish and fish eggs.
Grouping: Small groups of two to five called a *creep*.
Temperament: Aggressive towards wild MajiMonsters and other creatures, but generally indifferent towards humans.

Voltoroise is a turtle-like MajiMonster with vibrant yellow scales. Its stone shell is covered in spikes. They are best known for the bolts of lightning that they blast from the backs of their shells, as well as the impressive durability of their shells against most attacks.

Voltortoises are mildly territorial, though only towards other wild Monsters and animals. Humans and tame Monsters do not often threaten the Voltortoise, so the Monsters generally ignore them. However, they will defend themselves if attacked. Once enraged, a Voltortoise will fight with all the fury of the lightning and earth magics that course through it.

Stone Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy's eyes with claws of stone. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Melee • Claw

Claw Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Charged Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage charged with electricity. A hit target suffers 1d8 + Brawn lightning damage.

Lightning • Melee

Unstoppable
Combat action

The Monster becomes an unstoppable terror, tearing through its opponents with relentless force. Until the end of the user's next turn, the user gains a +2 bonus to its Strike, Speed, and Brawn scores. During this time, the user cannot become confused, frozen, or sleeping.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

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

TECHNIQUES

Barred Descriptors *Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Charged Strike	Lightning Bolt	Enrage	Capitalize	Duelist	Earthquake
Claw Strike	Rend	Lightning Breath	Haste	Landslide	Mountain's Fury
Stone Claw	Slice	Static Field	Ionize	Leaping Strike	Omega Strike
	Stone Assault	Stone Bite	Iron Resolve	Monstrous Claw	Unstoppable
		Stone Shield	Monstrous Bite	Thunder Strike	Voltaic Strike

VULARCTIC

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

ICE FIRE

BRAWN 4 | SIZE: MEDIUM | 4 TALENT

RESISTANCES	VULNERABILITIES
Ice Wind	Fire Water

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

STARTING TRAIT

Calculating: The Monster can make checks to end a condition, before applying its effect, at the beginning of its turn instead of the end of its turn.

OPTIONAL TRAIT (Grade 3)

Frostbite: When the Monster deals ice damage to a frozen target, the damage is increased by an amount equal to the Monster's Grade plus its Talent.

Habitat: Arctic tundra.
Diet: Carnivore. Vularctic will hunt small mammals and birds, and scavenge from larger kills.
Grouping: Solitary.
Temperament: Reclusive.

Slightly larger than arctic foxes, Vularctics can be spotted by their bright blue eyes and the visible haze of cold air that surrounds them. Content to live the life of a solitary hunter, these Monsters are self-sufficient and do not travel in groups. It is very unusual to find more than a single Vularctic in one area, and these Monsters seem to naturally shy away from one another.

Vularctics can use their fiery nature to melt snow banks and create steamy lairs. These Monsters also use their opposing affinities to catch prey, freezing an animal first to stun it, before roasting its dinner. Vularctic will prey on creatures smaller than themselves, although they have also been seen scavenging scraps from other hunters. Vularctics seem uncomfortable in warmer climates and will travel north as the more temperament months approach. A potential binder may have a hard time finding one of these Monsters, but this quick and crafty bound partner is often worth the trouble.

Searing Tail

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target with its burning-hot tail. 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 • Tail

Ice Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a blast of icy cold. Each hit target in the area suffers ice damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Area • Cone • Breath Weapon

Hammer Tail

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Tail

Erupt

Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster unleashes a violent eruption of lava and fire, but this action weakens it. Hit targets suffer 2d8 fire damage.
Recoil: After using this technique, the user suffers a -1 penalty to its Protection and Discipline scores until the beginning of its next turn.

Fire • Area • Sphere • Recoil

Arctic Wind

Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Arctic Wind	Fire Breath	Fire Wall	Erupt	Blizzard	Cold Blooded
Ice Breath	Freezing Tail	Flame Assault	Fire Missile	Fire Purge	Ice Power
Searing Tail	Ember Bolt	Frostburn	Icy Veins	Freezing Breath	Inferno Strike
	Ice Beam	Hammer Tail	Snow Blast	Monstrous Tail	Invigorating Aura
		Steam	Snow Cloud	Rain of Ashes	True Flame

RESISTANCES	VULNERABILITIES
Basic Water	Mystic Wind

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

STARTING TRAIT

Reach: The Monster 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.

OPTIONAL TRAIT (Grade 3)

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

WAILING WILLOW

Habitat: Any forest or jungle.
Diet: Carnivore. Wailing Willows are ambush predators, preferring large prey.
Grouping: Solitary or *groves* of ten or more.
Temperament: Inactive much of the time, but hostile to any living animal when hungry.

Wailing Willows are greatly feared MajiMonsters, due to their ability to appear as leafless trees while standing still. Soon after the fall of the Old Empire, caravans and travelers started disappearing in the forests without any sign of the hostile creatures responsible. This gave rise to legends of haunted woods, and these stories weren't quite wrong. Eventually, the Wailing Willows were discovered and much of the mystery was solved. While many settlements first attempted to destroy Wailing Willow groves, people came to learn that it was easier to mark a grove's general location on a map in order to avoid courting danger.

Wailing Willows use their whip like vines and razor sharp leaves as their primary method of attack. However, they also have the ability to emit their signature petrifying wail to disable their enemies before lashing out in hunger and rage.

Absorbing Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster saps its foe's strength with its verdant limb or appendage. A hit creature suffers 1d8 + Brawn verdant damage. When this technique deals damage to an enemy, the user regains hit points equal to the target's Grade.

Verdant • Melee • Healing

Shout

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster roars a cone of loud, discordant sound. Hit targets suffer 1d6 basic damage and are subject to the technique's trigger effect.
Trigger (6): The target is disoriented until the end of its next turn.

Basic • Area • Cone

Reinvigorate

Combat action

The Monster focuses its rage, reinvigorating itself, though the process is taxing. The user regains hit points equal to 5 times its Grade.
Recoil: The Monster cannot use this technique again until it passes a Hard (9) check.

Fury • Healing • Recoil

Curse

Combat action
Attack: Magic vs. Protection
Target: One creature in 30 feet

The Monster invokes a horrible curse to plague its foe. A hit target suffers one of the curses selected, chosen at the time the technique is used.
- The target suffers a -1 penalty to its Strike and Magic scores.
- The target suffers a -1 penalty to its Protection and Discipline scores.
- The target moves at half its speed.
- Whenever the target suffers damage, it takes an additional 2 damage.

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

Mystic • Ranged

Eye Bite

Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster gazes into its opponents eyes, leaving its foe bereft of sight. The target makes a Normal (7) check. If it fails, the target is blinded until the start of the user's next turn.

Mystic • Gaze

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Absorbing Strike	Entangle	Bloom	Knockout Strike	Cacophony	Eye Bite
Curse	Photosynthesis	Floral Assault	Sapling	Razorgrass	Fury Power
Shout	Provoke	Lullaby	Thorn Wall	Reinvigorate	Monstrous Bite
	Vines	Sweep Strike	Uproar	Sedative	Verdant Power
		Tendrils	Wither	Slow Strike	Wall of Bones

WARLAKRA

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	4	10	4	9	6

MYSTIC

BRAWN 2 | SIZE: MEDIUM | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Fury	Basic

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

STARTING TRAIT

Telekinetic: When the Monster is hit by an opponent's ranged attack, it can use its response to reduce the damage done to it by 1d10 + the Monster's Grade + its Talent. This effect can reduce the damage to 0, but not less than 0.

Habitat: Most common in tropical regions and grasslands, but not uncommon in temperate zones.
Diet: Birds and mammals.
Grouping: Three to five adults and any number of cubs make up a Warlakra grouping called a *coven.*
Temperament: These creatures are generally reserved, but are amazing judges of character. When approached by unscrupulous humans, their temperament quickly shifts to hostile.

Warlakra is one of the longest living MajiMonsters, often growing beards as they advance in age. While young Warlakra are born with fur as white as snow, their pelts deepen to a rich purple as they reach maturity. These Monsters possess incredible insight and mystic ability, and so are often used as symbols of great wisdom. When their magical powers manifest, their telekinesis attracts stones, which revolve and orbit around them. As their talent increases, these stones are smoothed to perfect spheres, radiating a mystic glow.

Warlakra are prized by binders for their keen senses and telekinetic ability. A bound Warlakra may serve its binder as a bodyguard and fierce combatant, but they may also be handy in retrieving items from hard-to-reach places with their telekinetic magic.

Eldritch Claw
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with claws imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Mystic • Melee • Claw

Telekinesis
Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster uses its telekinesis to fling a free object at its opponent. A hit target suffers 1d6 + Talent mystic damage.

Mystic • Ranged

Dispel
Combat action
Target: One creature within 30 feet

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

Mystic • Ranged

Sigil of Denial
Combat action
Attack: Magic vs. Discipline
Area: 20-foot diameter sphere, centered on a point within 30 feet of the user

The Monster creates an eerie, glowing rune that prevents its foes from summoning their strength. A hit target is sealed until it passes a Hard (9) check. While affected by this condition, the target cannot regain hit points. This technique only affects enemy targets.

Mystic • Area • Sphere

Pounce
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

The Monster pounces on its foe with enough force to knock it off its feet. Before making the attack roll, the user can move up to 5 feet toward the target without provoking a withdraw strike. This movement does not count against the user's maximum speed and ignores ground hazards and obstacles. On a hit, the target suffers 1d6 + Brawn basic damage.
Critical: On a critical hit, the target is also knocked prone.

Basic • Melee

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Eldritch Claw	Arcane Strike	Arcane Beam	Dispel	Sanctuary	Cosmic Might
Pounce	Maji Bolt	Heightened Senses	Ensorcelled Strike	Shadow Breath	Mystic Power
Telekinesis	Mending	Shred	Hopeful Aura	Monstrous Bite	Occult Storm
	Teleport	Sigil of Denial	Leaping Strike	Monstrous Claw	Occult Strike
		Theurge Strike	Store Power	Refresh	Revivify

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	3	9	3	11	5

ICE WATER

BRAWN 4 | SIZE: LARGE | TALENT 2

RESISTANCES	VULNERABILITIES
Wind	Lightning

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

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

Massive: The Monster is considered one size larger than it is for contested checks and techniques. Whenever the Monster pushes a target, the target is pushed an additional 10 feet.

WHALERUS

Habitat: Saltwater seas, inlets, and coastal areas.
Diet: Saltwater seas, inlets, and coastal areas.
Grouping: Singles or mated pairs, sometimes small familial groups of up to ten members called *clans*.
Temperament: Intelligent and territorial.

Whalerus are large Monsters which resemble icy-tusked walruses with the skin and facial features of a whale. Their rubbery hides range in color from gray to green to blue. Whalerus travel in small pairs or family groups along the coastline of cold climates, building nests out of driftwood. G Often found with clans of mundane walruses, a Whalerus towers above its mundane kin and is always the one in charge.

This Monster is very territorial not only towards humans, but also towards other Whalerus and even normal walruses. This creature considers encroachment to its clan an attack to be treated in kind. A bound Whalerus makes an excellent companion for seafaring folk. Its large size makes it ideal for towing small craft or carrying several party members on its back. Whalerus can be reluctant to accept a binding and thereby difficult to capture, but once the bond is established Whalerus is a loyal and protective friend.

Freezing Tail

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Ice • Melee • Tail

Fang Strike

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Aqua Bite

Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Bite

Water Jet

Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

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

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

Water • Area • Line • Grit

Tsunami

Combat action
Attack: Magic vs. Protection
Area: 10-foot radius sphere emanating from the user

The Monster releases an immense ring of water that devastates everything in its wake. Each hit target in the area suffers 2d8 water damage and is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes. A target pushed at least 5 feet by this effect must pass a Normal (7) check or also be knocked prone.

Water • Area • Line • Grit

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Aqua Bite	Arcane Strike	Geyser	Deluge Breath	Freezing Breath	Arctic Strike
Fang Strike	Ice Breath	Frost Strike	Refrigerate	Glaciate	Cold Blooded
Freezing Tail	Water Bolt	Hammer Tail	Snow Blast	Monstrous Tail	Devastation Breath
	Whirlpool	Icicle Bolt	Uproar	Riptide	Tidal Strike
		Water Jet	Water Crash	Tidal Force	Tsunami

WISP

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	1	10	4	11	6

FIRE MYSTIC

BRAWN 1 SIZE: SMALL

TALENT 4

RESISTANCES	VULNERABILITIES
Fury Ice	Basic Water

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

STARTING TRAIT

Fire Body: The Monster's body is dangerous to touch. Creatures that touch the Monster or hit it with melee attacks suffer fire damage equal to twice the Monster's Grade.

OPTIONAL TRAIT (Grade 3)

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

Habitat: Deserts, grasslands, and dry caves.
Diet: None.
Grouping: Solitary, or groups of up to five called a *hazard*.
Temperament: Placid and careless, but dangerous nonetheless.

It comes as no surprise that sentient balls of fire are feared for their destructive potential. If one stares long enough it is possible to spot eyes and a mouth on a Wisp, but most sane people will flee long before noticing these features. Able to float a few feet off the ground, wisps seem incapable of any sustained flight. They have been known to hop across the ground in confined spaces. While being submerged will not extinguish their bodies, Wisps are not often found near bodies of water.

While not overly aggressive, a Wisp's penchant for setting everything around them on fire makes these Monsters terrifying. While they lack any appendages, Wisps are capable of lashing out with sprays of fire, able to quickly reduce a small village to cinders without much effort. They do not seem to do this out of anger, but a simple inclination towards fire. This makes them particularly dangerous as they are known to happily set things aflame, joyously reveling in the destruction. These are not subtle Monsters, and they have no talent for stealth. Binders who manage to enlist the help of a Wisp often comment on this Monster's seemingly simplistic nature. They don't appear capable of any cunning or strategy, but seldom require either.

Flight
Utility action

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

Wind

Fireball
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter sphere centered on a point within 30 feet of the user

The Monster blasts the area with a ball of fire. Each hit target in the area suffers 1d6 fire damage.

Fire • Area • Sphere

Haste
Combat action

The Monster enters a state of extreme speed. Until the end of its next turn, it gains a +1 bonus to its Speed score and gains the use of one additional response between turns.

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

Basic

Smolder
Combat action

The Monster's internal heat intensifies, making it smolderingly hot to touch. Until the end of the user's next turn, a creature that touches the Monster or hits it with a melee attack suffers 1d6 fire damage (the user does not apply its affinity bonus or other effects to this damage, but a target's vulnerabilities and resistances still apply).

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

Fire

Ember Bolt
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster conjures a missile of ash and embers that streaks toward its foe. A hit target suffers 1d6 + Talent fire damage. If the target was already suffering the burning condition, the target takes additional damage equal to the user's Grade.

Fire • Ranged

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Ember Bolt	Heat Wave	Fire Cloak	Conflagration	Combust	Catastrophe
Fireball	Inspiring Aura	Fire Wall	Erupt	Counter Attack	Fire Power
Flight	Smoke Blast	Heat Vision	Explosion	Fire Purge	Invigorating Aura
	Smolder	Hopeful Aura	Haste	Fire Starter	Raze
		Magma	Scorching Breath	Rain of Ashes	True Flame

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	11	2	11	6

BASIC

BRAWN 3 | SIZE: MEDIUM | TALENT 3 | STARTER

RESISTANCES	VULNERABILITIES
Mystic	Fury

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

WOMBATANT

STARTING TRAIT

Armed: The Monster is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite*, *claw*, *horn*, *tail*, or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

OPTIONAL TRAIT (Grade 3)

Evolve: Select one of the following affinities: fire, ice, lightning, or water. The Monster gains this affinity. The Monster's resistances and vulnerabilities are changed accordingly.

Habitat: Outskirts of urban and other populated areas, and near ruins.
Diet: Herbivore.
Grouping: One Wombatant may protect a group of mundane wombats, which is called a *wisdom*. Wombatants may also form their own group of ten or more called an *erudition*.
Temperament: Territorial.

Wombatants are large, partially bipedal MajiMonsters that have the ability to use weapons and armor for protection. These Monsters are significantly more intelligent than normal wombats and have the advantage of an opposable thumb on each hand, making it possible for them to wield swords, daggers, shields, and other weapons.

Wombatants are extremely territorial and their large numbers make defending their burrows rather easy. Wombatants are extremely capable with the weapons and armor they scavenge from old ruins or refuse piles and have even learned how to care for their chosen gear. It had been thought that Wombatants learned these skills by covertly watching humans, but binders recently witnessed the unsettling sight of an erudition of Wombatants engaging in training exercises.

Wombatants are not particularly hostile; however, they will ferociously defend their burrows from intruders. Binders consider few things as dangerous as a cornered Wombatant.

Clobber
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Riposte
Response
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster parries an opponent's attack and delivers one of its own at lightning speed. This technique is used in response to being missed by an attack from a creature still within melee range. A hit target suffers 1d6 + Brawn basic damage.

Basic • Melee

Burrow
Movement

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

Earth

Shout
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster roars a cone of loud, discordant sound. Hit targets suffer 1d6 basic damage and are subject to the technique's trigger effect.
Trigger (6): The target is disoriented until the end of its next turn.

Basic • Area • Cone

Catastrophe
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster causes a catastrophic explosion that turns the landscape into burning wreckage. Hit targets suffer 2d8 basic damage and are subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Basic • Area • Sphere

TECHNIQUES

Barred Descriptors *Breath Weapon, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Claw Strike	Burning Blade	Flame Assault	Chain Lightning	Basic Power
Clobber	Combat Roll	Shout	Freezing Bolt	Counter Attack	Catastrophe
Riposte	Strength of Tides	Slice	Icicle Bolt	Omega Strike	Mountain's Fury
	Wind Scythe	Vengeful Strike	Lightning Blade	Swell	Paragon
		Water Blade	Uproar	Water Crash	Swift Strike

WOULDBEE

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
4	3	9	3	10	8

VERDANT

BRAWN 3 | SIZE: TINY | TALENT 3

RESISTANCES	VULNERABILITIES
Water	Wind

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

Habitat: Temperate forests and grasslands.
Diet: Omnivore (see temperament).
Grouping: Depending on its current affinity, Wouldbees are often solitary, but can often be found in the same vicinity as other bees due to its favorite food source and climate.
Temperament: Docile as verdant, extremely aggressive as fury, and hyperactive as lightning.

Wouldbees change their affinity after eating different food sources. They most commonly eat pollen and nectar from flowers, and can digest wood. When on a diet of only plant-based material, they remain verdant affinity and are fairly docile. However, when flowers are scarce, Wouldbees must rely on other food sources. Digesting other food sources has a profound effect on a Wouldbee's affinity and temperament.

When the Wouldbee eats meat, it gains the fury affinity and becomes very aggressive, picking fights with the first animal, MajiMonster, or human to cross its path. On pure, refined sugar in items such as cakes and pies, Wouldbee gains the lightning affinity and becomes energetic, often heckling other creatures rather than attacking.

Humans have learned to be afraid of the Wouldbee as it commonly stalks windowsills looking for sugary food when flowers aren't blooming, and so have taught children a rhyme to remember to cover their food when outside: "Beware the Wouldbee, for what it could be."

STARTING TRAIT

Metamorph: When the Monster eats meat, it gains the fury affinity and may immediately replace one technique it knows with *rage strike*, or *ravage* if the Monster is at least Grade 4. When the Monster eats sugar, it gains the lightning affinity and may immediately replace one technique it knows with *lightning bolt*, or *lightning lance* if the Monster is at least Grade 4. Eating vegetables or plant material causes the Monster to lose any affinity and technique gained in this manner, at which point it immediately regains the technique it replaced while it had benefited from the effect.

Vex Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster delivers a menacing strike fueled by its relentless vexation. A hit target suffers 2d12 + Brawn fury damage.

Fury • Melee

Rabid Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Fury • Melee • Bite

Thundering Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with a limb or appendage thundering with electricity. A hit target suffers 2d10 + Brawn lightning damage.

Lightning • Melee

Flight
Utility action

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

Wind

Verdant Wing
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target senseless with its verdant wing. A hit target suffers 1d6 + Brawn verdant damage.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Verdant • Melee • Wing

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Flight	Assimilate	Canopy Strike	Bloom	Iron Seed	High Voltage
Rabid Bite	Savage Wing	Provoke	Combat Focus	Sedative	Unstoppable
Verdant Wing	Sparking Wing	Siphon	Envenom	Spiteful Strike	Verdurous Strike
	Toxic Barbs	Static Aura	Knock-Out Strike	Thundering Strike	Vex Strike
		Sting	Lightning Rod	Viridescent Strike	Voltaic Strike

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
6	4	11	2	9	5

EARTH ICE

BRAWN 4 | SIZE: HUGE | 1 TALENT

RESISTANCES	VULNERABILITIES
Lightning Wind	Fire Verdant

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

STARTING TRAIT

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

WURMDRA

Habitat: Arctic tundra and glaciers.
Diet: Large mundane prey.
Grouping: Solitary.
Temperament: Aggressive hunters, but generally passive and even helpful to humans.

Wurmdra are humongous MajiMonsters with rocky hides covered in precious gemstones. A ferocious ambush predator, a Wurmdra will burrow into the ground and wait for the tremors of prey to approach. When its prey is perfectly in place, a Wurmdra will burst from the ground in a shower of stone, ice, and snow.

Wurmdra are often blamed for the disappearance of explorers and adventurous binders, and even caravans. Yet, they tend to be gentle with humans, only harming them when they mistake them for prey. Difficult to find and even more difficult to bind, those lucky enough to capture such a Monster gain a steadfast and sturdy protector, willing to risk its life for its master.

Burrow
Movement

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

Earth

Stone Tail
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels its foe with its stony tail. A hit target suffers 1d6 + Brawn earth damage.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Earth • Melee • Tail

Frost Strike
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its frost-covered limb or appendage. A hit target suffers 1d12 + Brawn ice damage.

Ice • Melee

Snow Shield
Response

The Monster quickly surrounds itself with a swirl of snow to lessen the impact of a foe's attack. The Monster can use this technique as its response whenever it would suffer damage that is not fire damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Ice

Freezing Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its freezing-cold fangs. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Bite

TECHNIQUES

Barred Descriptors *Claw, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Clobber	Anchor	Sand Strike	Diamond Strike	Arctic Strike
Freezing Bite	Ice Patch	Focused Strike	Snow Blast	Freezing Breath	Catastrophe
Stone Tail	Snow Shield	Frost Strike	Snow Cloud	Glaciate	Earthquake
	Trembling Earth	Granite Strike	Stoneskin	Landslide	Ice Power
		Hail Storm	Winter Strike	Medusa's Gaze	Tectonic Strike

YUKIONNA

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	2	10	4	11	6

ICE WIND

BRAWN 2 | SIZE: MEDIUM | 3 TALENT

RESISTANCES	VULNERABILITIES
Earth Wind	Fire Ice

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

STARTING TRAIT

Telekinetic: When the Monster is hit by an opponent's ranged attack, it can use its response to reduce the damage done to it by 1d10 + the Monster's Grade + its Talent. This effect can reduce the damage to 0, but not less than 0.

OPTIONAL TRAIT (Grade 3)

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

Habitat: Cold, snowy mountainous regions.
Diet: None.
Grouping: Solitary. Two wild Yukionna have never been spotted in the same location at once.
Temperament: Curious towards humans and other MajiMonsters.

Yukionna are vaguely human MajiMonsters that inhabit the coldest parts of the world. While this Monster may look like a human woman from a distance, its limbless form and slatted eyes are very unnerving when in full view. These Monsters seem to be interested in humans and other MajiMonsters and will go right up to them without fear, but they treat mundane creatures with little interest.

Unbound Yukionna are only found in very cold climates, seem to only be spotted in regions with snow. While they lack arms, each Yukionna has a brightly colored, scarf-like appendage wrapped around its neck that is surprisingly dexterous. A bound Yukionna becomes friendly towards it binder very quickly, and will often try to mimic their partner's movements as if trying to pass as human. Could it be that these Monsters were once human themselves?

Icy Veins

Combat action

The Monster fills its own blood with ice, toughening up against future attacks. 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.

Ice

Ice Breath

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a blast of icy cold. Each hit target in the area suffers ice damage equal to the user's Talent and is subject to the technique's trigger effect.

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

Ice • Area • Cone • Breath Weapon

Pure Cold

Combat action
Attack: Magic vs. Discipline
Target: Each creature within 5 feet of the user

The Monster infuses the area around it with pure, bone-chilling cold. Hit targets suffer 2d8 ice damage and are frozen until the end of their next turn.

Ice • Area

Wind Blast

Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

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

Wind • Area • Cone

Flight

Utility action

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

Wind

TECHNIQUES

Barred Descriptors *Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Flight	Bluster	Chilling Aura	Icy Veins	Blizzard	Cosmic Might
Ice Breath	Cloud Form	Cold Stare	Mist Aura	Cacophony	Devastation Breath
Wind Blast	Ice Beam	Dark Wind	Suffocate	Freezing Breath	Eye of the Storm
	Wind Scythe	Expel	Wind Wall	Howling Wind	Ice Power
		Icicle Bolt	Winter	Refresh	Pure Cold

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
5	3	10	3	10	7

FURY WIND

BRAWN 3 | SIZE: MEDIUM | TALENT 3

RESISTANCES	VULNERABILITIES
Basic Earth	Ice Mystic

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

ZEPHIDIAN

STARTING TRAIT

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

OPTIONAL TRAIT (Grade 2)

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

Habitat: The canopy of any dense forests and the rocky outcroppings of cliffs and mountains.
Diet: Carnivorous hunters of small to medium animals including humans.
Grouping: Solitary.
Temperament: Hostile.

Often known as the Furies of the Sky, Zephidian are feared for their propensity to swoop down and grab unsuspecting prey. These brilliant silver or white snakes often attack without provocation. In addition to using their amazing flight to their advantage, Zephidian can stir up gale force winds to batter opponents into submission. These serpents also seethe with an inner fury and lash out frequently with their venomous fangs and lashing tail. After subduing its prey, the Zephidian will wrap it up in its coils, and then carry it back to its nest to feed.

While binders lucky enough to catch a Zephidian consider themselves blessed to obtain such a versatile Monster, they also recognize the enormous task ahead of them in training this Monster not to lash out at allies.

Gale Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Bite

Counter Attack
Response
Attack: Strike vs. Protection
Target: A triggering creature in melee range

The Monster strikes back at a foe. The Monster uses this technique as a response to being attacked by an opponent within the user's melee range. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee

Savage Bite
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee • Bite

Short Fuse
Response

The Monster reacts to an incoming attack, charging its assailer head on. When the Monster is hit with a ranged attack, it can use this response to move up to its maximum speed in a straight line towards the attacker. If it ends this movement with the attacker in its melee range, it can make a single melee attack against it. The user cannot spend Grit to empower an attack or damage roll made through the use of this technique.

Fury

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

TECHNIQUES

Barred Descriptors *Claw, Horn, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Duelist	Fang Strike	Crackling Strike	Capitalize	Combat Focus	Frenzy
Gale Bite	Red Line	Double Strike	Lightning Breath	Counter Attack	Fury Power
Savage Bite	Storm Aura	Rabid Bite	Purge	Monstrous Bite	Triple Strike
	Wind Blast	Short Fuse	Wind Rush	Sedative	Wind Power
		Swooping Strike	Wrath Strike	Wind Prison	Wither

CHAPTER 10
TECHNIQUES

Nothing makes a MajiMonster more magical, fantastic, and terrifying than seeing it use one of its techniques. Each technique is a thing of wonder. A technique might cause the earth to shake, lightning to strike, or allow a Monster to fly through the air. From physical strikes and maneuvers to the most grandiose displays of magic, techniques demonstrate the awful and beautiful power that each MajiMonster possesses.

This chapter catalogues the 400+ known techniques but, like the list of MajiMonsters, this list is not comprehensive. Scholars discover new and amazing techniques with each passing year!

In addition to the techniques listed here, this chapter categorizes each technique by its affinity and *tier*. Technique tiers indicate relative terms of power. Thus, a tier 3 technique is more powerful than a tier 4 technique. Tiers roughly correspond to MajiMonster Grades, but each species of MajiMonster learns techniques at its own rate. So, it's possible that a Monster may be eligible to learn a technique sooner or later than the Monster's Grade and the technique's tier would indicate. These variations in technique progression reflect a species' particular strengths and mystical abilities that tend to grow as a Monster does.

Reading a Technique Entry

The components of each technique are described below. The rules for how techniques function in combat can be referenced in *Using Techniques* in Chapter 7.

Technique Name, Affinity & Tier

Each technique has its associated affinity and tier (abbreviated by "T" followed by the tier number). A technique's tier has no game effects other than to provide an estimation of its power relative to other techniques.

Action type

Directly following the technique's name is the action type required to use it. If the user does not have the corresponding action available, the technique cannot be used. A technique that indicates it requires the user's movement can only be used if the MajiMonster has not moved before its use. Movement techniques use all of a MajiMonster's movement, regardless of its actual effect.

Usage Information

This information indicates a technique's specific use. If the technique requires an attack roll, it will indicate the attack roll shorthand for attributes used. If the technique has a target other than the user, creates an area of effect, or makes a zone, these details are also listed in this section. Any usage restrictions—such as requiring a running start or the ability to see—are also listed here. If the user fails to meet one of these restrictions, the technique cannot be used.

Technique Description

The technique's description is listed, detailing its in-game effect. If the technique deals damage, the damage dice are provided here. If the technique has any variable effects, such as those that occur from an empowered attack roll, critical hits, triggered effects, recoil effects, effects from spending Grit, or the ability to maintain the technique, they are listed in this section as well.

Descriptors

Each of the technique's descriptors are listed at the end of its entry. If such an entry appears on a MajiMonster's list of barred descriptors, it cannot learn the technique.

Techniques by Tier

Each technique is assigned a tier, a basic level of power compared to other techniques. A tier's power level roughly corresponds to a MajiMonster's Grade, thus tier 3 techniques are usually accessible by Grade 3 MajiMonsters, but this isn't always the case. Each technique is arranged by tier and affinity below.

Tier 1 Techniques

Basic Tier 1 Techniques

Assault
Assimilate
Binding Tail
Centered Strike
Claw Strike
Clobber
Combat Roll
Deflect
Fang Strike
Feather Storm
Horn Strike
Inspiring Aura
Leap
Mending
Momentum
Pounce
Solidify
Steadfast Strike
Strange Spittle
Tail Strike
Venomous Bite
Vice Lock
Whip Strike
Wing Strike

Earth Tier 1 Techniques

Burrow
Iron Resolve
Mud
Rift
Rock Strike
Soil Spray
Stone Assault
Stone Bite
Stone Claws
Stone Horn
Stone Shield
Stone Tail
Stone Wing
Trembling Earth

Fire Tier 1 Techniques

Blaze Strike
Ember Bolt
Fire Breath
Fire Stride
Fireball
Heat Wave
Ignite
Searing Bite
Searing Claw
Searing Horn
Searing Tail
Searing Wing
Smoke Blast
Smolder

Fury Tier 1 Techniques

Duelist
Enrage
Ferocious Assault
Ferocious Strike
Horrific Grimace
Intimidating Gaze
Mindless Rage
Overwhelm
Rabid Bite
Savage Bite
Savage Claw
Savage Horn
Savage Tail
Savage Wing

Ice Tier 1 Techniques

Arctic Wind
Freezing Bite
Freezing Claw
Freezing Horn
Freezing Tail
Freezing Wing
Frozen Shell
Ice Beam
Ice Breath
Ice Patch
Ice Shards
Icy Grasp
Rime Strike
Snow Shield

Lightning Tier 1 Techniques

Charged Strike
Electrify
Electrocute
Lightning Blast
Lightning Bolt
Sonic Speed
Spark Storm
Sparking Bite
Sparking Claw
Sparking Horn
Sparking Tail
Sparking Wing
Static Charge
Thunderburst

Mystic Tier 1 Techniques

Arcane Strike
Curse
Eldritch Bite
Eldritch Claw
Eldritch Horn
Eldritch Tail
Eldritch Wing
Evil Eye
Haunt
Heightened Senses
Maji Bolt
Occult Ward
Telekinesis
Teleport

Verdant Tier 1 Techniques

Bramble
Entangle
Floral Assault
Floral Strike
Overgrow
Photosynthesis
Salve
Spores
Toxic Barbs
Verdant Bite
Verdant Claw
Verdant Horn
Verdant Tail
Verdant Wing

Water Tier 1 Techniques

Aqua Bite
Aqua Claw
Aqua Horn
Aqua Tail
Aqua Wing
Bubble
Hydro Breath
Spoil
Water Bolt
Water Cloak
Water Rush
Water Walk
Wave Strike
Whirlpool

Wind Tier 1 Techniques

Aerial Strike
Bluster
Cloud Cover
Cloud Form
Crosswind
Flight
Gale Bite
Gale Claw
Gale Horn
Gale Tail
Gale Wing
Gust of Wind
Wind Blast
Wind Scythe

Tier 2 Techniques

Basic Tier 2 Techniques

Deft Assault
Devour
Double Strike
Focused Strike
Furious Charge
Hammer Tail
Haymaker
Imperviousness
Latch
Lullaby
Puncture
Riposte
Shout
Shred
Slice
Sweep Strike
Trample
Vengeful Strike
Web
Wing Pummel

Earth Tier 2 Techniques

Anchor
Boulder Assault
Clutch of Earth
Dust Storm
Earth Bolt
Granite Strike
Stone Wall
Strength of Stone
Unyielding Form

Fire Tier 2 Techniques

Burning Blade
Cauterize
Cinder Strike
Fire Cloak
Fire Wall
Flame Assault
Flame Strike
Heat Vision
Magma
Steam

Fury Tier 2 Techniques

Brute Strength
Heedless Strike
Provoke
Rage Strike
Red Line
Rend
Seething Strike
Short Fuse
War Dance
War Zone

Ice Tier 2 Techniques

Chilling Aura
Cold Stare
Fastening Frost
Flash Freeze
Freezing Blade
Frost Strike
Frostburn
Hail Storm
Ice Wall
Icicle Bolt

Lightning Tier 2 Techniques

Bolt Beam
Chain Lightning
Conduction
Conduit
Crackling Strike
Lightning Blade
Lightning Breath
Lightning Spear
Static Aura
Sudden Surge

Mystic Tier 2 Techniques

Arcane Beam
Death's Door
Illuminate
Moonbeam
Mystify
Premonition
Purify
Shadowmeld
Sigil of Denial
Theurge Strike

Verdant Tier 2 Techniques

Absorbing Strike
Acid Breath
Canopy Strike
Luminous Beam
Roots
Siphon
Soothing Beam
Tendrils
Thorn Wall
Vines

Water Tier 2 Techniques

Cleanse
Geyser
Mist
Strength of Tides
Tow Strike
Water Blade
Water Burst
Water Jet
Water Wall
Wave

Wind Tier 2 Techniques

Air Burst
Cyclone
Dark Wind
Dizzying Wind
Expel
Storm Aura
Storm Sight
Storm Strike
Swooping Strike
Whipping Wind
Windstep

Tier 3 Techniques

Basic Tier 3 Techniques

Automate
Bad Breath
Blindvision
Bully
Cannon
Cure
Detain
Explosion
Force Beam
Haste
Hopeful Aura
Hypnotic Gaze
Inhibit
Purge
Slow Strike
Sting
Store Power
Uproar

Earth Tier 3 Techniques

Iron Strike
Sand Strike
Spikes
Stalagmite
Stoneskin
Upheaval
Volatile Earth

Fire Tier 3 Techniques

Ash Cloud
Burning Toxin
Conflagration
Erupt
Fire Missile
Flare Strike
Scorching Breath

Fury Tier 3 Techniques

Bloodied Breath
Capitalize
Combat Focus
Ire Strike
Knock-Out Strike
Leaping Strike
Wall of Bones

Ice Tier 3 Techniques

Ice Spikes
Icy Veins
Refrigerate
Snow Blast
Snow Cloud
Winter
Winter Strike

Lightning Tier 3 Techniques

Amped Strike
Electric Sight
Ionize
Lightning Rod
Lightning Rush
Static Field
Stunning Shock

Mystic Tier 3 Techniques

Black Fire
Dispel
Ensorcelled Strike
Life Tap
Mirage
Polarize
Wall of Woe

Verdant Tier 3 Techniques

Bloom
Envenom
Nourish
Razorgrass
Sapling
Timber Strike
Wither

Water Tier 3 Techniques

Deluge Breath
Drain
Mist Aura
Swell
Swirling Wave
Torrent Strike
Water Crash

Wind Tier 3 Techniques

Sky Crash
Skyfall
Squall Strike
Storm Breath
Suffocate
Wind Rush
Wind Wall

Tier 4 Techniques

Befuddle
Bolstered Strike
Cacophony
Counter Attack
Exclude
Monstrous Bite
Monstrous Claw
Monstrous Horn
Monstrous Tail
Monstrous Wing
Omega Strike
Triple Strike

Earth Tier 4 Techniques

Diamond Strike
Inter
Landslide
Medusa's Gaze
Mud Spray

Fire Tier 4 Techniques

Combust
Fire Purge
Fire Starter
Incendiary Strike
Rain of Ashes

Fury Tier 4 Techniques

Excluding Strike
Ravage
Reinvigorate
Spiteful Strike
Wrath Strike

Ice Tier 4 Techniques

Blizzard
Freezing Aura
Freezing Breath
Glaciate
Polar Strike

Lightning Tier 4 Techniques

Flash
Lightning Aura
Lightning Lance
Lightning Wall
Thundering Strike

Mystic Tier 4 Techniques

Cryptic Strike
Essence Tap
Eye Bite
Sanctuary
Shadow Breath

Verdant Tier 4 Techniques

Fertile Ground
Iron Seed
Sedative
Verdant Blast
Viridescent Strike

Water Tier 4 Techniques

Flood Strike
Refresh
Riptide
Tidal Force
Water Cannon

Wind Tier 4 Techniques

Confounding Gale
Gale Force
Howling Wind
Tornado Strike
Wind Prison

Tier 5 Techniques

Basic Tier 5 Techniques

Basic Power
Catastrophe
Devastation Breath
Invigorating Aura
Paragon
Revivify
Swift Strike

Earth Tier 5 Techniques

Earth Power
Earthquake
Mountain's Fury
Tectonic Strike

Fire Tier 5 Techniques

Fire Power
Inferno Strike
Raze
True Flame

Fury Tier 5 Techniques

Frenzy
Fury Power
Unstoppable
Vex Strike

Ice Tier 5 Techniques

Arctic Strike
Cold Blooded
Ice Power
Pure Cold

Lightning Tier 5 Techniques

High Voltage
Lightning Power
Thunderstorm
Voltaic Strike

Mystic Tier 5 Techniques

Cosmic Might
Mystic Power
Occult Storm
Occult Strike

Verdant Tier 5 Techniques

Heart Sight
Lifeflow
Verdant Power
Verdurous Strike

Water Tier 5 Techniques

Tidal Strike
Tsunami
Water Form
Water Power

Wind Tier 5 Techniques

Eye of the Storm
Hurricane Strike
Typhoon
Wind Power

Techniques Descriptions

The MajiMonster techniques are listed below alphabetically.

Absorbing Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its opponent with its verdant limb or appendage, sapping its foe's strength. A hit creature suffers 1d8 + Brawn verdant damage. When this technique deals damage to an enemy, the user regains hit points equal to the target's Grade.

Verdant • Melee • Healing

Acid Breath T2
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster spews a gout of caustic acid at its enemies that burns their flesh. Each hit target in the area suffers 1d8 verdant damage and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Verdant • Area • Line • Breath Weapon

Aerial Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee

Air Burst T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster causes a sharp burst of rapidly expanding air to batter its foe. A hit target suffers 1d10 + Talent wind damage. If the target was flying or levitating, it must succeed a Normal (7) check or becomes grounded until the start of its next turn.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the air burst now creates a roar of thunder when it hits. This change lasts for 1 minute, affecting all future uses of this technique during the duration. When the air burst hits, all creatures within 5-feet of the target suffer wind damage equal to the user's Grade and are pushed up to 5-feet away from the target. This movement does not provoke withdraw strikes. This secondary damage cannot be empowered (although affinity bonuses, vulnerabilities, and resistances still apply).

Wind • Ranged • Grit

Amped Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage amped up with electricity. A hit target suffers 2d8 + Brawn lightning damage.

Lightning • Melee

Anchor T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster pins its foe to the earth with a heavy stone. A hit target becomes grounded if it was not already. Additionally, until the beginning of the user's next turn, the target remains grounded even if an effect would allow it become otherwise.
Maintain: The Monster can use its utility action to maintain the effect.
Grit: If the Monster spends a point of Grit when using this technique, it is used as a utility action instead of its combat action. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Earth • Ranged • Grit

Aqua Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Bite

Aqua Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Claw

Aqua Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Horn

Aqua Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels its foe with its aqueous tail with the weight of crashing waves. A hit target suffers 1d6 + Brawn water damage.
Critical: On a critical hit, the target is also knocked prone.

Water • Melee • Tail

Aqua Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee • Wing

Arcane Beam T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster fires a dark purple beam of arcane power at its enemy that often displaces the foe from its location. A hit target suffers 1d8 + Talent mystic damage.
Critical: On a critical hit, the target is teleported up to 10 feet from its current location to an unoccupied space. The user selects where the target is teleported to. The selected location cannot contain any obstructions or hazards, and must have enough unoccupied area for the target to arrive safely. If no such location exists, this effect fails. This effect ignores any intervening hazards and does not provoke withdraw strikes.

Mystic • Ranged

Arcane Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its arcane-infused limb or appendage. A hit target suffers 1d8 + Brawn mystic damage.

Mystic • Melee

Arctic Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its limb or appendage of arctic force. A hit target suffers 2d12 + Brawn ice damage.

Ice • Melee

Arctic Wind T1
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster whips up a cold, blustery wind that chills other creatures to the bone. Each hit target in the area suffers 1d6 ice damage.

Ice • Area • Sphere

Ash Cloud T3
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster expels a cloud of ashes around itself that blocks line of sight to it and burns other creatures. Until the start of the user's next turn, the Monster cannot be targeted by ranged attacks that originate from outside the effect. Other creatures that enter or end their turn in the effect suffer 1d8 fire damage and are subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Sphere

Assault T1
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

Assimilate T1
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

Automate T3
Combat Action

The Monster automates its actions with automaton-like intelligence. Until the beginning of the user's next turn, the Monster gains +1 Speed and its movement does not provoke withdraw strikes. While affected by this technique, if the user does not use its movement during its turn, it gains +1 Strike, Magic, Brawn, and Talent until the end of its turn.
Maintain: The Monster can use its utility action to maintain the effect.

Basic

Bad Breath T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster exhales a cone of horrible smelling gas. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Area • Cone • Breath Weapon

Basic Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the basic affinity to a devastating effect. A hit target suffers 2d10 basic damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the effect erupts around the target. All creatures within 5 feet of the target suffer 1d10 basic damage. The original target does not suffer this additional damage.

Basic • Ranged

Befuddle T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster uses its magic to baffle its opponent. A hit target suffers 1d12 + Talent basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Basic • Ranged

Binding Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Tail

Black Fire T3
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster conjures a line of menacing black flames. Hit targets suffer 1d6 lightning damage, 1d12 mystic damage, and are subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.
Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the trigger number is reduced by 1. Additionally, a target burning as a result of this technique loses any resistance it has to fire or mystic damage. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Mystic • Area • Line • Grit

Blaze Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fire • Melee

Blindvision T3
Utility action or Response

The Monster detects its surroundings through alternate senses, such as vibrations from the ground, scent, or otherwise. Until the beginning of the Monster's next turn, it does not suffer a penalty for being blinded.
The Monster can use this technique in response to being targeted by a gaze attack or in response to becoming blinded.

Basic

Blizzard T4
Combat action
Attack: Magic vs. Discipline
Area: 15-foot diameter sphere centered on a point within 30 feet of the user

The Monster causes a raging blizzard to conceal the area, freezing other creatures there and causing them to lose their focus. Each hit target in the area suffers 1d12 ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check and is disoriented until the end of its next turn.

Ice • Area • Sphere

Bloodied Breath T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster coughs up a streak of blood upon its foes. Each hit target in the area suffers 1d8 fury damage and is subject to the technique's trigger effect. If the user has fewer than half its maximum hit points when making the attack roll, a hit target instead suffers 2d8 fury damage.
Trigger (6): The target is poisoned until it passes a Normal (7) check. If the user has fewer than half its maximum hit points when it checks for triggered effects, the trigger number is reduced by 1.

Fury • Area • Line • Breath Weapon

Bloom T3
Combat action
Zone: 15-foot square zone centered on a point within 30 feet of the user. The zone fills a cube 15-foot long in each dimension.

The Monster creates a zone of blooming plants which release deadly toxins into the air. A creature that enters into the zone or ends its turn there becomes poisoned until it passes a Hard (9) check. While poisoned by this effect, the target cannot regain hit points. The zone stays in effect until the beginning of the user's next turn.
Grit: The Monster can choose to spend a point of Grit when it uses this technique. If it does, each time it maintains the effect the zone expands 5 feet. This can occur a total number of times equal to the user's Grade or Talent score (whichever is higher), at which point it reaches its maximum dimensions.
Maintain: The Monster can use its utility action to maintain the zone.

Verdant • Zone • Grit

Bluster T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a fierce wind that pummels its foe and knocks it away. A hit target suffers 1d6 + Talent wind damage.
Empower: If the technique's attack roll becomes empowered, a hit target is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Ranged

Bolstered Strike T4
Combat action
Attack: Magic vs. Protection or Discipline
Target: One creature in melee range

The Monster uses its magic to aid its attack against its foe, hitting it at its opponent's weak point. A hit target suffers 2d8 basic damage. Before making this attack roll, the user chooses whether it is against its target's Protection or Discipline score. Before making the damage roll, the user can choose to apply either its Brawn or Talent as additional damage.

Basic • Melee

Bolt Beam T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster fires a ray of electricity at its target that shocks it and leaves it dazed. A hit target suffers 1d10 + Talent lightning damage.
Critical: On a critical hit, the target is also disoriented until it passes a Normal (7) check.

Lightning • Ranged

Boulder Assault T2
Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster heaves a mighty boulder at its foe. A hit target suffers 1d10 + Brawn earth damage. If the target was flying or levitating, it must succeed a Normal (7) check or it becomes grounded until the start of its next turn.

Earth • Ranged

Bramble T1
Combat action

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

Verdant

Brute Strength T2
Combat action

The Monster summons all of its brute strength to defeat its enemies. Until the end of its next turn, the user gains a bonus to its Brawn score equal to 1 + its Grade.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Bubble T1
Response

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

Water

Bully T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster takes advantage of its relative size to powerfully strike an opponent. A hit target suffers 1d10 + Brawn basic damage. If the hit target is smaller than the user, it instead suffers 2d10 + Brawn basic damage.

Basic • Melee

Burning Blade T2
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster creates a blade of searing fire it wields to slice through its foe. A hit target suffers 1d8 + Brawn fire damage and is subject to each of the technique's trigger effects.
Trigger (6): The target is burning until it passes a Normal (7) check.
Trigger (6): The target is bleeding until it passes a Normal (7) check.
Empower: If the technique's attack roll becomes empowered, reduce the number for each trigger effect by 1.

Fire • Melee

Burning Toxin T3
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster injects its foe with a toxin that burns it from the inside. A hit target suffers 1d10 + Brawn fire damage and is subject to the technique's trigger effect.
Trigger (5): The target is poisoned until it passes a Normal (7) check. While poisoned by this technique, the target is also burning. A target burning from this technique cannot remove the condition with techniques or effects, or by immersing itself in water (but a technique that will remove the poisoned condition will remove the burning as well).

Fire • Melee

Burrow T1
Movement

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

Earth

Cacophony T4
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster creates a terrifying cacophony. Each hit target in the area suffers 1d12 basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is frightened until it passes a Normal (7) check.

Basic • Area • Cone

Cannon T3
Combat action
Attack: Strike vs. Protection
Target: One creature in 30 feet

The Monster fires a projectile at its foe with a cannon's force. A hit target suffers 1d12 + Brawn basic damage.

Basic • Ranged

Canopy Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its limb or appendage with the force of a mighty tree. A hit target suffers 1d12 + Brawn verdant damage.

Verdant • Melee

Capitalize T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee

Catastrophe T5
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster causes a catastrophic explosion that turns the landscape into burning wreckage. Hit targets suffer 2d8 basic damage and are subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check.

Basic • Area • Sphere

Cauterize T2
Response

The Monster uses its own innate fire to cauterize its wounds as they are inflicted. The Monster can use this technique as its response whenever it would suffer damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade, and the user immediately recovers from bleeding or poisoned effects the attack would have inflicted.

Fire

Centered Strike T1
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster focuses its mind to deliver a strike at its foe's weak points. A hit target suffers 1d8 + Talent basic damage.

Basic • Melee

Chain Lightning T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster blasts its foe with a lightning bolt, which then arcs to another nearby foe. A hit target suffers 1d8 + Talent lightning damage. Whether the technique hits or misses, the user makes a secondary attack roll against another enemy target within 15 feet of the original target. A hit secondary target suffers 1d8 lightning damage.
Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the lightning arcs to additional secondary targets, to a maximum of three. Each successive secondary target must be within 15 feet of the previously hit target, and no single creature can be targeted more than once as a result of this technique. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Lightning • Ranged • Grit

Charged Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage charged with electricity. A hit target suffers 1d8 + Brawn lightning damage.

Lightning • Melee

Chilling Aura T2
Combat action
Aura: 10-foot radius aura emanating from user

The Monster projects an aura of chilling cold to slow its foes. Until the beginning of the user's next turn, when a creature other than the user begins its turn within the aura, it moves at half speed during its turn.
Maintain: The Monster can use its utility action to maintain the effect.

Ice • Aura

Cinder Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage of white hot cinders. A hit target suffers 1d10 + 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 Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Claw

Cleanse T2
Combat action

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

Water • Healing

Clobber T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Cloud Cover T1
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user. The zone fills a cube 20-foot long in each dimension.

The Monster conjures a dense cloud that obstructs vision. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures not inside the zone but have the zone between them.
Maintain: The Monster can use its utility action to maintain the zone. When it does, it can expand the area of the zone by 5-feet in each dimension.

Wind • Zone

Cloud Form T1
Combat action

The Monster's form becomes insubstantial and wispy, as if entirely made of clouds. Until the end of the Monster's next turn, the user moves at half speed and cannot be targeted by withdraw strikes. For the duration of the effect, the Monster ignores difficult terrain and hazards and can move through other creatures' space and obstacles if it has enough movement to pass them entirely.
Maintain: The Monster can use its utility action to maintain the effect.

Wind

Clutch of Earth T2
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster shapes the ground beneath its foe to into an earthen hand that grasps at it. A hit target suffers 1d8 + Talent earth damage and is grabbed by the effect until the end of the user's next turn. A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case, substitute the user's Grade for its Brawn score for the user's check. A target that escapes the grab ends the effect.
Maintain: The Monster can use its combat action to maintain the effect against a grabbed foe. Each time the user maintains the effect, it deals 1d8 + Grade earth damage to the grabbed foe.

Earth • Ranged

Cold Blooded T5
Combat action

The Monster taps into the ice affinity to become a cold-blooded nightmare. Until the end of the user's next turn, it gains a bonus to its Brawn and Talent scores equal to its Grade when it uses an ice technique. During this time, when it uses an ice technique, it reduces the trigger number by 1 for trigger effects that cause the frozen condition. Additionally, while affected by this technique, the user becomes resistant to ice damage and cannot suffer the frozen condition.
Maintain: The Monster can use its utility action to maintain the effect.

Ice

Cold Stare T2
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster stares down its opponent with its icy gaze. The target makes a Normal (7) check. If it fails, the target is frozen until the end of its next turn.

Ice • Gaze

Combat Focus T3
Combat action

The Monster studies its enemy and enters a state of combat focus. The user selects an opponent within 30 feet. Until the beginning of the user's next turn, the next time the target makes an attack roll against the Monster, it can use its response to cause the attack roll to automatically miss. After resolving this effect, the user can then move up to 5 feet. This movement does not provoke withdraw strikes.

Fury

Combat Roll T1
Response

The Monster deftly rolls away from a nearby attacker. This technique is used in response to taking damage from a melee attack. After resolving the attack, the Monster moves a maximum of 10 feet into an unoccupied space. This movement does not provoke withdraw strikes.

Basic

Combust T4
Response
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

When struck by a nearby enemy, the user's body combusts in a plume of fire. The Monster can use this technique as its response when it is struck by an opponent's melee attack. If it does, 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 • Sphere

Conduction T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster makes its foe superconductive, causing lightning to strike it from nearby sources. A hit target suffers a -1 penalty to its Protection and Discipline scores against lightning attacks until the end of the user's next turn. Additionally, whenever another creature within 15 feet of the affected target suffers lightning damage, lightning arcs to the affected target dealing it 1d6 additional lightning damage.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning • Ranged

Conduit T2
Response
Attack: Magic vs. Discipline
Target: One creature within 20 feet
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

Residual power from the Monster's lightning techniques arcs to an approaching enemy. The Monster can use this technique in response to an opponent entering within 20 feet of it. A hit target suffers 1d8 lightning damage.

Lightning • Ranged

Conflagration T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster unleashes gouts of fire at its foe that burns white hot. A hit target suffers 1d12 + Talent fire damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, fire damage from this technique cannot be reduced by the target's resistances (other effects still apply). This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Ranged • Grit

Confounding Gale T4
Combat action
Attack: Magic vs. Discipline
Area: 15-foot diameter sphere centered on a point within 30 feet of the user

The Monster causes a howling wind to rip across the area, confusing its enemies there and knocking them dizzy. Each hit target in the area suffers 1d12 wind damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check and is disoriented until the end of its next turn.

Wind • Area • Sphere

Cosmic Might T5
Combat action

The Monster instills its attacks with cosmic power. Until the end of its next turn, the user increases its Brawn and Talent scores by an amount equal to its Grade, and mystic damage it deals is not subject to resistances. While affected by this technique, once per round when the Monster scores a critical hit with a technique that deals damage, the target also becomes sealed until it passes a Normal (7) check.
Maintain: The Monster can use its utility action to maintain the effect.

Mystic

Counter Attack T4
Response
Attack: Strike vs. Protection
Target: A triggering creature in melee range

The Monster strikes back at a foe. The Monster uses this technique as a response to being attacked by an opponent within the user's melee range. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee

Crackling Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage crackling with electricity. A hit target suffers 1d12 + Brawn lightning damage.

Lightning • Melee

Crosswind T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 5 feet

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

Wind • Ranged

Cryptic Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its limb or appendage infused with a cryptic power. A hit target suffers 2d10 + Brawn mystic damage.

Mystic • Melee

Cure T3
Combat action
Target: The user or an ally within 15 feet

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

Basic • Ranged • Healing

Curse T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

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

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

Mystic • Ranged

Cyclone T2
Combat action
Attack: Magic vs. Discipline
Area: 10-foot radius column that is up to 50-feet high, centered on the user.

The Monster whips up a cyclone, funneling the winds down around it. Hit creatures in the area suffer 1d8 wind damage and are pulled up to 10 feet closer to the user.
Empower: If the technique's attack roll becomes empowered, a hit target becomes grounded if it was not already.

Wind • Area

Dark Wind T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates an ominous gale that affects its opponents differently. A hit creature suffers a condition randomly determined from the table below.

D6 Roll	Condition
1	Poisoned
2	Confused
3	Disoriented
4	Blinded
5	Sealed
6	Frightened

The condition lasts until the target passes a Normal (7) check. A single creature can be affected by multiple conditions from this technique, but one successful check removes each condition inflicted by the same user's technique.
Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the technique changes to an area affecting a 15-foot radius sphere within 30 feet of the user. This change lasts for 1 minute, affecting all future uses of this technique during the duration.

Wind • Ranged • Grit

Death's Door T2
Combat action
Area: 15-foot radius sphere emanating from the user

The Monster weaves the fabric of magic around with the threads of life forces. Until the end of the Monster's next turn, ally MajiMonsters in range can use a utility action to suffer damage equal to their own empowered damage bonus. This damage is not modified by affinity bonuses, vulnerabilities, or resistances. A Monster that chooses to suffer this damage can empower one attack or damage roll without spending Grit before the end of its turn.
Maintain: The Monster can use its utility action to maintain the effect.

Mystic • Area • Sphere

Deflect T1
Response

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

Basic

Deft Assault T2
Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster skillfully launches a projectile at its foe. A hit target suffers 1d10 basic damage. The user can choose to apply either its Brawn or Talent score as bonus damage to the attack.

Basic • Ranged

Deluge Breath T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a wave of rushing water. Each hit target in the area suffers 1d10 water damage and is subject to the technique's trigger effect.
Trigger (5): The target is pushed up to 10 feet away from the user and must pass a Normal (7) check or be knocked prone. This movement does not provoke withdraw strikes.

Water • Area • Cone • Breath Weapon

Detain T3
Response
Target: One creature within 30 feet

The Monster uses its magic to block its foe's exit. This technique is used as a response to a wild MajiMonster fleeing, or a bound MajiMonster being withdrawn to its drajule. The user and the target make contested checks; if the user's result is equal to or greater than the target, then the target cannot exit and the action is wasted. This check can be empowered.

Basic

Devastation Breath T5
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster spews a beam of pure force that tears a rift across the landscape. Each hit target in the area suffers 2d8 basic damage.
Critical: On a critical hit, the target cannot regain hit points until it passes a Normal (7) check.

Basic • Area • Line • Breath Weapon

Devour T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites into its foe, consuming some of its power. A hit target suffers 1d6 + Brawn basic damage. If the hit target was maintaining an effect, the user immediately gains the benefit of the effect until the end of its next turn, or whenever the effect would normally expire. If a gained effect could normally be maintained, the user gains the ability to maintain it. A MajiMonster can only have one gained effect at a time as a result of this technique.

Basic • Melee • Bite

Diamond Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb as solid as iron. A hit target suffers 2d10 + Brawn earth damage.

Earth • Melee

Dispel T3
Combat action
Target: One creature within 30 feet

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

Mystic • Ranged

Dizzying Wind T2
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster blasts a stream of wind at its foes that twists and turns them, leaving them confused. Each hit target in the area suffers 1d8 wind damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Wind • Area • Line

Double Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster makes two quick strikes at its foe. The user makes two attack rolls. If one attack roll hits the target suffers 1d8 + Brawn basic damage. If both attack rolls hit, the target suffers 2d8 + Brawn basic damage.
Grit: The Monster can spend a point of Grit before declaring targets for this technique. If it does, the user can divide the attack rolls between two different targets in range. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Melee • Grit

Drain T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 10 feet

The Monster implants a bubble in its victim, which drains its host's strength each round. A hit target suffers 1d6 + Talent water damage and is implanted until it passes a Hard (9) check.
At the beginning of each of the target's turns while affected by this technique, the target loses hit points equal to the user's Grade (this damage is not subject to resistances or vulnerabilities and cannot be empowered). Whenever this effect occurs, the user regains the same amount of hit points.
The user may only have one target implanted at a time as a result of this technique. If another target becomes implanted, the first one is immediately relieved of the effect.

Water • Ranged

Duelist T1
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

Dust Storm T2
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter sphere centered on a point within 30 feet of the user

The Monster conjures a cloud of dust that chokes and blinds creatures. Each hit target in the area suffers 1d6 earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Area • Sphere

Earth Bolt T2
Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster conjures a missile of earth and stone that is flung at its enemy. A hit target suffers 1d10 + Talent earth damage. If the target was flying or levitating, it must succeed a Normal (7) check or becomes grounded until the start of its next turn.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the earth bolt now explodes when it hits its target. This change lasts for 1 minute, affecting all future uses of this technique for the duration. When the earth bolt explodes, all creatures within 5 feet of the target suffer earth damage equal to the user's Grade. This secondary damage cannot be empowered (affinity bonuses, vulnerabilities, and resistances still apply).

Earth • Ranged • Grit

Earth Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the earth affinity to a devastating effect. A hit target suffers 2d10 earth damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also blinded until it passes a Hard (9) check.

Earth • Ranged

Earthquake T5
Combat action
Attack: Magic vs. Discipline
Target: Each grounded creature within 15 feet

The Monster devastates the landscape with a brutal earthquake. Each hit target suffers 2d8 earth damage and is knocked prone.

Earth • Area

Eldritch Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its fangs imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Empower: If the technique's attack roll becomes empowered, a hit target is also sealed until it passes a Normal (7) check.

Mystic • Melee • Bite

Eldritch Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with claws imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Mystic • Melee • Claw

Eldritch Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster stabs its opponent with a horn imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Mystic • Melee • Horn

Eldritch Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target with a tail imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Mystic • Melee • Tail

Eldritch Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with wings imbued with eldritch power. A hit target suffers 1d6 + Brawn mystic damage and is subject to the technique's trigger effect.
Critical: On a critical hit, the target is also pushed up to 10 feet away from the user and is disoriented until the end of its next turn.

Mystic • Melee • Wing

Electric Sight T3
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

The Monster locks eyes with its foe, and a bolt of electricity flashes between them. The target makes a Normal (7) check. If it fails, the target is disoriented until the end of the target's next turn.

Lightning • Gaze

Electrify T1
Response

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

Lightning

Electrocute T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

Lightning surges from the Monster towards its foe. A hit target suffers 1d6 + Talent lightning damage.

Lightning • Ranged

Ember Bolt T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster conjures a missile of ash and embers that streaks toward its foe. A hit target suffers 1d6 + Talent fire damage. If the target was already suffering the burning condition, the target takes additional damage equal to the user's Grade.

Fire • Ranged

Enrage T1
Combat action

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

Fury

Ensorcelled Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its limb or appendage infused with a sorcerous power. A hit target suffers 2d8 + Brawn mystic damage.

Mystic • Melee

Entangle T1
Combat action
Zone: 10-foot square zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

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

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

Verdant • Zone

Envenom T3
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

Erupt T3
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster unleashes a violent eruption of lava and fire, but this action weakens it. Hit targets suffer 2d8 fire damage.

Recoil: After using this technique, the user suffers a -1 penalty to its Protection and Discipline scores until the beginning of its next turn.

Fire • Area • Sphere • Recoil

Essence Tap T4
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster severs a portion of its essence to imbue its strike with an otherworldly power. A hit creature suffers 2d12 + Talent mystic damage. If the target was a MajiMonster, it is also sealed until the end of the user's next turn.

Recoil: If the technique hits a target, the user suffers 1d12 mystic damage and cannot use this technique again until the end of its next turn. This damage is not subject to resistance or vulnerabilities.

Mystic • Melee • Recoil

Evil Eye T1
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

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

Mystic • Gaze

Exclude T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster uses basic forces to remove a foe from the battlefield. A hit target suffers 1d10 + Talent basic damage and must pass a Normal (7) check. On a failed check, if the target was a bound MajiMonster, then it is immediately withdrawn to its drajule. If the target was a wild MajiMonster, it is forced to flee.

Empower: If the technique's attack roll becomes empowered, a hit target must instead pass a Hard (9) check to resist the effect.

Basic • Ranged

Excluding Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes its foe with such a force it can remove them from the battlefield. A hit target suffers 1d12 + Brawn fury damage and must pass a Normal (7) check. On a failed check, a target bound MajiMonster is immediately withdrawn to its drajule. A target wild MajiMonster is forced to flee.

Empower: If the technique's attack roll becomes empowered, a hit target must instead pass a Hard (9) check to resist the effect.

Fury • Melee

Expel T2
Combat action
Area: 15-foot diameter sphere centered on a point within 30 feet of the user

The Monster causes a quick burst of wind to rush into the area, extinguishing flames and harmful conditions. Creatures in the area immediately recover from the burning and sleeping conditions. Additionally, each non-grounded creature in the area must pass a Normal (7) check or be pushed outside the area of effect.

Wind • Area • Sphere

Explosion T3
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster causes an explosion around it, even though this leaves it vulnerable in its aftermath. Hit targets suffer 1d12 basic damage.

Recoil: After using this technique, the user suffers a -1 penalty to its Protection and Discipline scores until the beginning of its next turn.

Grit: The Monster can spend a point of Grit when it uses this technique. If it does, it increases the area to a 10-foot radius sphere emanating from the user, and the Monster can exclude a number of targets equal to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Area • Sphere • Recoil • Grit

Eye Bite T4
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster gazes into its opponents eyes, leaving its foe bereft of sight. The target makes a Normal (7) check. If it fails, the target is blinded until the start of the user's next turn.

Mystic • Gaze

Eye of the Storm T5
Combat action

The Monster summons a fierce stream of wind that quickens its pace and deflects attacks. Until the end of the user's next turn, it gains a +2 bonus to its Speed score. While affected by this technique, once per round when the Monster would normally be hit by a ranged or area attack, it can choose to use its response to cause the attack to miss instead.

Creatures treat the area within 5-feet of the user as difficult terrain. A creature that is not grounded that enters into this area becomes grounded if the user chooses.

While this technique is in effect, when the Monster uses a wind technique, it can move up to half its speed after resolving all attack rolls associated with the technique, as part of the same action. This movement does not provoke withdraw strikes, and ignores all ground-based obstacles and hazards. The Monster can exceed its normal amount of movement with this technique.

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

Wind

Fang Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Bite

Fastening Frost T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster directs a creeping swath of frost to envelop and freeze its opponent. A hit target is frozen until it passes a Normal (7) check.

Ice • Ranged

Feather Storm T1
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster releases a cloud of feathers that tickles and distracts other Monsters, lessening the strength of their strikes. While in the area, other Monsters cannot apply their Brawn as extra damage on techniques they use.

Basic • Area • Sphere

Ferocious Assault T1
Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster hurls a menacing projectile at its foe. A hit target suffers 1d8 + Brawn fury damage.

Fury • Ranged

Ferocious Strike T1
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

Fertile Ground T4
Combat action
Zone: 15-foot square zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster creates a zone of lavish grasses that restore the wounds of its allies. When the user or an ally is grounded and ends its turn in the zone it recovers hit points equal to the user's Grade.
The zone stays in effect until the beginning of the user's next turn.

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

Verdant • Zone • Healing

Fire Breath T1
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.

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

Fire • Area • Cone • Breath Weapon

Fire Cloak T2
Combat action

The Monster wreathes its body in flames. Until the end of the user's next turn, the Monster gains a +1 bonus to its Discipline score and gains resistance to ice damage. If the Monster was already resistant to ice damage, it increases its resistance value by an amount equal to its Grade. While the Monster is affected by this technique, a foe that grabs the Monster or hits it with a melee attack suffers fire damage equal to the user's Grade + its Talent score. Do not apply the user's affinity bonus to the resulting damage.

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

Fire

Fire Missile T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster lobs a missile of pure fire at its enemy that may set it ablaze. A hit target suffers 1d10 + Talent fire damage.
Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Fire • Ranged

Fire Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the fire affinity to a devastating effect. A hit target suffers 2d10 fire damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also burning until it passes a Hard (9) check.

Fire • Ranged

Fire Purge T4
Utility action

The Monster douses itself in fire to purge its body of harmful effects and conditions. When the Monster uses this technique, it ends each condition affecting it that a check can end.
Recoil: After using this technique, the Monster suffers 1d8 fire damage for each effect removed. Do not apply the user's affinity bonus to this damage (but resistances and vulnerabilities still apply).

Fire

Fire Starter T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 15feet

The Monster coats its foe in a combustible powder or liquid that intensifies the effect of fire against it. Until the end of the user's next turn, a hit target suffers a -2 penalty on checks to remove the burning condition and gains vulnerability to fire damage. Trigger effects that cause the burning condition against the target reduce the trigger number by 1.
Maintain: The Monster can use its utility action to maintain the effect.

Fire • Ranged

Fire Stride T1
Movement

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

Fire

Fire Wall T2
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a wall of flames that burns those that approach. Until the end of the user's next turn, a creature that moves through the area, or begins or ends its turn in the area, suffers 1d8 fire damage and must make a Normal (7) check or is burning until the end of its next turn. The wall is opaque. Creatures cannot target each other on different sides of the wall, though attacks can pass through it.
Maintain: The Monster can use its utility action to maintain the effect.

Fire • Area • Wall

Fireball T1
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter sphere centered on a point within 30 feet of the user

The Monster blasts the area with a ball of fire. Each hit target in the area suffers 1d6 fire damage.

Fire • Area • Sphere

Flame Assault T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster unleashes a volley of flames at its foe in hopes to burn it. A hit target suffers 1d8 + Talent fire damage.
Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Fire • Ranged

Flame Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage that burns with intense flames. A hit target suffers 1d12 + Brawn fire damage.

Fire • Melee

Flare Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage flaring with a growing fire. A hit target suffers 2d8 + Brawn fire damage.

Fire • Melee

Flash T4
Utility action
Target: Each non-blinded creature within 5 feet of the user
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

Residual lightning flares from the Monster in a sudden, blinding flash. Targets in range must pass a Normal (7) check or become blinded until the start of the user's next turn.
Grit: The Monster can spend a point of Grit before using this technique. If it does, the technique targets each creature within 10 feet of the user and instead must pass a Hard (9) check to prevent the blinded condition. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Lightning • Area • Grit

Flash Freeze T2
Response

The Monster instantly ices over to free itself of a harmful effect. The Monster can use this technique as a response whenever it would become bleeding, burning, or poisoned. The condition ends against the user immediately.

Ice

Flight T1
Utility action

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

Wind

Flood Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like an oncoming flood. A hit target suffers 2d10 + Brawn water damage.

Water • Melee

Floral Assault T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster assaults its foe with a barrage of seeds or razor-sharp leaves. A hit target suffers 1d6 + Talent verdant damage. If the target was already suffering the poisoned condition, the target takes additional damage equal to the user's Grade.

Verdant • Ranged

Floral Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its plant-like limb or appendage. A hit target suffers 1d8 + Brawn verdant damage.

Verdant • Melee

Focused Strike T2
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster frees itself from distraction to strike at its foe's weak points. A hit target suffers 1d12 + Talent basic damage.

Basic • Melee

Force Beam T3
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster fires a ray of force that blows its opponents away. Each hit target in the area suffers 1d10 basic damage and is pushed up to 20 feet away from the user. This movement does not provoke withdraw strikes.

Basic • Area • Line

Freezing Aura T4
Combat action
Aura: 5-foot radius aura emanating from user

The Monster projects an aura of intense cold that freezes its foes in their tracks. Until the beginning of the user's next turn, when a creature besides the user ends its turn within the aura, it becomes frozen until the end of its next turn.
Maintain: The Monster can use its utility action to maintain the effect.

Ice • Aura

Freezing Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its freezing-cold fangs. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Bite

Freezing Blade T2
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster creates a blade of razor-sharp ice that slices through its foe. A hit target suffers 1d8 + Brawn ice damage and is subject to each of the technique's trigger effects.
Trigger (6): The target is freezing until it passes a Normal (7) check.
Trigger (6): The target is bleeding until it passes a Normal (7) check.
Empower: If the technique's attack roll becomes empowered, reduce the number for each trigger effect by 1.

Ice • Melee

Freezing Breath T4
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a blast of frigid air that freezes its foes. Each hit target in the area suffers 1d12 ice damage and is subject to the technique's trigger effects.
Trigger (5): The target is frozen until it passes a Normal (7) check.

Ice • Area • Cone • Breath Weapon

Freezing Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with its freezing-cold talons. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Claw

Freezing Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster stabs its opponent with its freezing-cold horn. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Horn

Freezing Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target with its freezing-cold tail. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Tail

Freezing Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with its freezing-cold wings. A hit target suffers 1d6 + Brawn ice damage and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Melee • Wing

Frenzy T5
Combat action
Attack: Strike vs. Protection
Target: Each enemy creature in melee range

The Monster goes into a frenzy, striking each foe within its reach. A hit target suffers 2d8 + Brawn fury damage. After these attacks, the user can then move up to 10 feet. This movement does not provoke withdraw strikes. Until the beginning of its next turn, the user cannot be outnumbered.

Fury • Melee

Frost Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its frost-covered limb or appendage. A hit target suffers 1d12 + Brawn ice damage.

Ice • Melee

Frostburn T2
Combat action
Attack: Magic vs. Discipline
Target: One creature in melee range

The Monster summons a sheer cold that freezes and burns the target, but it numbs the user's body in the process. A hit target is burning until it passes a Hard (9) check. While affected by this technique, damage from the burning condition is ice damage instead of fire damage. The ice damage from the burning condition caused by this effect gains a bonus equal to the user's Grade.
Recoil: If the attack hits, the user's Speed score becomes 0 until the end of its next turn. During this time the user cannot gain a bonus to its Speed.

Ice • Melee • Recoil

Frozen Shell T1
Combat action

The Monster enhances its icy-hard carapace to protect itself, even though doing so slows it down. Until the end of the user's next turn, the Monster gains a +1 bonus to its Protection and Discipline scores. While it has this bonus to either score, it also suffers a -1 penalty to its Speed.
Maintain: The Monster can use its utility action to maintain the effect.

Ice

Furious Charge T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster assaults its foe, using its momentum to increase the power of its attack. A hit target suffers basic damage equal to the user's Brawn, plus 1 point of basic damage for every 5-foot increment of movement the user moved toward the target in a straight line before the attack was made, up to a maximum of 10 if the user moved 50 feet or more.

Basic • Melee

Fury Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the fury affinity to a devastating effect. A hit target suffers 2d10 fury damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also bleeding until it passes a Hard (9) check.

Fury • Ranged

Gale Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Bite

Gale Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Claw

Gale Force T4
Response
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster surrounds itself in a cushion of air that explodes like a typhoon wind when the user is struck by a nearby enemy. The Monster can use this technique as its response when it is struck by an opponent's melee attack. If it does, each hit target in the area suffers 1d8 wind damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Area • Sphere

Gale Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Horn

Gale Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Tail

Gale Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Wind • Melee • Wing

Geyser T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 20 feet

The user creates a gushing stream of water that pummels its foe and blasts them away. A hit target suffers 1d10 + Talent water damage and must pass a Normal (7) check or is pushed up to 20 feet away from the user.
Empower: If the technique's attack roll becomes empowered, the target must instead pass a Hard (9) check or be pushed up to 20 feet away from the user. If the target fails this check, they are also knocked prone after being pushed.

Water • Ranged

Glaciate T4
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster causes thick ice to encase its foe in a frigid tomb. A hit target suffers 1d12 + Talent ice damage and is grabbed by the effect until the end of the user's next turn. MajiMonsters grabbed by this effect cannot be withdrawn to drajules. Wild MajiMonsters grabbed by this effect suffer an additional -1 penalty to bind resistance.
A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case, substitute the user's Grade for its Brawn score for the user's check. A target that escapes the grab ends the effect.
Maintain: The Monster can use its combat action to maintain the effect against a grabbed foe. Each time the user maintains the effect, it deals 1d12 + Grade ice damage to the grabbed foe.

Ice • Ranged

Granite Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb as solid as granite. A hit target suffers 1d12 + Brawn earth damage.

Earth • Melee

Gust of Wind T1
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monsters blows forth a strong wind to batter all in its path. Hit creatures in the area suffer 1d6 wind damage and are subject to the techniques trigger effect.
Trigger (6): The target is disoriented until the end of its next turn.

Wind • Area • Line

Hail Storm T2
Combat action
Attack: Magic vs. Discipline
Area: 20-foot diameter sphere centered on a point within 30 feet of the user

The Monster summons a violent hail storm to pummel creatures inside. Each hit target in the area suffers 1d8 ice damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, each hit creature must pass a Normal (7) check or be knocked prone. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Ice • Area • Sphere • Grit

Hammer Tail T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

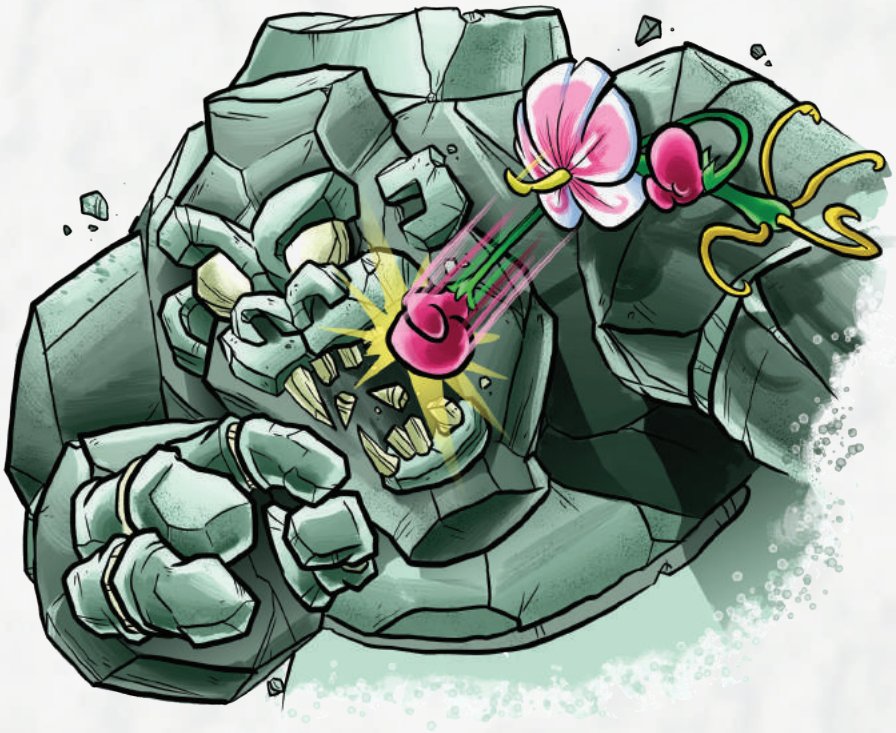
The Monster hammers its opponent with its tail. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Tail

Haste T3
Combat action

The Monster enters a state of extreme speed. Until the end of its next turn, it gains a +1 bonus to its Speed score and gains the use of one additional response between turns.
Maintain: The Monster can use its utility action to maintain the effect.

Basic



Haunt T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

Mystic • Ranged

Haymaker T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes a telling blow that can leave its opponent seeing stars, although it leaves the user somewhat exposed. A hit target suffers 2d8 + Brawn basic damage.
Critical: On a critical hit, the target is also disoriented until the end of its next turn.
Recoil: Until the beginning of the user's next turn, the user suffers a -1 penalty to its Protection score.

Basic • Melee • Recoil

Heart Sight T5
Utility action
Gaze: The user must be able to see all targets of this technique, and cannot use this technique if it is blinded.

The Monster peers into the living essence of its enemy, finding its vital points. The target makes a Normal (7) check. If it fails, the next damage roll the user makes against it before the end of its turn is empowered without having to spend Grit.

Verdant • Gaze

Heat Vision T2
Utility action
Target: One creature within 30 feet
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster's eyes flare, causing a foe to burst into flames. The target makes a Normal (7) check. If it fails, the target is burning until the start of the user's next turn.

Fire • Gaze

Heat Wave T1
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster generates a wave of heat from its body. Hit targets suffer 1d6 fire damage.
Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 10-foot radius sphere emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Area • Sphere • Grit

Heedless Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks headlong with a vicious blow, but the force of this attack leaves them dizzied. A hit target suffers 2d8 + Brawn fury damage.
Recoil: If the attack hits, the user is disoriented until the end of its next turn.

Fury • Melee • Recoil

Heightened Senses T1
Combat action

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

Mystic • Ranged

High Voltage T5
Combat action

The Monster becomes a font of living lightning, giving its attacks overwhelming power. Until the end of the user's next turn, once per round when it deals lightning damage to an opponent, that damage is empowered without the user needing to spend a point of Grit. While affected by this technique, the user always satisfies the conditions of the charged up requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning

Hopeful Aura T3
Combat action
Aura: 10-foot radius aura emanating from user

The Monster's presence is a boon to its allies. Until the beginning of the user's next turn, when the user or an allied creature in the aura must make a saving throw, it gains a +1 bonus to the result.
Maintain: The Monster can use its utility action to maintain the effect.

Basic • Aura

Horn Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster jabs at its opponent with a horn or spiked appendage. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Horn

Horrific Grimace T1
Response

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

Fury

Howling Wind T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 15 feet

The Monster summons a fierce wind that howls like a banshee. A hit target suffers 2d8 + Talent wind damage and is subject to the technique's trigger effect.
Trigger (5): The target is frightened until it passes a Normal (7) check.

Wind • Ranged

Hurricane Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with the force of a relentless hurricane. A hit target suffers 2d12 + Brawn wind damage.

Wind • Melee

Hydro Breath T1
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

Water • Area • Cone • Breath Weapon

Hypnotic Gaze T3
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster gazes into its opponent's eyes with an enchanting stare. The target makes a Normal (7) check. If it fails, the target becomes sleeping until the beginning of the target's next turn. The target cannot be roused from its sleep until this time, unless it suffers damage.

Basic • Gaze

Ice Beam T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster fires a pale blue beam of pure cold at its foe, which crystallizes into ice on impact. A hit target suffers 1d6 + Talent ice damage.
Critical: On a critical hit, the target is also frozen until it passes a Normal (7) check.

Ice • Ranged

Ice Breath T1
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a blast of icy cold. Each hit target in the area suffers ice damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is frozen until it passes a Normal (7) check.

Ice • Area • Cone • Breath Weapon

Ice Patch T1
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, covering the surface area of the ground

The Monster creates a patch of slippery ice. Grounded creatures moving through the zone can choose to treat the area as difficult terrain to move through it. If a Monster chooses not to treat the zone as difficult terrain, it must pass a Hard (9) check after moving 5 feet through the area. On a failed result, the Monster slips and becomes prone. 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.

Ice • Zone

Ice Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the ice affinity to a devastating effect. A hit target suffers 2d10 ice damage. The user can choose to add either its Talent or Brawn as additional damage.
Critical: On a critical hit, the target is also frozen until it passes a Hard (9) check.

Ice • Ranged

Ice Shards T1
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster causes shards of ice to burst from the ground. Hit targets suffer 1d6 ice damage.
Critical: On a critical hit, the target is also bleeding until it passes a Normal (7) check.

Ice • Area • Line

Ice Spikes T3
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user (grounded targets only)

The Monster causes frigid spikes of ice to protrude from the ground in a line, spiking into its foes' feet. Hit targets suffer 1d10 ice damage and are subject to the technique's trigger effect. A target hit by this technique also moves at half speed until the end of its next turn.
Trigger (6): The target is bleeding until it passes a Normal (7) check. While a target is bleeding as a result of this technique, it also moves at half speed.

Ice • Area • Line

Ice Wall T2
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a wall of solid ice to block the advance of others. The wall cannot be bypassed by other creatures, but they may move around it or use techniques to travel past it.
The wall is transparent. Creatures can target each other on different sides of the wall, but attacks cannot pass through it.
The wall can be destroyed by dealing damage to it equal to 10 x the user's Grade. The wall is vulnerable to fire damage and resistant to wind damage. If the wall is destroyed, its area becomes traversable and the technique cannot be maintained until used again.
Maintain: The Monster can use its utility action to maintain the effect.

Ice • Area • Wall

Icicle Bolt T2
Combat action
Attack: Magic vs. Protection
Target: One creature in 30 feet

The Monster conjures a dart of ice that is flung at its enemy. A hit target suffers 1d10 + Talent ice damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the icicle bolt now explodes when it hits its target. This change lasts for 1 minute, affecting all future uses of this technique for the duration. When the icicle bolt explodes, all creatures within 5-feet of the target suffer ice damage equal to the user's Grade. This secondary damage cannot be empowered (though affinity bonuses, vulnerabilities, and resistances still apply).

Ice • Ranged • Grit

Icy Grasp T1
Utility action

After making a strike against its foe, the Monster's icy touch adheres to it. The Monster can use this technique as a utility action after it hits a target up to one size larger than it with a melee attack. The target becomes grabbed.

Ice

Icy Veins T3
Combat action

The Monster fills its own blood with ice, toughening up against future attacks. 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.

Ice

Ignite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster creates a burst of fire from its appendages, touching a nearby foe to spread the flames. A hit target is burning until it passes a Normal (7) check.

Fire • Melee

Illuminate T2
Combat action
Area: 15-foot radius sphere emanating from the user

The Monster sheds an empowering light to bolster its allies. The light causes invisible objects to become visible, and causes magical items, MajiMonsters, and creatures with a Magic score of 1 or higher to emit a pale, blue glow. While within the area, the Monster and its allies gain a +1 bonus to their Talent scores. While affected by this technique, Perception checks the user makes are empowered without needing to spend Grit. This effect lasts until the end of the user's next turn.
Maintain: The Monster can use its utility action to maintain the effect.

Mystic • Area • Sphere

Imperviousness T2
Combat action

The Monster strengthens its natural resistances to make it impervious to those forms of damage. Until the beginning of the user's next turn, if it would suffer damage it is resistant to, it suffers no damage instead. If a Monster ignores damage from an enemy attack or effect as a result of this technique, it also ignores any additional effects associated with it.

Basic

Incendiary Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage lit with an incendiary blaze. A hit target suffers 2d10 + Brawn fire damage.

Fire • Melee

Inferno Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with its limb or appendage on fire like a raging inferno. A hit target suffers 2d12 + Brawn fire damage.

Fire • Melee

Inhibit T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster prevents its opponent from healing. A hit creature cannot regain hit points until the end of the user's next turn. At the end of an affected creature's turn, it can attempt a Hard (9) check to end the effect. On a success the effect expires and the user stops maintaining it.
Maintain: The Monster can use its utility action to maintain the effect.

Basic • Ranged

Inspiring Aura T1
Combat action
Aura: 10-foot radius aura emanating from user

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

Basic • Aura

Inter T4
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster sculpts the rocks and ground to encase its foe into an earthen tomb. A hit target suffers 1d12 + Talent earth damage and is grabbed by the effect until the end of the user's next turn. MajiMonsters grabbed by this effect cannot be withdrawn to drajules. Wild MajiMonsters grabbed by this effect suffer an additional -1 penalty to bind resistance.
A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case, substitute the user's Grade for its Brawn score for the user's check. A target that escapes the grab ends the effect.
Maintain: The Monster can use its combat action to maintain the effect against a grabbed foe. Each time the user maintains the effect, it deals 1d12 + Grade earth damage to the grabbed foe.

Earth • Ranged

Intimidating Gaze T1
Utility action
Target: One creature within 30 feet that can see the user
Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster attempts to intimidate its foe. The target makes a Normal (7) check. If it fails, the target reduces its Brawn to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Brawn score.

Fury • Gaze

Invigorating Aura T5
Combat action
Aura: 10-foot radius aura emanating from user

The Monster's presence renews its allies. Until the beginning of the user's next turn, when an allied creature begins its turn within the aura, it regains hit points equal to the user's Grade + Talent.
Maintain: The Monster can use its utility action to maintain the effect.

Basic • Aura • Healing

Ionize T3
Combat action

The Monster gives basic techniques a lightning charge. Until the end of the user's next turn, basic techniques it uses are instead lightning techniques. If the technique dealt damage, its damage type becomes lightning damage.
While affected by this technique, the user always satisfies the conditions of the Charged Up requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning

Ire Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee

Iron Resolve T1
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

Iron Seed T4
Combat action
Target: The user or an ally within 20 feet

The Monster bestows a creature with a seed of iron that blossoms with revivifying energy. The Monster selects itself or an ally in range. Until the end of the user's next turn, the first time the target would be reduced to 0 hit points, the target is reduced to 1 hit point instead and then the effect expires.
Maintain: The Monster can use its utility action to maintain the effect.

Verdant • Ranged

Iron Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb as solid as iron. A hit target suffers 2d8 + Brawn earth damage.

Earth • Melee

Knock-Out Strike T3
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster delivers a fierce blow with enough force to knock its foe unconscious. A hit target suffers 1d12 + Brawn fury damage and must pass a Normal (7) check. On a failed result, the target becomes sleeping at the end of its next turn until it is roused or passes a Normal (7) check.

Fury • Melee

Landslide T4
Combat action
Attack: Strike vs. Protection
Area: 15-foot cone emanating from the user (grounded targets only)

The Monster slams the ground, causing it to rile outward in a turbulent cone. Each hit target in the area suffers 1d12 earth damage and is pushed up to 15 feet away from the user. This movement does not provoke withdraw strikes. A target pushed at least 5 feet by this effect must pass a Normal (7) check or also be knocked prone.

Earth • Area • Cone

Latch T2
Combat action
Target: One creature in melee range

The Monster latches onto an opponent larger than itself, making it difficult to be targeted by its foe and making its own attacks more advantageous. The user moves into the space of a target at least one size larger than it and latches onto the target. When the target moves, the user moves with it. While latched onto the target, the Monster gains a +1 bonus to its Strike and Brawn to any melee techniques used against the target. The Monster also gains a +1 bonus to its Protection score versus the latched target's attacks against it.
A latched target can make a Normal (7) check at the end of each of its turns to end the condition. When the target succeeds the check, the user is moved into an unoccupied space of its choosing within 5 feet of the target.

Basic

Leap T1
Movement

The Monster jumps into the air, leaping past enemies and hazards. The user makes a Very Easy (3) check. On a success it jumps 5 feet, plus an additional 5 feet for every point past the check threshold, landing in the closest unoccupied space. This movement ignores ground hazards, obstacles, and other creatures up to one size larger than the user. This movement does not provoke withdraw strikes. The Monster can exceed its normal amount of movement with this technique.
Grit: If the Monster spends a point of Grit when using this technique, it is used as a utility action instead of its movement. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Grit

Leaping Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range determined after the movement allowed by this technique
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line

The Monster bounds into the air, crashing down upon its foe. Before making the attack roll, the user moves up to 5 feet so that it ends with its target within its melee range. This movement ignores difficult terrain, ground hazards, and obstacles, and it does not provoke withdraw strikes. The Monster can exceed its normal amount of movement with this technique. A hit target suffers 2d8 + Brawn fury damage.
Critical: On a critical hit, the target is also knocked prone.
Recoil: If the attack misses, the user becomes prone and suffers 2d8 damage. This damage is not subject to vulnerabilities or resistances.

Fury • Melee • Recoil

Life Tap T3
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster severs a portion of its own life force to imbue its strike with an otherworldly power. A hit creature suffers 2d10 + Talent mystic damage. If the target was a wild MajiMonster, it must make a Normal (7) check or suffer a -1 penalty to its Bind Resistance until the end of the user's next turn.
Recoil: If the technique hits a target, the user suffers 1d10 mystic damage. This damage is not subject to resistance or vulnerabilities.

Mystic • Melee • Recoil

Lifeflow T5
Utility action

The Monster summons a wellspring of natural energy to imbue its healing powers. Until the end of the user's turn, it gains a bonus to hit points it restores through the use of healing techniques equal to its Grade. While affected by this technique, when the user restores a creatures hit points, that creature gains a +1 bonus to its Brawn until the beginning of the user's next turn.

Verdant

Lightning Aura T4
Combat action
Aura: 10-foot radius aura emanating from user

Lightning crackles violently from the user in all directions. Until the beginning of the user's next turn, when an enemy creature begins its turn within the aura, it suffers 1d6 lightning damage.
While affected by this technique, the user always satisfies the conditions of the charged up requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning • Aura

Lightning Blade T2
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster creates a blade of pure electricity that slices through its foe. A hit target suffers 1d8 + Brawn lightning damage and is subject to each of the technique's trigger effects.
Trigger (6): The target is disoriented until it passes a Normal (7) check.
Trigger (6): The target is bleeding until it passes a Normal (7) check.
Empower: If the technique's attack roll becomes empowered, reduce the number for each trigger effect by 1.

Lightning • Melee

Lightning Blast T1
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

Forks of lightning crackle forth from the Monster. Each hit target in the area suffers lightning damage equal to the user's Talent and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Area • Cone

Lightning Bolt ◆ T1
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster conjures a bolt of lightning that incinerates everything in its path. Targets hit suffer 1d6 lightning damage.

Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the area of the technique can be increased up to a 50-foot line emanating from the user. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Lightning • Area • Line • Grit

Lightning Breath ◆ T2
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster spews a gout of lightning at its enemies. Each hit target in the area suffers 1d8 lightning damage and is subject to the technique's trigger effect.

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

Lightning • Area • Line • Breath Weapon

Lightning Lance ◆ T4
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster conjures a lance of lightning that streaks forward, electrocuting all in its path before bounding to other creatures. Targets hit suffer 1d12 lightning damage. For each enemy target hit, after the attack the user makes a secondary attack against another enemy target within 15 feet of the original target. A hit secondary target suffers 1d12 lightning damage. No single creature can be targeted more than once as a result of the use of this technique.

Lightning • Area • Line

Lightning Power ◆ T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the lightning affinity to a devastating effect. A hit target suffers 2d10 lightning damage. The user can choose to add either its Talent or Brawn as additional damage as well.

Critical: On a critical hit, the target is also disoriented until it passes a Hard (9) check.

Lightning • Ranged

Lightning Rod ◆ T3
Utility action
Attack: Magic vs. Discipline
Target: One creature within 20 feet
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

The Monster uses its residual power to turn its foe into a living lightning rod. Until the beginning of the user's next turn, a hit target suffers a -1 penalty to its Protection and Discipline scores versus lightning techniques. While affected by this technique, whenever the target suffers lightning damage, it suffers an additional 1d8 lightning damage.

Lightning • Ranged

Lightning Rush ◆ T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range determined after the movement allowed by this technique
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line

The Monster rushes the target, crashing into its foe while crackling with lightning. Before making the attack roll, the user moves up to 5 feet so that it ends with its target in its melee range. The Monster can exceed its normal amount of movement with this technique. A hit target suffers 2d8 + Brawn lightning damage.

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

Recoil: If the attack hits, the user suffers 2d8 damage. This damage is not subject to vulnerabilities or resistances.

Lightning • Melee • Recoil

Lightning Spear ◆ T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster hurls a spear of raw lightning at its foe. A hit target suffers 1d8 + Talent lightning damage.

Empower: If the technique's attack roll becomes empowered, the lightning crackles from the target in a small nimbus. If the attack roll hits the target, each creature within 5 feet of the target suffers lightning damage equal to the user's Talent.

Lightning • Ranged

Lightning Wall ◆ T4
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a wall of lightning that electrocutes those that approach. Until the end of the user's next turn, a creature that moves through the area or ends its turn in the area, suffers 1d10 lightning damage and must make a Normal (7) check or is disoriented until the end of its next turn.

The wall is transparent. Creatures can target each other on different sides of the wall, and attacks can pass through it.

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

Lightning • Area • Wall

Lullaby T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster creates a soothing melody that lulls its target to sleep. A hit target moves at half its maximum speed during its next turn and cannot apply its Brawn as extra damage on techniques it uses during this time. At the end of its next turn, the hit target must make a Normal (7) check to avoid sleeping until it is roused or passes a Normal (7) check.

Basic • Ranged

Luminous Beam T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster fires a beam of intense, bright light at its foe. A hit target suffers 1d10 + Talent verdant damage.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Verdant • Ranged

Magma T2
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

Maji Bolt T1
Combat action
Attack: Magic vs. Discipline
Target: Up to three creatures within 30 feet

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

Mystic • Ranged

Medusa's Gaze T4
Utility action
Target: One creature within 30 feet that can see the user
Gaze: The user must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded.

The Monster gazes into its opponent's eyes, causing it to slowly petrify. The target makes a Normal (7) check. If it fails, the target's Speed score is reduced to 0 until the start of the user's next turn.

Earth • Gaze

Mending T1
Combat action
Target: One creature within 20 feet, including the user

The Monster uses its magic to mend its wounds or those of an ally. The target recovers hit points equal to the user's Talent score + half its Grade (rounded up).

Basic • Healing

Mindless Rage T1
Combat action

The Monster's heedless fury makes it less vulnerable to both magical and mundane damage. Until the end of the Monster's next turn, it gains resistance to basic and mystic damage, and loses any vulnerability it may have had to either type.
Maintain: The Monster can use its utility action to maintain the effect.

Fury

Mirage T3
Combat action

The Monster creates two illusory duplicates of itself that confound opponents. The duplicates occupy the user's area and last until the end of the user's next turn. While this technique is active, when an attack that is not an area effect hits the Monster, it should be determined randomly if the attack hits the user or a duplicate. Two duplicates result in a 1-in-3 chance to hit (1-2 on a d6). If the Monster is hit, it suffers damage and effects normally. If a duplicate is hit, the Monster suffers no damage or effect, and the duplicate vanishes and the chance to hit increases to 1-in-2 (1-3 on a d6).
A target that is blinded that makes an attack roll against the user with a qualifying technique always strikes the user on a hit, never a duplicate.
Maintain: The Monster can use its utility action to maintain the effect. When the effect is maintained, it only maintains the current amount of remaining duplicates.

Mystic

Mist T2
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster conceals itself in a mist, making it difficult for others to target it. While in the mist, a creature gains cover against enemy attacks originating from outside the effect. The effect lasts until the end of the user's next turn.
Maintain: The Monster can use its utility action to maintain the effect.

Water • Area • Sphere

Mist Aura T3
Combat action
Aura: 10-foot radius aura emanating from user

The Monster projects an aura of mist to conceal its allies from incoming attacks. Until the beginning of the user's next turn, the user and allies in the area gain cover against enemy attacks originating from outside the effect.
Maintain: The Monster can use its utility action to maintain the effect.

Water • Aura

Momentum T1
Utility action
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

Monstrous Bite T4
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

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

Basic • Melee • Bite

Monstrous Claw T4
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

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

Basic • Melee • Claw

Monstrous Horn T4
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

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

Basic • Melee • Horn

Monstrous Tail T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Tail

Monstrous Wing T4
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

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

Basic • Melee • Wing

Moonbeam T2
Combat action
Attack: Magic vs. Discipline
Area: 10-foot diameter column that is up to 50-feet high, centered on a point within 30 feet of the user

A pallid beam of moonlight streaks down from the sky, burning the Monster's foes with an astral fire. A hit target suffers 1d8 + Talent mystic damage.
Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Mystic • Area

Mountain's Fury T5
Combat action

The Monster imbues itself with the fury of the mountain, granting it incredible strength and unyielding resiliency. Until the end of its next turn, the user gains a +2 bonus to its Brawn and Protection scores. While affected by this technique, the user cannot be moved or knocked prone by opponents unless it chooses to be. Additionally, whenever the user deals damage with a melee attack, the target must succeed on a Normal (7) check or be knocked prone.
Maintain: The Monster can use its utility action to maintain the effect.

Earth

Mud T1
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

Mud Spray T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster sprays globs of mud to slow and blind its foes. A hit target is blinded until it passes a Normal (7) check. While blinded by this effect, a target also moves at half its maximum speed.
Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 25-foot cone emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Earth • Area • Cone • Grit

Mystic Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the mystic affinity to a devastating effect. A hit target suffers 2d10 mystic damage. The user can choose to add either its Talent or Brawn as additional damage.
Critical: On a critical hit, the target is also sealed until it passes a Hard (9) check.

Mystic • Ranged

Mystify T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster countermands a foe's innate magic, turning its strengths into weaknesses. Until the end of the user's next turn, a hit target treats its resistances as vulnerabilities.
Maintain: The Monster can use its utility action to maintain the effect.

Mystic • Ranged

Nourish T3
Combat action
Target: One ally within 15 feet

The Monster uses its nourishing magic to restore the wounds of an ally. The user selects an ally within range. The target recovers 5 hit points per Grade of the user.

Verdant • Ranged • Healing

Occult Storm T5
Combat action
Attack: Magic vs. Discipline
Area: 20-foot diameter sphere, centered on a point within 30 feet of the user

The Monster conjures a storm of mystic energy that crashes down around its opponents. Hit targets suffer 2d8 mystic damage and must pass a Normal (7) check or become sealed until the beginning of the user's next turn. This technique only targets enemy creatures.

Mystic • Area • Sphere

Occult Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its limb or appendage infused with an occult power. A hit target suffers 2d12 + Brawn mystic damage.

Mystic • Melee

Occult Ward T1
Combat action

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

Mystic

Omega Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with a vigorous force that devastates a foe, although the blow lashes back against the user. A hit target suffers 3d8 + Brawn basic damage.
Empower: If the technique's attack roll becomes empowered, its damage roll against a hit target is empowered without the user needing to spend Grit.
Recoil: The user suffers half the damage dealt by the attack before factoring the target's resistances or vulnerabilities. This damage is not subject to the user's resistances or vulnerabilities.

Basic • Melee

Overgrow T1
Combat action
Area: 10-foot radius sphere emanating from the user

Vines, grass, and roots jut forth from the user in a wild tangle. Until the end of the user's next turn, other creatures treat the area as difficult terrain.
Maintain: The Monster can use its utility action to maintain the effect.

Verdant • Area • Sphere

Overwhelm T1
Combat action

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

Fury

Paragon T5
Combat action

The Monster invokes a power to become a paragon of its kind. Until the end of its next turn, it gains a +1 bonus to its Health, Strike, Protection, Magic, Discipline, Speed, Brawn and Talent scores. (Remember, creatures that temporarily increase their Health score increase their hit point maximum by an amount equal to their level, and immediately gain that amount of hit points).
Maintain: The Monster can use its utility action to maintain the effect.

Basic

Photosynthesis T1
Combat action

The Monster uses the ambient light to nourish it, and heal its wounds, although the process is taxing. The user regains hit points equal to 5 times its Grade.
Recoil: The user cannot use this technique again until it passes a Hard (9) check.

Verdant • Healing • Recoil

Polar Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its limb or appendage with polar intensity. A hit target suffers 2d10 + Brawn ice damage.

Ice • Melee

Polarize T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster alters the very magic innate to its foe, polarizing how its affinity interacts with others. Until the end of the user's next turn, a hit target doubles its resistance value and extra damage taken from vulnerabilities. This technique can be used on a friendly target; if it is, it does not require an attack roll.
Maintain: The Monster can use its utility action to maintain the effect.

Mystic • Ranged

Pounce T1
Combat action
Attack: Strike vs. Protection
Target: One creature within melee range

The Monster pounces on its foe with enough force to knock it off its feet. Before making the attack roll, the user can move up to 5 feet toward the target without provoking a withdraw strike. This movement does not count against the user's maximum speed and ignores ground hazards and obstacles. On a hit, the target suffers 1d6 + Brawn basic damage.
Critical: On a critical hit, the target is also knocked prone.

Basic • Melee

Premonition T2
Response

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

Mystic

Provoke T2
Combat action
Attack: Magic vs. Discipline

The Monster incites its target into a frenzy. A hit target gains a +1 bonus to its Brawn score and suffers a -1 penalty to its Protection score until it passes a Normal (7) check. While under this technique's effect, a target can only use techniques with the melee descriptor.

Fury • Ranged

Puncture T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Horn

Pure Cold T5
Combat action
Attack: Magic vs. Discipline
Target: Each creature within 5 feet of the user

The Monster infuses the area around it with pure, bone-chilling cold. Hit targets suffer 2d8 ice damage and are frozen until the end of their next turn.

Ice • Area

Purge T3
Utility action

The Monster attempts to purge a harmful condition affecting it and bolster itself from the effort. The user immediately makes a check against a condition that a check could end. If it successfully removes the condition, the next attack roll it makes before the end of its turn becomes empowered without needing to spend a point of Grit.

Basic

Purify T2
Combat action
Target: The user or an ally within 30 feet

The Monster uses its magic to restore the wounds and conditions of an ally. The user selects a target within range, including itself. The target recovers 5 hit points and can make one check to end a condition affecting it that a successful check can end.
Grit: The Monster can choose to spend a point of Grit when using this technique. If it does, the recipient recovers additional hit points and gains a bonus to the check granted by the technique, equal to the user's Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Mystic • Ranged • Healing

Rabid Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Fury • Melee • Bite

Rage Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster delivers a menacing strike fueled by pure rage. A hit target suffers 1d12 + Brawn fury damage.

Fury • Melee

Rain of Ashes T4
Combat action
Attack: Magic vs. Discipline
Area: 15-foot diameter sphere centered on a point within 30 feet of the user

The Monster calls blazing soot and ash to rain down around its enemies, searing them and causing them to choke. Each hit target in the area suffers 1d12 fire damage and is subject to the technique's trigger effect.
Trigger (6): The target is burning until it passes a Normal (7) check and is disoriented until the end of its next turn.

Fire • Area • Sphere

Ravage T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster ravages its foe with a flurry of fierce attacks. The user makes up to four attack rolls against the target. If one attack roll hits, the target suffers 1d6 + Brawn basic damage. If two attack rolls hit, the target suffers 2d6 + Brawn basic damage. If three attack rolls hit, the target suffers 3d6 + Brawn basic damage. If all four attack rolls hit, the target suffers 4d6 + Brawn basic damage. A hit creature is subject to the technique's trigger effect only once.
Trigger (6): The target is bleeding until it passes a Normal (7) check. Reduce the trigger number by 1 against a target hit three or more times. Increase the check to end the condition to Hard (9) against a target hit three or more times.

Fury • Melee

Raze T5
Combat action
Attack: Magic vs. Discipline
Area: 10-foot radius sphere emanating from the user

The Monster razes the land around it with an unquenchable flame. Hit targets in the area suffer 2d8 fire damage and are burning until they pass a Normal (7) check.
Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 15-foot radius sphere emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Area • Sphere • Grit

Razorgrass T3
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user (grounded creatures only)

The Monster causes a patch of razor-sharp glass and plants to sprout in a line from it towards its foes. Each hit target in the area suffers 1d12 verdant damage and is subject to the technique's trigger effect.

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

Verdant • Area • Line

Red Line T2
Movement

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

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

Fury • Recoil

Refresh T4
Combat action
Target: The user or an ally within 10 feet

The Monster douses an ally with refreshing water. The user selects an allied creature within range, including itself. When the Monster uses this technique, the target recovers from each bleeding, burning, confused, disoriented, frightened, poisoned and sleeping condition affecting it.

Water

Refrigerate T3
Combat action
Target: The user or an ally within 30 feet

The Monster creates a chilling cold 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 frozen until it passes a Normal (7) check.

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

Ice

Reinvigorate T4
Combat action

The Monster focuses its rage, reinvigorating itself, though the process is taxing. The user regains hit points equal to 5 times its Grade.
Recoil: The Monster cannot use this technique again until it passes a Hard (9) check.

Fury • Healing • Recoil

Rend T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster gashes twice at the foe with its wounding claws. The user makes two attack rolls against the target. Each hit deals fury damage equal to the target's Brawn score. Only apply the user's affinity bonus to one hit. If a target is hit twice in the same action by this technique, it becomes bleeding until it passes a Normal (7) check.

Fury • Melee • Claw

Revivify T5
Response
Target: One ally within 15 feet

The Monster uses its magic to protect its ally at the moment it would be defeated. This technique is used as a response when an ally within range is reduced to 0 hit points. The target immediately recovers 3 hit points per Grade of the user.

Grit: The Monster can spend a point of Grit when it uses this technique. If it does, the user increases the range to 30 feet, and the affected ally instead recovers 5 hit points per Grade of the user.

Basic • Ranged • Healing

Rift T1
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster splits the earth open in a rift, violently thrusting stone and earth at those in its path. Hit targets suffer 1d6 earth damage and must succeed a Normal (7) check or move at half maximum speed during their next turn.

Earth • Area • Line

Rime Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its frozen limb or appendage. A hit target suffers 1d8 + Brawn ice damage.

Ice • Melee

Riposte T2
Response
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster parries an opponent's attack and delivers one of its own at lightning speed. This technique is used in response to being missed by an attack from a creature still within melee range. A hit target suffers 1d6 + Brawn basic damage.

Basic • Melee

Riptide T4
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster summons a riptide to drag its foe towards it. A hit target suffers 2d8 + Talent water damage and is pushed up to 15 feet directly towards the user. This movement does not provoke withdraw strikes. If this movement would cause the target to make contact with the user, it must pass a Normal (7) check or also be knocked prone. If the target is larger than the user, then this is reduced to an Easy (5) check. If the user is larger than the target, then this is increased to a Hard (9) check.

Recoil: If the technique hits and causes the target to make contact with the user, then the user must also pass a Normal (7) check or also be knocked prone. If the target is larger than the user, then this is increased to a Hard (9) check. If the target is smaller than the user, then this is reduced to an Easy (5) check.

Wind • Ranged

Rock Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Earth • Melee

Roots T2
Combat action

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

Verdant • Healing

Salve T1
Utility action

The Monster secretes an organic balm that restores it from conditions. When the Monster uses this technique, it recovers from one bleeding, burning, or poisoned condition affecting it.
Grit: The Monster can choose to spend a point of Grit when using this technique. If it does, it recovers from every bleeding, burning, and poisoned condition affecting it, and cannot become burning, bleeding, or poisoned for the next minute.

Verdant • Grit

Sanctuary T4
Combat action
Zone: 15-foot square zone centered on a point within 30 feet of the user, filling a cube 15 feet long in each dimension

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

Mystic • Zone

Sand Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage packed with sand. A hit target suffers 1d12 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (5): The target is blinded until it passes a Normal (7) check.

Earth • Melee

Sapling T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 10 feet

The Monster implants a seed in its victim, which saps its host's strength each round. A hit target suffers 1d6 + Talent verdant damage and is implanted until it passes a Hard (9) check.
At the beginning of each of the target's turns while affected by this technique, the target loses hit points equal to the user's Grade (this damage is not subject to resistances or vulnerabilities and cannot be

empowered). Whenever this effect occurs, the user regains the same amount of hit points.
The user may only have one target implanted at a time as a result of this technique. If another target becomes implanted, the first one is immediately relieved of the effect.

Verdant • Ranged

Savage Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Fury • Melee • Bite

Savage Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks with menacing claws that leave its foe shaken. A hit target suffers 1d6 + Brawn fury damage.
Critical: On a critical hit, the target is also frightened until it passes a Normal (7) check.

Fury • Melee • Claw

Savage Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster punctures a foe with its menacing horn. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is bleeding until it passes a Normal (7) check.

Fury • Melee • Horn

Savage Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pounds its foe with its menacing tail. A hit target suffers 1d6 + Brawn fury damage.
Critical: On a critical hit, the target is also bleeding until it passes a Normal (7) check.

Fury • Melee • Tail

Savage Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels a foe with its menacing wings. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Fury • Melee • Wing

Scorching Breath T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster exhales a cone of intense fire. Each hit target in the area suffers 1d10 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 • Cone • Breath Weapon

Searing Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its burning-hot fangs. 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 • Bite

Searing Claw T1
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

Searing Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster stabs its opponent with its burning-hot horn. 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 • Horn

Searing Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target with its burning-hot tail. 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 • Tail

Searing Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with its burning-hot wings. 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 • Wing

Sedative T4
Combat action
Attack: Magic vs. Discipline
Target: One creature in melee range

The Monster's coats its blow with a powerful sedative to knock its foe unconscious. A hit target is poisoned until it passes a Hard (9) check. While affected by the poison from this technique, the target moves at half speed.

Each time the target fails a check to end the poison, it becomes sleeping until it is roused or passes a Normal (7) check.

Verdant • Melee

Seething Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster burns with fiery rage as it strikes an opponent. A hit target suffers 1d10 + Brawn fury damage.

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

Fury • Melee

Shadow Breath T4
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster spews a roiling cloud of shadows at its enemies. Each hit target in the area suffers 1d8 mystic damage and is subject to each of the technique's trigger effects.

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

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Mystic • Area • Cone • Breath Weapon

Shadowmeld T2
Combat action

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

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

Mystic

Short Fuse T2
Response

The Monster reacts to an incoming attack, charging its assailer head on. When the Monster is hit with a ranged attack, it can use this response to move up to its maximum speed in a straight line towards the attacker. If it ends this movement with the attacker in its melee range, it can make a single melee attack against it. The user cannot spend Grit to empower an attack or damage roll made through the use of this technique.

Fury

Shout T2
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster roars a cone of loud, discordant sound. Hit targets suffer 1d6 basic damage and are subject to the technique's trigger effect.

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

Basic • Area • Cone

Shred T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster shreds into an opponent with its claws. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Claw

Sigil of Denial T2
Combat action
Attack: Magic vs. Discipline
Area: 20-foot diameter sphere, centered on a point within 30 feet of the user

The Monster creates an eerie, glowing rune that prevents its foes from summoning their strength. A hit target is sealed until it passes a Hard (9) check. While affected by this condition, the target cannot regain hit points. This technique only affects enemy targets.

Mystic • Area • Sphere

Siphon T2
Combat action
Target: Allied creatures within 20 feet

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

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

Verdant • Ranged • Healing • Recoil

Sky Crash T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range determined after the movement allowed by this technique
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster harnesses a stiff wind to propel it straight into its foe with devastating force. Before making the attack roll, the user moves up to 5 feet so that it ends with its target in its melee range. This movement ignores ground hazards and obstacles and does not provoke withdraw strikes. The Monster can exceed its normal amount of movement with this technique. A hit target suffers 2d8 + Brawn wind damage.

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

Recoil: If the attack hits, the user becomes prone and suffers 2d8 damage. This damage is not subject to vulnerabilities or resistances.

Wind • Melee • Recoil

Skyfall T3
Combat action
Attack: Magic vs. Protection
Target: One grounded creature within 30 feet

The Monster summons a sudden wind that lifts its foe off its feet and drops them back to the ground. A hit target suffers 1d12 + Talent wind damage and must pass a Normal (7) check or land prone.
Critical: On a critical hit the target must instead pass a Hard (9) check or land prone.

Wind • Ranged

Slice T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster slices into an opponent and may leave bleeding wounds. A hit target suffers 1d10 + Brawn basic damage.
Empower: If the technique's attack roll becomes empowered, a hit target is also bleeding until it passes a Normal (7) check.

Basic • Melee

Slow Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster catches its opponent off-guard with a strike that's slow and purposeful. A hit target suffers 1d10 + Brawn basic damage. If the hit target has a higher Speed score than the user, it instead suffers 2d10 + Brawn basic damage.

Basic • Melee

Smoke Blast T1
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

Smolder T1
Combat action

The Monster's internal heat intensifies, making it smolderingly hot to touch. Until the end of the user's next turn, a creature that touches the Monster or hits it with a melee attack suffers 1d6 fire damage (the user does not apply its affinity bonus or other effects to this damage, but a target's vulnerabilities and resistances still apply).
Maintain: The Monster can use its utility action to maintain the effect.

Fire

Snow Blast T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster calls upon a frigid gale of snow to rush over its opponent. A hit target suffers 1d12 + Talent ice damage and is subject to the technique's trigger effect.
Trigger (5): The target is frozen until it passes a Normal (7) check.

Ice • Ranged

Snow Cloud T3
Combat action
Zone: 20-foot square zone centered on a point within 30 feet of the user, filling a cube 20-foot long in each dimension

The Monster conjures a dense snow cloud that chills creatures and obstructs vision. A creature that enters the zone or ends its turn there suffers 1d10 ice damage. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures not inside the zone but have the zone between them.
Maintain: The Monster can use its utility action to maintain the zone.

Ice • Zone

Snow Shield T1
Response

The Monster quickly surrounds itself with a swirl of snow to lessen the impact of a foe's attack. The Monster can use this technique as its response whenever it would suffer damage that is not fire damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Ice

Soil Spray T1
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster sprays a cone of soil and earthen debris to blind its foes. A hit target suffers a -1 penalty to all attack rolls it makes until it passes a Normal (7) check.

Earth • Area • Cone

Solidify T1
Combat action

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

Basic

Sonic Speed T1
Utility action

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

Lightning

Soothing Beam T2
Combat action
Target: One ally within 30 feet

The Monster funnels a ray of green energy at its ally, letting its magic sooth its wounds. The ally recovers hit points equal to the user's Talent score + half the recipient's Grade (round up)

Verdant • Healing

Spark Storm T1
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

Tiny sparks of electricity shower around the Monster. A hit target in the area suffers 1d6 lightning damage.

Lightning • Area • Sphere

Sparking Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster bites a foe with its sparking fangs. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Bite

Sparking Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its foe with its sparking talons. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Claw

Sparking Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster stabs its opponent with its sparking horn. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Horn

Sparking Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target with its sparking tail. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Tail

Sparking Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks an enemy with its sparking wings. A hit target suffers 1d6 + Brawn lightning damage and is subject to the technique's trigger effect.
Trigger (6): The target is disoriented until it passes a Normal (7) check.

Lightning • Melee • Wing

Spikes T3
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user (grounded targets only)

The Monster causes jagged stones to protrude from the ground in a line, spiking into its foes' feet. Hit targets suffer 1d10 earth damage and are subject to the technique's trigger effect. A target hit by this technique also moves at half speed until the end of its next turn.
Trigger (6): The target is bleeding until it passes a Normal (7) check. While a target is bleeding from this trigger, it also moves at half speed.

Earth • Area • Line

Spiteful Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes an opponent, fueled by the rage from being inflicted with a harmful condition. A hit target suffers 2d8 + Brawn fury damage. If the user was suffering a condition a check can end when it made the attack roll, the target instead suffers 2d12 + Brawn fury damage.
Empower: If the technique's attack roll becomes empowered, the user can empower a single check at the end of its turn to end a condition affecting it without spending a point of Grit.

Fury • Melee

Spoil T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster douses the target in a stream of dirty water. A hit target suffers 1d6 + Talent water damage and is subject to the technique's trigger effect.
Trigger (6): The target is also poisoned until it passes a Normal (7) check.

Water • Ranged

Spores T1
Combat action
Area: 5-foot radius sphere / Grade, emanating from the user

The Monster unleashes a cloud of spores around it, dulling the wits of those that draw too near. While in the area, other Monsters cannot apply their Talent as extra damage on techniques they use.

Verdant • Area • Sphere

Squall Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with the force of a raging squall. A hit target suffers 2d8 + Brawn wind damage.

Wind • Melee

Stalagmite T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster conjures a mighty stalagmite to thrust from the ground and impale its foe. A hit target suffers 1d12 + Talent earth damage and is subject to the technique's trigger effect.
Trigger (5): The target is bleeding until it passes a Normal (7) check.

Earth • Ranged

Static Aura T2
Combat action
Aura: 10-foot radius aura emanating from user

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

Lightning • Aura

Static Charge T1
Combat action

The Monster builds up power it gains from kinetic energy. Until the end of the user's next turn, it gains a +1 bonus to Strike and Magic scores each round it moves at least 20 feet.
While affected by this technique, the user always satisfies the conditions of the *charged up* requirement.
Maintain: The Monster can use its utility action to maintain the effect.

Lightning

Static Field T3
Combat action
Zone: 15-foot square zone centered on a point within 30 feet of the user, filling a cube 15 feet long in each dimension

The Monster creates a zone of static electricity, shocking those that enter. A creature entering the zone or ending their turn there become disoriented until the end of their next turn.
Maintain: The Monster can use its utility action to maintain the zone.

Lightning

Steadfast Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes its foe in a defensive stance, so that it can keep its positioning. A hit target suffers 1d6 + Brawn basic damage. If the technique hits, the user cannot be moved or knocked prone unless it chooses to until the beginning of its next turn.

Basic • Melee

Steam T2
Combat action
Area: 5-foot radius sphere emanating from the user

The Monster expels a cloud of steam around itself that makes it difficult to target and burns other creatures. Until the start of the user's next turn, the Monster has cover against ranged attacks that originate from outside the effect. Other creatures that enter or end their turn within the sphere suffer 1d6 fire damage.
Grit: The Monster can spend a point of Grit when using this technique. If it does, damage dealt by the technique is both fire and water damage. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Fire • Area • Sphere • Grit

Sting T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster stings its enemy, injecting a powerful toxin. A hit target suffers 1d12 + Brawn basic damage and is subject to the technique's trigger effect.
Trigger (6): The target is poisoned until it passes a Normal (7) check. While poisoned, the target cannot apply its Brawn as bonus damage to techniques.

Basic • Melee

Stone Assault T1
Combat action
Attack: Strike vs. Protection
Target: One creature within 30 feet

The Monster jettisons a heavy stone at its foe. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit the target is also disoriented until the end of its next turn.

Earth • Ranged

Stone Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rends into its target with rocky fangs, weakening its natural defenses. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit, the target also suffers a -1 penalty to its Protection score until it passes a Normal (7) check.

Earth • Melee • Bite

Stone Claw T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster swipes at its enemy's eyes with claws of stone. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is blinded until it passes a Normal (7) check.

Earth • Melee • Claw

Stone Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster drives its stony horn into its enemy. A hit target suffers 1d6 + Brawn earth damage and is subject to the technique's trigger effect.
Trigger (6): The target is bleeding until it passes a Normal (7) check.

Earth • Melee • Horn

Stone Shield T1
Response

The Monster uses solid stone to lessen the damage from its enemy's attack. The Monster can use this technique as its response whenever it would suffer damage that is not verdant damage from an enemy's technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Earth

Stone Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels its foe with its stony tail. A hit target suffers 1d6 + Brawn earth damage.
Empower: If the technique's attack roll becomes empowered, a hit target is also knocked prone.

Earth • Melee • Tail

Stone Wall T2
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a wall of solid stone to block the advance of others. The wall cannot be bypassed by other creatures, but they may move around it or use techniques to travel past it.
The wall is opaque. Creatures cannot target each other on different sides of the wall, and attacks cannot pass through it.
The wall can be destroyed by dealing damage to it equal to 10 x the user's Grade. The wall is vulnerable to verdant damage and resistant to lightning damage. If the wall is destroyed, its area becomes traversable and the technique cannot be maintained by the user until used again.
Maintain: The Monster can use its utility action to maintain the effect.

Earth • Area • Wall

Stone Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target senseless with its stony wing. A hit target suffers 1d6 + Brawn earth damage.
Critical: On a critical hit the target is also disoriented until it passes a Normal (7) check.

Earth • Melee • Wing

Stoneskin T3
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

Store Power T3
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

Storm Aura T1
Combat action
Aura: 10-foot radius aura emanating from user

The Monster creates a storm of winds around it to protect itself and its allies from incoming attacks. Until the beginning of the user's next turn, the user and its allies gain a +2 bonus to their Protection scores against incoming ranged attacks originating from outside the aura.
Maintain: The Monster can use its utility action to maintain the effect.

Wind • Aura

Storm Breath T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster exhales a gale of tumultuous wind that bludgeons and dizzies its foes. Each hit target in the area suffers 1d10 wind damage and is subject to the technique's trigger effect.
Trigger (6): The target is confused until it passes a Normal (7) check.

Wind • Area • Cone • Breath Weapon

Storm Sight T2
Utility action
Target: One creature within 30 feet that can see the user
Gaze: The user must be able to see all targets of this technique, and cannot use this technique if it is blinded.

The Monster locks eyes with its opponent, sending a storm wind in its direction. The target makes a Normal (7) check. If it fails, the target is pushed up to 5 feet in any direction of the user's choice. This movement does not provoke withdraw strikes.

Wind • Gaze

Storm Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with the force of an oncoming storm. A hit target suffers 1d12 + Brawn wind damage.

Wind • Melee

Strange Spittle T1
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The user spits a sticky, viscid substance that burns like acid. A hit target suffers 1d6 + Talent basic damage.
Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the technique's affinity and damage type changes to one of the user's affinities. This change lasts for 1 minute, or until the user spends another point of Grit to change it back, or to another affinity type it possesses.

Basic • Ranged • Grit

Strength of Stone T2
Combat action

The Monster imbues itself with the strength of the earth, causing its blows to knock over opponents. Until the end of its next turn, whenever the user deals damage with a melee attack, the target must succeed on a Normal (7) check or be knocked prone.
Maintain: The Monster can use its utility action to maintain the effect.

Earth

Strength of Tides T2
Combat action

The Monster imbues itself with the strength of the tides, causing its blows to shove its foes away. Until the end of its next turn, whenever the user deals damage with a melee attack, the target must succeed on a Normal (7) check or be pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

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

Water

Stunning Shock T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster sends a surge of lighting to strike its foe, stunning it where it stands. A hit target suffers 1d12 + Talent lightning damage and is subject to the technique's trigger effect.

Trigger (5): The target is disoriented until it passes a Normal (7) check.

Lightning • Ranged

Sudden Surge T2
Utility action
Attack: Magic vs. Discipline
Target: One creature within 20 feet
Charged Up: User must have performed at least one other lightning technique as a combat action during the previous turn

Residual power from the Monster's lightning technique springs from the user, striking a nearby foe. A hit target suffers 1d6 lightning damage.

Lightning • Ranged

Suffocate T3
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster slowly removes the breathable air from around its foe, forcing it to become unconscious. A hit target suffers a -2 penalty to its Strike and Magic scores until it passes a Normal (7) check.

On the first failed check, the target becomes sleeping until roused or until it passes a Normal (7) check. Passing this check removes both effects. If a MajiMonster bound to a drajule fails this second check, it is immediately withdrawn to its drajule. If resummoned, it retains the penalty to its Strike and Magic scores until the check is passed.

Wind • Ranged

Sweep Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster sweeps at its opponent's legs in order to trip it. A hit target suffers 1d10 + Brawn basic damage.

Empower: If the technique's attack roll becomes empowered, a hit target that cannot naturally fly or levitate is also knocked prone.

Basic • Melee

Swell T3
Combat action

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

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

Water

Swift Strike T5
Utility action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes its foe with an attack at blazing fast speed. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee

Swirling Wave T3
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster summons a swirling whirlpool around its foe that causes it to tumble senselessly. A hit target suffers 1d10 + Talent water damage and is subject to each of the technique's trigger effect.

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

Water • Ranged

Swooping Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

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

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

Wind • Melee

Tail Strike T1
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

Tectonic Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb with the force of the earth behind it. A hit target suffers 2d12 + Brawn earth damage.

Earth • Melee

Telekinesis T1
Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster uses its telekinesis to fling a free object at its opponent. A hit target suffers 1d6 + Talent mystic damage.

Mystic • Ranged

Teleport T1
Movement

The Monster disappears into a cloud of purple vapors, reappearing nearby. The user teleports to an unoccupied area it can see within 30 feet of its current location. The selected location cannot contain any obstructions or hazards, and must have enough unoccupied area for the target to arrive safely. If no such location exists, this effect fails. This effect ignores any intervening hazards and does not provoke withdraw strikes.

Mystic

Tendrils T2
Combat action
Attack: Strike vs. Protection
Target: One creature in 15 feet

The Monster's grasping vines or roots wrap around target, either pulling it from its feet or reeling it closer to the Monster. A hit target suffers 1d8 + Brawn verdant damage. The user can then use its utility action to drag a hit target its same size or smaller up to 15 feet closer to it, or knock it prone. The movement of a dragged target does not provoke withdraw strikes.

Verdant • Ranged

Theurge Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with its limb or appendage infused with mystic power. A hit target suffers 1d12 + Brawn mystic damage.

Mystic • Melee

Thorn Wall T2
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user.

The Monster conjures a wall of thorns and vines. The wall cannot be bypassed by other creatures, although they may move around it or use techniques to travel past it.
The wall is opaque. Creatures cannot target each other on different sides of the wall, and attacks cannot pass through it.
The wall can be destroyed by dealing damage to it equal to 10 x the user's Grade. The wall is vulnerable to wind damage and resistant to water damage. If the wall is destroyed, its area becomes traversable and the technique cannot be maintained by the user until used again.
Maintain: The Monster can use its utility action to maintain the effect.

Verdant • Area • Wall

Thunderburst T1
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

A thunderous shockwave is released from the Monster, pushing those around it away and knocking them senseless. A hit target in the area is pushed up to 20 feet away from the user.
Empower: If the technique's attack roll becomes empowered, a hit target cannot use its response until the beginning of its next turn.

Lightning • Area • Sphere

Thundering Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with a limb or appendage thundering with electricity. A hit target suffers 2d10 + Brawn lightning damage.

Lightning • Melee

Thunderstorm T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster summons a raging thunderstorm overhead, causing bolts of lightning to rain from the sky. A hit target suffers 1d12 + Talent lightning damage. The thunderstorm remains in effect until the end of the user's next turn. When the thunderstorm expires, another bolt of lightning streaks down on a random enemy target within 50 feet of the user. The user makes a secondary attack roll against this target. A hit secondary target suffers 1d12 lightning damage.
Maintain: The Monster can use its utility action to maintain the thunderstorm effect. Each time the user maintains the thunderstorm, it makes a secondary attack roll against a random enemy target within 50 feet. A hit secondary target suffers 1d12 lightning damage.

Lightning • Ranged

Tidal Force T4
Combat action
Attack: Magic vs. Protection
Area: 15-foot cone emanating from the user

The Monster summons a body of water that stretches forth in a tumultuous wave. Each hit target in the area suffers 1d12 water damage and is pushed up to 15 feet away from the user. This movement does not provoke withdraw strikes. A target pushed at least 5 feet by this effect must pass a Normal (7) check or also be knocked prone.
Grit: The Monster can choose to spend a point of Grit before declaring targets for this technique. If it does, it increases the area to a 25-foot cone. This change lasts for 1 minute, affecting all future uses of this technique during the duration.

Water • Area • Cone

Tidal Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like an oncoming flood. A hit target suffers 2d12 + Brawn water damage.

Water • Melee

Timber Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its limb or appendage with a force like falling timber. A hit target suffers 2d8 + Brawn verdant damage.

Verdant • Melee

Tornado Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with the force of a mighty tornado. A hit target suffers 2d10 + Brawn wind damage.

Wind • Melee

Torrent Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like a torrent of water. A hit target suffers 2d8 + Brawn water damage.

Water • Melee

Tow Strike T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster attacks its foe with a limb or appendage like a mighty undertow. A hit target suffers 1d12 + Brawn water damage.

Water • Melee

Toxic Barbs T1
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

Trample T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster tramples over its foe in a stampeding charge. A hit target suffers 1d10 + Brawn basic damage. Damage against a prone target is empowered without having to spend Grit. After resolving the technique, additional movement made by the user does not provoke opportunity attacks from a hit target.

Basic • Melee

Trembling Earth T1
Combat action
Attack: Strike vs. Protection
Target: One grounded creature within 30 feet

The Monster causes the ground to tremble beneath the creature's feet. A hit target suffers 1d6 + Talent earth damage.

Earth • Ranged

Triple Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster makes three quick strikes at its foe. The user makes three attack rolls. If one attack roll hits, the target suffers 1d8 + Brawn basic damage. If two attack rolls hit, the target suffers 2d8 + Brawn basic damage. If all three attack rolls hit, the target suffers 3d8 + Brawn basic damage.
Grit: The Monster can spend a point of Grit before declaring targets for this technique. If it does, the user can divide the attack rolls between up to three different targets in range. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Basic • Melee • Grit

True Flame T5
Combat action

The Monster taps into the fire affinity to become one with true flame. Until the end of the user's next turn, it gains a bonus to its Brawn and Talent scores equal to its Grade when it uses a fire technique. During this time, when it uses a fire technique, it reduces the trigger number for trigger effects that cause the burning condition by 1. Additionally, while affected by this technique, the user becomes resistant to fire damage and cannot suffer the burning condition.
Maintain: The Monster can use its utility action to maintain the effect.

Fire

Tsunami T5
Combat action
Attack: Magic vs. Protection
Area: 10-foot radius sphere emanating from the user

The Monster releases an immense ring of water that devastates everything in its wake. Each hit target in the area suffers 2d8 water damage and is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes. A target pushed at least 5 feet by this effect must pass a Normal (7) check or also be knocked prone.

Water • Area • Sphere

Typhoon T5
Combat action
Attack: Magic vs. Discipline
Area: 10-foot radius sphere emanating from the user

The Monster summons a typhoon that wreaks havoc on the area. Hit targets in the area suffer 1d12 wind damage and are pushed up to 10 feet in a direction chosen by the user. This movement does not provoke withdraw strikes. A hit target becomes grounded if it was not already. Hit creatures must pass a Hard (9) check or become prone.
Grit: The Monster can choose to spend a point of Grit when it uses this technique, before making attack rolls. If it does, it increases the area to a 15-foot radius sphere emanating from the user, and the user can choose to exclude a number of targets up to its Talent score. This change lasts for 1 minute, affecting all future uses of this technique during the duration.

Wind • Area • Sphere • Grit

Unstoppable T5
Combat action

The Monster becomes an unstoppable terror, tearing through its opponents with relentless force. Until the end of the user's next turn, the user gains a +2 bonus to its Strike, Speed, and Brawn scores. During this time, the user cannot become confused, frozen, or sleeping.

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

Fury

Unyielding Form T2
Combat action

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

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

Earth

Upheaval T3
Combat action
Attack: Magic vs. Discipline
Target: One grounded creature within 30 feet

The Monster causes the ground beneath its foe's feet to suddenly churn violently, but the effort strains the user from further uses. A hit target suffers 1d12 + Talent earth damage and must succeed a Normal (7) check or be knocked prone.

Recoil: If the attack hits the user cannot use this technique again until it passes a Normal (7) check.

Earth • Ranged • Recoil

Uproar T3
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster creates an uproarious din that confounds its foes. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.

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

Basic • Area • Cone

Vengeful Strike T2
Response
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee

Venomous Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

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

Basic • Melee • Bite

Verdant Bite T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster rends into its target with plant-like fangs, filling it with a toxin that makes it delirious. A hit target suffers 1d6 + Brawn verdant damage.

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

Verdant • Melee • Bite

Verdant Blast T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

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

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

Verdant • Ranged

Verdant Claw T1
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

Verdant Horn T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster drives its toxic, plant-like horn into its foe. 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 • Horn

Verdant Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the verdant affinity to a devastating effect. A hit target suffers 2d10 verdant damage. The user can choose to add either its Talent or Brawn as additional damage as well.

Critical: On a critical hit, the target is also poisoned until it passes a Hard (9) check.

Verdant • Ranged

Verdant Tail T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster pummels its foe with its toxic, plant-like tail. A hit target suffers 1d6 + Brawn verdant damage.

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

Verdant • Melee • Tail

Verdant Wing T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster beats its target senseless with its plant-like wing. A hit target suffers 1d6 + Brawn verdant damage.

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

Verdant • Melee • Wing

Verdurous Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its limb or appendage a strong as the forest. A hit target suffers 2d12 + Brawn verdant damage.

Verdant • Melee

Vex Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster delivers a menacing strike fueled by its relentless vexation. A hit target suffers 2d12 + Brawn fury damage.

Fury • Melee

Vice Lock T1
Utility action

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

Basic

Vines T2
Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster causes vines to shoot forth from the ground to strike a foe. A hit target suffers 1d10 + Talent verdant damage.

Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, a hit target is also grabbed by the effect until the end of the user's next turn. This change lasts for 1 minute, affecting all future uses of this technique during the duration. A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case substitute the user's Grade for its Brawn score for the user's check. The Monster can use its combat action to maintain the effect against a grabbed foe.

Verdant • Ranged • Grit

Viridescent Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster strikes out with its limb or appendage enhanced by natural power. A hit target suffers 2d10 + Brawn verdant damage.

Verdant • Melee

Volatile Earth T3
Combat action
Zone: 15-foot square zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster turns the landscape harsh, creating a zone of jagged stone and molten pitch. A grounded creature that enters into the zone or ends its turn there suffers 1d8 earth damage and is both bleeding and burning until it passes a Normal (7) check (one check ends both conditions). 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

Voltaic Strike T5
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster lashes out at its opponent with a limb or appendage empowered with the force of sheer lighting. A hit target suffers 2d12 + Brawn lightning damage.

Lightning • Melee

Wall of Bones T3
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a curtain of bone shards that pierce and lacerate those that pass through it. Until the end of the user's next turn, a creature that moves through the area becomes bleeding until it passes a Hard (9) check.

The wall is transparent. Creatures can target each other on different sides of the wall, and attacks can pass through it.

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

Fury • Area • Wall

Wall of Woe T3
Combat action
Area: 30-foot wall, emanating from a point of origin within 30 feet of the user

The Monster conjures a curtain of ghostly images and horrific screams that terrify those that pass through it. Until the end of the user's next turn, a creature that moves through the area becomes frightened of the user until it passes a Hard (9) check.

The wall is transparent. Creatures can target each other on different sides of the wall, and attacks and techniques can pass through it.

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

Mystic • Area • Wall

War Dance T2
Combat action

The Monster inspires its allies to strike with ferocious intensity. Until the end of the Monster's next turn, the user and all allies within 10 feet of it gain a +1 bonus to damage rolls for melee attacks.

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

Fury

War Zone T2
Combat action
Zone: 25-foot square zone centered on a point within 30 feet of the user, filling a cube 25-foot long in each dimension

The Monster unleashes its fury, instilling all in the area to fight with horrific intensity. Creatures in the zone gain a +1 bonus to hit and damage with melee attacks. Note that this bonus applies to both allies and opponents.

Maintain: The Monster can use its utility action to maintain the zone. Each time the zone is maintained, the bonus to melee damage rolls increases by 1. The increasing damage bonus is cumulative until it is equal to the user's Grade + its Talent.

Fury

Water Blade T2
Combat action
Attack: Strike vs. Discipline
Target: One creature in melee range

The Monster creates a blade from a jet of water it wields to slice through its foe. A hit target suffers 1d8 + Brawn water damage and is subject to each of the technique's trigger effects.

Trigger (6): The target is pushed up to 10 feet away from the user and must pass a Normal (7) check or be knocked prone as well. This movement does not provoke withdraw strikes.

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

Empower: If the technique's attack roll becomes empowered, reduce the number for each trigger effect by 1.

Water • Melee

Water Bolt T1
Combat action
Attack: Magic vs. Protection
Target: One creature within 30 feet

The Monster directs a streaking gush of water at its foe. A hit target suffers 1d6 + Talent water damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.

Water • Ranged

Water Burst T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster causes a sudden burst of water to batter its foe. A hit target suffers 1d10 + Talent water damage. The target must pass a Normal (7) check or be pushed up to 10 feet in a direction of the user's choice. This movement does not provoke withdraw strikes.

Grit: The Monster can spend a point of Grit before rolling damage for this technique. If it does, the water burst now creates a rippling tide when it hits. This change lasts for 1 minute, affecting all future uses of this technique during the duration. When the water burst hits, all creatures within 5-feet of the target suffer water damage equal to the user's Grade and are pushed up to 5-feet away from the target. This movement does not provoke withdraw strikes. This secondary damage cannot be empowered (although affinity bonuses, vulnerabilities, and resistances still apply).

Water • Ranged • Grit

Water Cannon T4
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster unleashes a rushing beam of water that knocks foes from their feet. Hit targets in the area suffer 1d12 water damage and cannot use their responses until the start of the user's next turn. This technique gains a cumulative +1 bonus to damage to each target for each creature hit.

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

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

Water • Area • Line • Grit

Water Cloak T1
Combat action

The Monster envelopes itself in a bubble of water which hovers over the ground. Until the end of the Monster's next turn, the user is not grounded and its movement ignores difficult terrain and ground based hazards and obstacles. While the user is affected by this technique, it cannot suffer the burning condition. If the user becomes grounded for any reason, the cloak bursts and effect ends immediately.

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

Water

Water Crash T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range determined after the movement allowed by this technique
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster charges the target on a rushing wave, crashing into on its foe. Before making the attack roll, the user moves up to 5 feet so that it ends with its target in its melee range. The Monster can exceed its normal amount of movement with this technique. A hit target suffers 2d8 + Brawn water damage.
Critical: On a critical hit, the target is also knocked prone.
Recoil: If the attack hits, the user suffers 2d8 damage. This damage is not subject to vulnerabilities or resistances.

Water • Melee • Recoil

Water Form T5
Combat action

The Monster taps into the water affinity to take on a form composed of pure water. Until the end of the user's next turn, it gains a bonus to its Brawn and Talent scores equal to its Grade when it uses a water technique. During this time, when it uses a technique, it reduces the trigger number for trigger effects that push creatures by 1. Additionally, while affected by this technique, the user becomes resistant to water damage and cannot be pushed by a technique or effect unless it chooses to be.
While affected by this technique, the user does not treat water as difficult terrain, and can use its movement to traverse the surface of water without sinking. It can choose to sink in the water at any point during its turn.
Maintain: The Monster can use its utility action to maintain the effect.

Water

Water Jet T2
Combat action
Attack: Magic vs. Discipline
Area: 20-foot line emanating from the user

The Monster unleashes a violent torrent of water that knocks their foes senseless. Hit targets in the area suffer 1d6 water damage and cannot use their responses until the start of the user's next turn. This technique gains a cumulative +1 bonus to damage to each target for each creature hit.
Grit: The Monster can choose to spend a point of Grit before declaring targets for this technique. If it does, it increases the area to a 40-foot line. This change lasts for 1 minute, affecting all future uses of this technique during the duration.

Water • Area • Line • Grit

Water Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the water affinity to a devastating effect. A hit target suffers 2d10 water damage. The user can choose to add either its Talent or Brawn as additional damage as well.
Critical: On a critical hit, the target is also pushed up to 20 feet away from the user and must pass a Hard (9) check or be knocked prone as well. This movement does not provoke withdraw strikes.

Water • Ranged

Water Rush T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range
Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster charges at it target with tidal power to knock it away, although the force of the blow knocks the user from its feet. A hit target suffers 1d10 + Brawn water damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.
Recoil: If the technique hits, the user is knocked prone.

Water • Melee • Recoil

Water Walk T1
Utility action

The Monster strides over water as easily as solid ground. Until the beginning of the Monsters next turn, the user does not treat water as difficult terrain, and can use its movement to traverse the surface of water without sinking. It can choose to sink in the water at any point during its turn, ending the effect.

Water

Water Wall T2
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user.

The Monster conjures a wall of water that crushes those that attempt to pass. Creatures treat the wall and the area within 5-feet of either side of the wall as difficult terrain. A creature that begins its turn or enters into the area must pass a Normal (7) check or be pushed up to 5 feet away from either side of the wall and become prone. This movement does not provoke withdraw strikes. The wall remains until the end of the user's next turn.
The wall is opaque. Creatures cannot target each other on different sides of the wall, and ranged and area attacks cannot pass through it. Melee attacks can be made from within or into the area the wall occupies.
Maintain: The Monster can use its utility action to maintain the effect.

Water • Area • Wall

Wave T2
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

The Monster projects a growing wave that crashes down on its opponents. Hit targets in the area within 5 feet of the user suffer 1d4 water damage. Hit targets in the area within 6 to 10 feet of the user suffer 1d6 water damage. Hit targets in the area within 11 to 15 feet of the user suffer 1d8 water damage.
Trigger (6): The target is also pushed up to 10 feet away from the user and must pass a Normal (7) check or be knocked prone.

Water • Area • Cone

Wave Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Water • Melee

Web T2
Combat action
Attack: Magic vs. Protection
Zone: 10-foot diameter zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster creates an adhesive web to restrain its foes. Hit targets are grabbed until it escapes or until the zone expires. A grounded creature that ends its turn in the zone becomes grabbed as well. A target grabbed by this technique can use its combat action to contest a check and escape as normal; in this case, substitute the user's Grade for its Brawn score for the user's check. The zone stays in effect until the beginning of the user's next turn.

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

Basic • Zone

Whip Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in 15 feet

The Monster's whip-like tail or appendages snap against a target, coiling around it and bringing it closer. A hit target suffers 1d6 + Brawn basic damage. The user can then use its utility action to drag a hit target of the same size or smaller up to 15 feet closer to it. This movement does not provoke withdraw strikes.

Basic • Ranged

Whipping Wind T2
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster summons a whipping wind to strike its foe from behind. A hit target suffers 1d10 + Talent wind damage and is pushed up to 15 feet directly towards the user. This movement does not provoke withdraw strikes. If this movement would cause the target to make contact with the user, it must pass a Normal (7) check or also be knocked prone. If the target is larger than the user, then this is reduced to an Easy (5) check. If the user is larger than the target, then this is increased to a Hard (9) check.

Recoil: If the technique hits and causes the target to make contact with the user, then the user must also pass a Normal (7) check or also be knocked prone. If the target is larger than the user, then this is increased to a Hard (9) check. If the target is smaller than the user, then this is reduced to an Easy (5) check.

Wind • Ranged

Whirlpool T1
Combat action
Zone: 25-foot diameter zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster conjures a swirling zone of water that pushes those in it towards its center. Grounded creatures in the area must pass a Normal (7) check or be pushed up to 15 feet towards the zone's center. Grounded creatures moving into the zone must make this check as well. This movement does not provoke withdraw strikes. Grounded creatures in 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.

Water • Area • Zone

Wind Blast T1
Combat action
Attack: Magic vs. Discipline
Area: 15-foot cone emanating from the user

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

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

Wind • Area • Cone

Wind Power T5
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster harnesses the power of the wind affinity to a devastating effect. A hit target suffers 2d10 wind damage. The user can choose to add either its Talent or Brawn as additional damage as well.

Critical: On a critical hit, the target is also confused until it passes a Hard (9) check.

Wind • Ranged

Wind Prison T4
Combat action
Attack: Magic vs. Discipline
Target: One creature within 30 feet

The Monster causes swirling winds to chain its foe to the battlefield. A hit target becomes grounded if it was not already and suffers 1d12 + Talent wind damage and is grabbed by the effect until the end of the user's next turn. Creatures grabbed by this effect remain grounded even if an effect would allow it to be otherwise. MajiMonsters grabbed by this effect cannot be withdrawn to drajules. Wild MajiMonsters grabbed by this effect suffer an additional -1 penalty to bind resistance.

A target grabbed by this technique can use its combat action to contest a check to escape as normal; in this case substitute the user's Grade for its Brawn score for the user's check. A target that escapes the grab ends the effect.

Maintain: The Monster can use its combat action to maintain the effect against a grabbed foe. Each time the user maintains the effect, it deals 1d12 + Grade ice damage to the grabbed foe.

Wind • Ranged

Wind Rush T3
Combat action
Attack: Strike vs. Protection
Target: Each creature in melee range during the user's movement provided by this technique.

The Monster harnesses a swift wind to guide it headlong into a fray, whipping out against its foes as it does. The user moves up to 20 feet and makes an attack against enemy within its melee range throughout this movement, including targets that begin and end in its melee range. This movement does not provoke withdraw strikes. A hit target suffers 1d8 wind damage.

Grit: The Monster can spend a point of Grit before using its movement or making an attack roll with this technique. If it does, it increases its melee range by 5-feet for attacks with this technique. This change lasts for 1 minute, affecting all future uses of this technique during the duration.

Wind • Melee • Grit

Wind Scythe T1
Combat action
Attack: Magic vs. Protection
Target: One creature within 10 feet

The Monster directs the winds into a weapon itself, carving through its foe. A hit creature suffers 1d6 wind damage and is subject to the technique's trigger effect.
Trigger (6): The target is bleeding until it passes a Normal (7) check.

Wind • Melee

Wind Wall T3
Combat action
Area: 30-foot wall emanating from a point of origin within 30 feet of the user.

The Monster conjures a barrier of swirling wind that impedes those that approach and deflects incoming attacks. Creatures treat the wall and the area within 5-feet of either side of the wall as difficult terrain. A creature that begins its turn or enters into the area becomes grounded if it was not already. The wall remains until the end of the user's next turn.
The wall is transparent. Creatures can target each other on different sides of the wall, although ranged and area attacks cannot pass through it. Melee attacks can be made from within or into the area the wall occupies.
Maintain: The Monster can use its utility action to maintain the effect.

Wind • Area • Wall

Windstep T2
Combat action

The Monster summons a tailwind to hasten its movement. Until the end of its next turn, it gains a +2 bonus to its Speed score.
Maintain: The Monster can use its utility action to maintain the effect.

Wind

Wing Pummel T2
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Wing

Wing Strike T1
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

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

Basic • Melee • Wing

Winter T3
Combat action
Attack: Magic vs. Discipline
Area: 5-foot radius sphere emanating from the user

The Monster rapidly reduces the temperature in the area to a harsh cold, but leaves itself vulnerable in the process. Hit targets suffer 2d8 ice damage.
Recoil: After using this technique, the user suffers a -1 penalty to its Protection and Discipline scores until the beginning of its next turn.

Ice • Area • Sphere • Recoil

Winter Strike T3
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster batters its foe with its wintery-cold limb or appendage. A hit target suffers 2d8 + Brawn ice damage.

Ice • Melee

Wither T3
Combat action
Attack: Magic vs. Discipline
Target: One creature in melee range

The Monster's touch causes its foe to wither away like a wilting flower, though it drains the user's restorative powers in the process. A hit target suffers 2d10 + Talent verdant damage.
Recoil: If the technique hits a target, the user cannot use powers with the healing descriptor until the end of its next turn. During this time, it also cannot regain hit points.

Verdant • Melee • Recoil

Wrath Strike T4
Combat action
Attack: Strike vs. Protection
Target: One creature in melee range

The Monster delivers a menacing strike fueled by its unending wrath. A hit target suffers 2d10 + Brawn fury damage.

Fury • Melee

APPENDIX A
SAMPLE NPC BINDERS

The following binders are provided as example NPCs for the GM's use. Each is provided a name and sample personality, but you can feel free to tailor either to your game world.

Modifying NPC Statistics

You can modify an NPC or MajiMonster's statistics to suit your needs. MajiMonsters gain techniques, traits, and attribute increases at the rate described in Chapter 6. You can assign a binder additional merits or class features, or increased skills or attributes at your discretion.

If you want to make an encounter more challenging without adding more MajiMonsters or increasing a Monster's level or Grade, refer to the *Stronger MajiMonsters* option presented in Chapter 8. You can also use the rules for a *MajiMonster Swarm* to represent the Monsters of particularly large binder party.

Binder Parties

NPC binders often travel in parties, much like the player characters. Groups of these binders are designated as binder parties. It's assumed each member of the binder party controls one of the listed MajiMonsters at a time, and that each binder has the same statistics. In these cases, a flat Authority score is given to the party as a whole, and the party's special abilities are available to each MajiMonster in their retinue.

The total number of members in a binder party is up to the discretion of the GM. If a party has more than three members, you can add more MajiMonsters of your own choosing to the group's retinue, or choose to have additional members control more of the same Monsters presented.

Binder Information & Options

Binders and binder parties are presented with the following information and options:

Binder Challenge Rating

Each binder is given a challenge rating from 1 to 5, represented in hexes beneath the binder's name. Each hex roughly equates to one of the tiers of play described in Chapter 1, meaning a binder or party of binders in that tier are an appropriate match for the NPC in a duel. Use your best judgment when deciding if a binder is an appropriate encounter for the party.

Sample Personalities & Special Abilities

Sample personalities are provided for each NPC binder, while overall goals and commonalities are presented for binder parties. You can feel free to modify these as you see fit.

Additionally, each binder or binder party is presented with special abilities. These abilities are usually class features or merits or some other distinctive quality. You can modify these abilities as well; it is perfectly reasonable for a binder to possess no special abilities, or to possess several more than what is listed. Keep in mind this may modify the challenge a binder presents in a duel, however.

Blood Magic Option

Usually, binders follow the same limitation as player characters; they can only control 1 MajiMonster at a time in combat. However, it may be appropriate for a binder to control multiple MajiMonsters at a time to challenge the entire party. In this instance, you add the following special ability to the binder:

> ***Blood Magic.*** This binder can control multiple MajiMonsters in combat at a time.

An NPC that controls multiple Monsters in combat makes an initiative check for each Monster. Each Monster has its own set of actions during its turn.

Strong Soul Option

Each binder is presented with up to three MajiMonster companions in their retinue. If you'd like a binder to have access to more at a time, however, you can add the following special ability to the binder:

> ***Strong Soul.*** This binder can activate more than 3 drajules each day.

You can combine the *strong soul* option with the *blood magic* option, allowing an NPC to have many MajiMonsters in combat at a time. These NPCs make for climatic challenges and antagonists.

Artemis Jhune and her Leozzard

Artemis Jhune

NPC Binder (*no archetype*)

Authority: 2

Interaction 3	Knowledge 3	Vigor 3
Guile 5 (*d6s*)	Education 5 (*d6s*)	Athletics 5 (*d6s*)
Perception 5 (*d6s*)	Intuition 5 (*d6s*)	Fortitude 3 (*d4s*)
Persuasion 5 (*d6s*)	Proficiency 5 (*d6s*)	Strength 3 (*d4s*)
Wits 5 (*d6s*)	Survival 3 (*d4s*)	Willpower 5 (*d6s*)

Personality

Artemis Jhune is an ostentatious and free-spirited young woman, her whimsy made all the more possible by her newly-discovered ability to bind and control MajiMonsters. Artemis inherited her first drajule from her father, revealing to her she possessed the talent to be a binder as well.

Though a hedge binder, Artemis is fearless and strong-willed. She wants to travel to the other side of the world, away from the New Empire and the madness she's seen run so rampant for so long. She lives by her motto, "you can go anywhere you want," which is something she often says with a half-smile and one of her drajules gripped in her hand.

Special Abilities

Enforced Condition: Frozen. Enemy MajiMonsters suffer a -1 penalty to checks made to end the frozen condition if it was caused by a Monster Artemis controls.

Artemis's MajiMonsters

Leozzard

Medium MajiMonster (Ice)

Level 3 / **Grade** 1
Affinity Bonus: +2
Hit Points: 35 **Grit:** 3
Resistances (-2): Wind
Vulnerabilities: Fire

5 ○○	4 ○○	11 ○○	3 ○○	10 ●○	6 ○○	**Brawn:** 3 **Talent:** 2

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

Traits

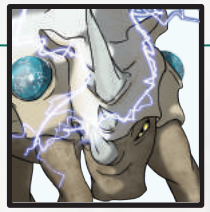
Predator. If Leozzard deals damage to a target that is grabbed, frozen, sleeping, or is suffering a penalty to its Speed score or movement, it deals 1 additional damage.

Techniques

Freezing Claw ♦ (Ice)
Ice Breath ♦ (Ice)
Icy Grasp (Ice)
Pounce (Basic)

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

Thunderhorn



Large MajiMonster (Lightning)

Level 1 / **Grade** 1
Affinity Bonus: +2
Hit Points: 26 **Grit:** 3
Resistances (-2): Verdant
Vulnerabilities: Earth

6 ○○	5 ○○	10 ○○	1 ○○	8 ○○	5 ○○	**Brawn:** 4 **Talent:** 2

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

Traits

Charger. Once per round when Thunderhorn moves at least 10 feet in a straight line and makes a melee attack, it gains a +1 bonus to that attack's damage roll for every 10-foot increment it moved in a straight line before attacking.

Techniques

Electrify ♦ (Lightning)
Momentum (Basic)
Horn Strike (Basic)

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

Benithyr Triton

NPC Water Concordant (*Channeler*)

Authority: 3

Interaction 2	Knowledge 3	Vigor 4
Guile 2 (*d4s*)	Education 3 (*d4s*)	Athletics 8 (*d8s*)
Perception 5 (*d6s*)	Intuition 5 (*d6s*)	Fortitude 5 (*d6s*)
Persuasion 2 (*d4s*)	Proficiency 3 (*d4s*)	Strength 6 (*d6s*)
Wits 2 (*d4s*)	Survival 5 (*d6s*)	Willpower 8 (*d8s*)

Personality

Benithyr, or "Benny" for short, is a middle-aged woman of average build and dark hair, with skin bronzed by the sun. She wears long thick robes that come down to just below her knees. The robes are perpetually damp and discolored from years of exposure to saltwater. She never wears shoes but prefers to have her feet in the water if she is close to the shore. Her long hair is always damp from her frequent swims.

Benithyr will talk at length about the majesty of the sea to anyone who will listen. Her favorite topics include but are not limited to the health benefits of swimming, eating fish freshly caught, the abilities of Monsters native to the sea, and the overall ambiance of the rolling waves. She is also quick to turn on anyone who disparages the ocean, often demanding a duel to defend the sea's honor.

Special Abilities

Attunement Points [3]. Benithyr has 3 attunement points. She can spend an attunement point in place of a water MajiMonster spending Grit to empower the attack or damage roll of a water technique. Benithyr regains expended attunement points after resting for 6 hours.

Channeled Mimicry. Benithyr can choose to spend an attunement point as a response when a water technique is used within 30 feet of her MajiMonster. If she does, her MajiMonster can use that technique as if it were a technique it knows until the end of its next turn. Benithyr can use a utility action to maintain this effect on the MajiMonster on subsequent turns, up to 1 minute.

Benithyr's MajiMonsters

Raindeer

Medium MajiMonster (Water)

Level 11 / **Grade** 3
Affinity Bonus: +6
Hit Points: 86 **Grit:** 6
Resistances (-6)**:** Fire
Vulnerabilities: Lightning

6 ●○	3 ●○	11 ●○	3 ○○	11 ○○	7 ○○

Brawn: 2
Talent: 3

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

Traits

Regrowth. Whenever Raindeer regains hit points, it regains an additional 6 hit points.

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

Power Surge. When Benithyr spends an attunement point, Raindeer gains a +2 bonus to its Brawn, Talent, and Speed scores until the end of the next turn.

Techniques

Aqua Horn ♦ (Water)
Cyclone (Wind)
Drain ♦ (Water)
Water Walk (Water)

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

Kamuoy

Huge MajiMonster (Water)

Level 9 / **Grade** 3
Affinity Bonus: +6
Hit Points: 112 **Grit:** 8
Resistances (-6)**:** Fire
Vulnerabilities: Lightning

9 ●●	3 ○○	9 ○○	3 ○○	9 ○○	6 ○○

Brawn: 3
Talent: 3

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

Traits

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

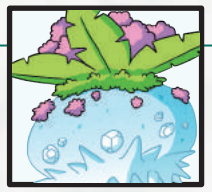
Healthy. Kamuoy's hit point maximum is increased by 11.

Techniques

Aqua Tail ♦ (Water)
Geyser ♦ (Water)
Hammer Tail (Basic)
Strength of Tides (Water)

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

Verdigrime



Huge MajiMonster (Ice / Verdant / Water)
Level 8 / **Grade** 2
Affinity Bonus: +4
Hit Points: 76 **Grit:** 5
Resistances (-6)**:** Water
Vulnerabilities: Lightning

7 ○○	2 ○○	9 ○○	4 ○○	9 ○○	4 ○○	**Brawn:** 1 **Talent:** 5

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

Traits

Reach. Verdigrime 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

Acid Breath ♦ (Verdant)
Double Strike (Basic)
Fastening Frost (Ice)
Water Bolt ♦ (Water)

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

Hassis the Keen and his faithful Mudhound

Hassid the Keen

NPC Knight (*Champion*)
Authority: 6

Interaction 2	Knowledge 3	Vigor 5
Guile 3 (*d4s*)	Education 6 (*d6s*)	Athletics 8 (*d8s*)
Perception 5 (*d6s*)	Intuition 6 (*d6s*)	Fortitude 8 (*d8s*)
Persuasion 3 (*d4s*)	Proficiency 3 (*d4s*)	Strength 6 (*d6s*)
Wits 8 (*d8s*)	Survival 5 (*d6s*)	Willpower 5 (*d6s*)

Personality

Hassid might be one of the best known binders in the New Empire. He earned his title "the Keen" from his notable insight, experience, and repeated victories. Despite his prestigious accolades, Hassid is humble, kind, and generous. His travels take him to meager hamlets as well as the largest cities in the empire, and he typically wears a heavy and worn traveler's cloak to deflect attention from himself.

The nature of Hassid's relentless travels is unknown. If asked, he simply says adventuring is the only way he can better himself; there are still Monsters out there to discover. Truthfully, Hassid is driven by a secret goal. Years ago, Hassid discovered evidence of a unique drajule forged by the first maji, rumored to contain a MajiMonster powerful beyond comprehension. Hassid has made it his goal to find this drajule, lost somewhere in the Wildlands, before the wrong people do.

Special Abilities

Bond. Hassid is *bonded* to all of his MajiMonsters, as would a knight. He can invoke the following bond abilities 6 times before needing to rest.

Battle Bond. Hassid can invoke this ability when a bonded MajiMonster makes an attack roll. The attack roll is empowered without having to spend a point of Grit.

Focus Bond. Hassid can invoke this ability to strengthen a bonded MajiMonster's innate magic. Until the end of the bonded Monster's turn, its affinity bonus increases by its Grade. During this time, when the Monster applies its affinity bonus to damage the damage is not subject to resistance.

Vitalizing Bond. Hassid can invoke this ability to heal a bonded MajiMonster's wounds. The Monster recovers hit points equal to 8 per Grade of the Monster. Hassid may invoke this bond only once per turn.

Hassid's MajiMonsters

Mudhound

Medium MajiMonster (Earth)
Level 19 / **Grade** 5
Affinity Bonus: +10
Hit Points: 153 **Grit:** 11
Resistances (-10): Lightning
Vulnerabilities: -

7 ●○	5 ●●	11 ●○	3 ○○	11 ●○	6 ○○

Brawn: 3
Talent: 3

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

Traits

Alert. Mudhound gains a +5 bonus to Interaction (Perception) checks and initiative checks.

Bloodhound. Mudhound gains a +3 bonus to attack rolls against bleeding targets.

Brutal. Mudhound scores a critical hit on its techniques on a roll of a 10+. The result must still match or exceed the target's defense.

Fearless. Mudhound cannot suffer the frightened condition.

Resistant: Verdant. Mudhound's verdant vulnerability is negated.

Techniques

Counter Strike (Basic)
Iron Strike ♦ (Earth)
Mountain's Fury (Earth)
Mud Spray ♦ (Earth)

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

Bestigur

Huge MajiMonster (Fire / Lightning)
Level 17 / **Grade** 5
Affinity Bonus: +10
Hit Points: 105 **Grit:** 11
Resistances (-10): Ice, Verdant
Vulnerabilities: Earth, Water

5 ○○	4 ●○	11 ○○	5 ●○	11 ●○	4 ○○

Brawn: 3
Talent: 3

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

Traits

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

Berserk. Once per round when Bestigur critically hits an opponent with a melee attack, it must make another melee attack against a different target within 5 feet if it is able to. This additional attack is made as part of the same action.

Nettled. When Bestigur suffers a critical hit, it regains an expended point of Grit. This effect cannot raise
Bestigur's Grit beyond its normal maximum.

Techniques

Flight ♦ (Basic)
Lightning Wall ♦ (Lightning)
Monstrous Wing ♦ (Basic)
Scorching Breath ♦ (Fire)

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

Lightmare

Large MajiMonster (Lightning / Mystic)
Level 15 / **Grade** 4
Affinity Bonus: +8
Hit Points: 110 **Grit:** 10
Resistances (-8): Fury, Verdant
Vulnerabilities: Basic, Earth

6 ○○	3 ○○	9 ○○	4 ○○	9 ○○	8 ○○

Brawn: 4
Talent: 2

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

Traits

Celerity. Lightmare is always considered to have a running start. If Lightmare uses all of its movement to move in a straight line, it increases its Speed score by 2 when resolving the movement.

Focus: Lightning. Lightmare gains a +2 bonus to damage with lightning techniques.

Techniques

Flash (Lightning)
Haste (Basic)
Stunning Shock ♦ (Lightning)
Trample (Basic)

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

Hedge Binders

NPC Binder Party ⬢⬡⬡⬡⬡
Authority: 2

Interaction 3	Knowledge 3	Vigor 3
Guile 5 (*d6s*)	Education 5 (*d6s*)	Athletics 5 (*d6s*)
Perception 4 (*d4s*)	Intuition 5 (*d6s*)	Fortitude 5 (*d6s*)
Persuasion 4 (*d4s*)	Proficiency 3 (*d4s*)	Strength 4 (*d4s*)
Wits 4 (*d4s*)	Survival 6 (*d6s*)	Willpower 4 (*d4s*)

Personality

A hedge binder is a novice binder, a term often applied to binders lacking training, discipline, or skill. Groups of hedge binders come together to form adventuring parties for safety in numbers.

A party of hedge binders could have any goal. They may be outlaws that bully the populace into getting what they want on threat of loosing their Monsters upon them, or they may be vigilantes or heroes that keep the peace in small towns. Most parties of hedge binders take to a life of adventuring, exploring the Wildlands in the hopes of gaining more skill and binding new MajiMonsters.

Special Abilities

Shift. When an enemy Monster misses a MajiMonster controlled by one of the hedge binders with a melee attack, its controlling binder can use a response to instruct the MajiMonster to *shift*. If he or she does, the Monster can immediately move up to 5 feet. This movement ignores difficult terrain and does not provoke withdraw strikes from the enemy MajiMonster that triggered the response.

Hedge Binders' MajiMonsters

Amphiboil

Medium MajiMonster (Fire / Water)

Level 2 / **Grade** 1
Affinity Bonus: +2
Hit Points: 32 **Grit:** 3
Resistances (-X)**:** Fire, Ice
Vulnerabilities: Water, Lightning

6 ○○	4 ○○	9 ○○	4 ○○	9 ○○	5 ○○

Brawn: 3
Talent: 3

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

Traits

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

Techniques

Aqua Claw ♦ (Water)
Ember Bolt ♦ (Fire)
Hydro Breath ♦ (Water)
Leap ♦ (Basic)

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

Lylybogg

Medium MajiMonster (Verdant / Water)

Level 2 / **Grade** 1
Affinity Bonus: +2
Hit Points: 28 **Grit:** 3
Resistances (-2)**:** Fire, Water
Vulnerabilities: Wind, Lightning

4 ○○	4 ○○	10 ○○	3 ○○	10 ○○	6 ○○

Brawn: X
Talent: X

● *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

Entangle ♦ (Verdant)
Vice Lock ♦ (Basic)
Water Walk ♦ (Water)
Wave Strike ♦ (Water)

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

Permafrog

Small MajiMonster (Ice)

Level 2 / **Grade** 1
Affinity Bonus: +2
Hit Points: 28 **Grit:** 3
Resistances (-2)**:** Ice, Wind
Vulnerabilities: Fire

4 ○○	2 ○○	10 ○○	3 ○○	11 ○○	7 ○○

Brawn: 2
Talent: 4

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

Traits

Iceproof. Permafrog is resistant to ice damage and cannot suffer the frozen condition.

Techniques

Arctic Wind ♦ (Ice)
Rime Strike ♦ (Ice)
Snow Shield (Ice)
Whip Strike (Basic)

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

Hollis Victor

NPC Binder (*no archetype*)

Authority: 3

Interaction 1	Knowledge 5	Vigor 3
Guile 2 (*d4s*)	Education 8 (*d8s*)	Athletics 5 (*d6s*)
Perception 3 (*d4s*)	Intuition 5 (*d6s*)	Fortitude 5 (*d6s*)
Persuasion 2 (*d4s*)	Proficiency 5 (*d6s*)	Strength 8 (*d8s*)
Wits 2 (*d4s*)	Survival 5 (*d6s*)	Willpower 3 (*d4s*)

Personality

Hollis Victor is a mountain of a man, big and bearded with a roaring laugh and a ferocious appetite. Despite the troubles of the world, he always sees the good in life and other people. He's quick to make friends, surprisingly thoughtful and intelligent, and as strong as an ox.

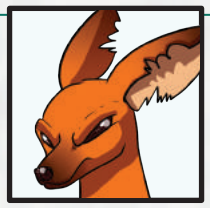
Hollis became a binder completely by accident. As a miner for the New Empire, he discovered a drajule in a mysterious cavern that he mistook for a precious gem. When he felt its power surge through him, he learned how to call out the Monster it contained, and thereafter Hollis found that the profession came naturally to him despite having no formal training or experience.

Special Abilities

Charge. Hollis can use a utility action to instruct a MajiMonster he controls to *charge*. If he does, the Monster must use its movement to move at least 10 feet towards a target and make a melee attack. If the attack hits, the damage roll gains a +3 bonus.

Hollis's MajiMonsters

Angeroo



Medium MajiMonster (Fury)

Level 7 / **Grade** 2
Affinity Bonus: +4
Hit Points: 55 **Grit:** 5
Resistances (-4): Basic
Vulnerabilities: Mystic

5	5	10	2	10	7	**Brawn:** 4
○○	●○	○○	○○	●○	○○	**Talent:** 2

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

Traits

Angry. Whenever Angeroo deals damage to one or more opponents when it is not its turn, it deals an additional 4 damage.

Attentive. An additional opponent is required to outnumber Angeroo.

Techniques

Haymaker (Basic)
Leap (Basic)
Savage Tail ♦ (Fury)
Vengeful Strike (Basic)

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

Effdien

Medium MajiMonster (Basic)

Level 6 / **Grade** 2
Affinity Bonus: +4
Hit Points: 62 **Grit:** 5
Resistances (-4): Mystic
Vulnerabilities: Fury

7	4	10	3	9	7	**Brawn:** 3
○○	○○	○○	●○	○○	○○	**Talent:** 2

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

Traits

Armed. Effdien is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite, claw, horn, tail,* or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

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

Techniques

Devour ♦ (Basic)
Gust of Wind (Wind)
Slice ♦ (Basic)
Vice Lock (Basic)

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

Groundlog

Small MajiMonster (Earth / Verdant)

Level 4 / **Grade** 1
Affinity Bonus: +2
Hit Points: 44 **Grit:** 4
Resistances (-2)**:** Lightning, Water
Vulnerabilities: Verdant, Wind

6 ○○	3 ○○	11 ○○	2 ○○	11 ○○	4 ○○	**Brawn:** 3 **Talent:** 2

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

Traits

Fungal. Groundlog cannot suffer the bleeding or poisoned conditions. When a verdant technique heals this target, it regains an additional 1 hit point.

Techniques

Bramble (Verdant)
Rock Strike ♦ (Earth)
Photosynthesis (Verdant)
Stone Assault ♦ (Earth)

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

Imperial Task Force

NPC Binder Party ●●○○○
Authority: 3

Interaction 3	Knowledge 3	Vigor 3
Guile 3 (*d4s*)	Education 5 (*d6s*)	Athletics 6 (*d6s*)
Perception 6 (*d6s*)	Intuition 5 (*d6s*)	Fortitude 5 (*d6s*)
Persuasion 4 (*d4s*)	Proficiency 3 (*d4s*)	Strength 6 (*d6s*)
Wits 3 (*d4s*)	Survival 5 (*d6s*)	Willpower 4 (*d4s*)

Personality

The New Empire has many uses for the binders in its service. After formal training, parties of binders are put together in imperial task forces. A task force is typically comprised of 3 to 5 binders, and it's not unusual for them to be led by knights or rangers.

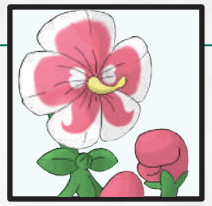
A task force is usually given a specific goal to achieve. Although such a group can be encountered in the Wildlands, they're typically deployed to villages or found roaming cities. They can be used to police these places and root out criminals, or serve as bodyguards for high profile figures.

Special Abilities

Focus. One of the imperial task force binders can use a utility action to instruct a MajiMonster he or she controls to *focus*. If they do, the Monster makes a check to end each blinded, confused, and frightened condition affecting it. The condition must be able to be ended by a check.

Task Force's MajiMonsters

Hibisticuffs



Medium MajiMonster (Fury / Verdant)

Level 7 / **Grade** 2
Affinity Bonus: +4
Hit Points: 62 **Grit:** 2
Resistances (-4)**:** Basic, Water
Vulnerabilities: Mystic, Wind

6 ○○	4 ○○	13 ●●	1 ○○	8 ○○	6 ○○	**Brawn:** 4 **Talent:** 1

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

Traits

Bodyguard. While one or more friendly creatures are within 5 feet of Hibisticuffs, its Protection score suffers a -1 penalty and each friendly creature's Protection score gains a +1 bonus. When an enemy in Hibisticuffs's melee range makes an attack against a friendly creature within 5 feet of Hibisticuffs, and the attack does not include Hibisticuffs as a target, that enemy provokes a withdraw strike from Hibisticuffs.

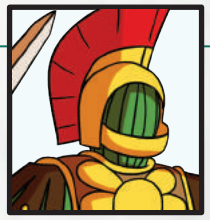
Opportunist. When Hibisticuffs hits an opponent with a withdraw strike, it deals an additional 4 damage.

Techniques

Floral Strike ♦ (Verdant)
Haymaker (Basic)
Inspiring Aura (Basic)
Photosynthesis (Verdant)

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

Sporetan



Medium MajiMonster (Mystic / Verdant)

Level 6 / **Grade** 2
Affinity Bonus: +4
Hit Points: 56 **Grit:** 5
Resistances (-6)**:** Fury, Water
Vulnerabilities: Basic, Wind

6 ●○	4 ●○	11 ○○	3 ○○	10 ○○	6 ○○	**Brawn:** 3 **Talent:** 3

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

Traits

Armed. Sporetan is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite, claw, horn, tail,* or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

Fortified. Sporetan increases its resistance value by 2.

Techniques

Arcane Strike ♦ (Mystic)
Assault (Basic)
Spores (Verdant)
War Dance (Fury)

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

Wombatant

Medium MajiMonster (Basic)
Level 6 / **Grade** 2
Affinity Bonus: +4
Hit Points: 56 **Grit:** 5
Resistances (-4): Mystic
Vulnerabilities: Fury

6 ●○	4 ●○	11 ○○	2 ○○	11 ○○	6 ○○	**Brawn:** 3 **Talent:** 3

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

Traits

Armed. Wombatant is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite, claw, horn, tail,* or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.

Evasive. Withdraw strikes against Wombatant are not empowered. An opponent cannot empower a withdraw strike's attack or damage roll by spending Grit.

Techniques

Burrow (Earth)
Riposte ♦ (Basic)
Slice ♦ (Basic)
Wind Slice (Wind)

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

Mirth Mennock

NPC Scoundrel (*Trickster*)
Authority: 4

Interaction 4	Knowledge 2	Vigor 3
Guile 8 (*d8s*)	Education 2 (*d4s*)	Athletics 5 (*d6s*)
Perception 8 (*d8s*)	Intuition 5 (*d6s*)	Fortitude 3 (*d4s*)
Persuasion 5 (*d6s*)	Proficiency 2 (*d4s*)	Strength 5 (*d6s*)
Wits 5 (*d6s*)	Survival 2 (*d4s*)	Willpower 4 (*d4s*)

Personality

Mirth is a teenager with fiery red hair and high spirits. As an orphan, she has few social ties and takes advantage of this by roaming from place to place as the opportunity presents itself. She's also an expert thief. On more than one occasion a busy market has witnessed the commotion of town guards attempting to chase after her. She's never been caught, at least, not ever that she's admitted. She's generally friendly, but experience has taught her to rarely trust others.

Mirth has as much skill as a binder as she does as a pickpocket. It's unknown where she got her MajiMonsters, and only very few have seen her call upon them. Regardless, she's taken to the new career readily. She aims to use her MajiMonsters to build a better life for herself.

Special Abilities

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

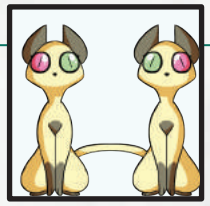
Tricks. Mirth can employ *tricks* in combat, as would a scoundrel. A trick can be activated any time one of her MajiMonsters hits an opponent with an attack that deals damage. Mirth can use any combination of tricks she knows a total of 4 times before needing to rest. Mirth knows the following tricks.

Gouge. In addition to 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.

Overpower. In addition to the technique's normal damage, the opponent becomes prone. While the target is prone from this effect it cannot make withdraw strikes. If the technique had any other effects, they are instead replaced by this effect.

Mirths's MajiMonsters

Geminese



Medium MajiMonster (Basic)
Level 3 / **Grade** 1
Affinity Bonus: +2
Hit Points: 35 **Grit:** 5
Resistances (-2): Mystic
Vulnerabilities: Fury

5 ●○	3 ○○	10 ○○	4 ○○	11 ○○	6 ○○	**Brawn:** 2 **Talent:** 3

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

Traits

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

Techniques

Binding Tail (Basic)
Evil Eye (Mystic)
Fang Strike ♦ (Basic)
Pounce ♦ (Basic)

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

Dibbik

Tiny MajiMonster (Mystic)
Level 2 / **Grade** 1
Affinity Bonus: +2
Hit Points: 28 **Grit:** 5
Resistances (-2)**:** Fury
Vulnerabilities: Basic

4	2	9	4	11	7
○○	○○	○○	○○	○○	○○

Brawn: 3
Talent: 3

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

Traits

Puppet Master. While Dibbik is within 20 feet of a confused Monster, it can determine targets for the confused Monster's attacks instead of the target being determined randomly. Dibbik cannot use this trait if it is suffering from the blinded, confused, disoriented, or sleeping conditions.

Techniques

Latch (Basic)
Occult Ward (Mystic)
Rabid Bite (Fury)
Telekinesis ♦ (Mystic)

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

Wailing Willow

Large MajiMonster (Fury / Verdant)
Level 2 / **Grade** 1
Affinity Bonus: +2
Hit Points: 32 **Grit:** 5
Resistances (-2)**:** Basic, Water
Vulnerabilities: Mystic, Wind

6	2	10	4	11	4
○○	○○	○○	○○	○○	○○

Brawn: 3
Talent: 2

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

Traits

Reach. Wailing Willow 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

Absorbing Strike ♦ (Verdant)
Curse (Mystic)
Photosynthesis (Verdant)
Shout (Basic)

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

Natalya and her Avatoise

Natalya "Ironback" Vrinn

NPC Scholar (*Breeder*)
Authority: 3

Interaction 4	Knowledge 2	Vigor 3
Guile 8 (*d8s*)	Education 2 (*d4s*)	Athletics 5 (*d6s*)
Perception 8 (*d8s*)	Intuition 5 (*d6s*)	Fortitude 3 (*d4s*)
Persuasion 5 (*d6s*)	Proficiency 2 (*d4s*)	Strength 5 (*d6s*)
Wits 5 (*d6s*)	Survival 2 (*d4s*)	Willpower 4 (*d4s*)

Personality

Years of studying and breeding turtles earned Natalya her nickname, "Ironback." Through her research Natalya discovered that common turtles and tortoises were associating with turtle MajiMonsters, a breakthrough that soon led to Natalya's career as a binder. Since then, Natalya has taken it upon herself to seek out new species of Monsters, catalogue them, and learn all she can about each.

Natalya is a young woman in her mid-20s, tall and lean with rich, black hair. She dresses practically for the endeavors of an explorer, but a petite pair of eyeglasses and a bag full of scrolls and tomes often betray her for the scholar that she is. Despite her limited training, she's taken to the life of a binder quite well. All of her companion Monsters were raised by her from birth, and defend Natalya with fierce devotion.

Special Abilities

MajiMonster Lore. Natalya can identify MajiMonsters, as would a scholar.

Breeder. Natalya is a MajiMonster breeder, and can breed Monsters via the process described under the scholar class. Natalya has the following breed qualities.

> ***Inherited Technique.*** When Natalya chooses this breed quality for an intended offspring, she selects one combat technique from either of the MajiMonsters she is attempting to breed. The resulting offspring has this technique in addition to its standard starting techniques.
>
> ***Inherited Trait.*** When Natalya chooses this breed quality for an intended offspring, she selects one trait from one of the MajiMonsters she is attempting to breed. The resulting offspring has this trait, which replaces its normal starting trait.

Natalya's MajiMonsters

Avatoise

Medium MajiMonster (Earth / Verdant)
Level 7 / **Grade** 2
Affinity Bonus: +4
Hit Points: 62 **Grit:** 5
Resistances (-4)**:** Lightning, Water
Vulnerabilities: Verdant, Wind

6 ○○	3 ○○	13 ●○	2 ○○	11 ●○	4 ○○

Brawn: 3
Talent: 1

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

Traits

Bred. Avatoise is a bred MajiMonster.
Predator. If Avatoise deals damage to a target that is grabbed, frozen, sleeping, or is suffering a penalty to its Speed score or movement, it deals an additional 2 damage.
Defensive. When Avatoise uses the Defend action, it gains an additional +1 bonus to its Protection and Discipline scores.

Techniques

Burrow (Earth)
Stone Bite ♦ (Earth)
Venomous Bite (Basic)
Verdant Bite ♦ (Verdant)

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

Voltortoise

Medium MajiMonster (Earth / Lightning)
Level 7 / **Grade** 2
Affinity Bonus: +4
Hit Points: 62 **Grit:** 5
Resistances (-4)**:** Lightning
Vulnerabilities: Earth

6 ○○	4 ○○	11 ○○	4 ●●	9 ○○	5 ○○

Brawn: 3
Talent: 1

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

Traits

Bred. Voltortoise is a bred MajiMonster.
Mischief [Disoriented]. Voltortoise reduces the target number to trigger the disoriented condition with its techniques by 1.
Critical: Cripple. When Voltortoise scores a critical hit with a technique that has a trigger effect, it can roll the trigger die twice and take the higher result.

Techniques

Lightning Breath ♦ (Lightning)
Rend (Fury)
Shadowmeld (Mystic)
Stone Assault ♦ (Earth)

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

Terrorpin

Medium MajiMonster (Water)
Level 5 / **Grade** 2
Affinity Bonus: +4
Hit Points: 50 **Grit:** 5
Resistances (-4)**:** Lightning, Water
Vulnerabilities: Verdant, Wind

6 ○○	4 ○○	11 ○○	2 ○○	10 ○○	5 ●○

Brawn: 3
Talent: 2

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

Traits

Bred. Terrorpin is a bred MajiMonster.
Bold. Terrorpin is not affected by the confused or frightened conditions. If the Monster is at its maximum amount of hit points, its initiative checks are empowered without having to spend Grit.
Attenuate. Terrorpin reduces damage it receives from critical hits by 8.

Techniques

Aqua Bite ♦ (Water)
Claw Strike (Basic)
Flash Freeze (Ice)
Water Walk (Water)

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

Petrov Ignatius

NPC Alchemist (*Apothecary*)

Authority:4

Interaction 4	Knowledge 3	Vigor 2
Guile 8 (*d8s*)	Education 4 (*d4s*)	Athletics 2 (*d4s*)
Perception 5 (*d6s*)	Intuition 5 (*d6s*)	Fortitude 2 (*d4s*)
Persuasion 8 (*d8s*)	Proficiency 3 (*d4s*)	Strength 2 (*d4s*)
Wits 5 (*d6s*)	Survival 5 (*d6s*)	Willpower 5 (*d6s*)

Personality

Petrov is a con man and snake oil salesman of the most unscrupulous ilk, willing to play a long con to get a quick buck. He travels from town to town selling concoctions and fake potions to unwitting townsfolk and binders. Petrov can actually make true concoctions that work on MajiMonsters and he uses these to help his ruse as a miracle elixir maker. When entering a new town, Petrov does not hide the fact that he is a binder, and he is quick to make friends with any local binders. He demonstrates the miraculous effects of his concoctions on MajiMonsters and stays for a while to earn the people's trust.

A few days before he leaves, he always lets it slip that he's been working on a new potion that increases the vitality of humans. The townsfolk become interested, but he seems hesitant to let any of his purportedly small inventory go. However, when people start offering large amounts of money for his panacea, he will sell them some, just as he's leaving for the next town. By the time the locals realize that the potion doesn't do anything, he's several leagues away, though often there are a few people who will swear that the potion makes them feel more vitalized.

Special Abilities

Skilled. Petrov's Guile, Intuition, and Persuasion check results gain a +1 bonus.

Concoctions. Petrov can prepare *concoctions* as an alchemist. He typically has 1d4 + 4 concoctions of any of the following types he can prepareon him at a time. Petrov can apply a concoction to a MajiMonster by using his utility and combat action.

> ***Bulwark Concoction.*** This concoction's effect lasts for 1 minute. While in effect, the MajiMonster reduces damage against it from all sources by 2, per Grade of the MajiMonster, before factoring in resistances and vulnerabilities.
>
> ***Healing Concoction.*** When this concoction is applied, the MajiMonster regains 10 hit points per Grade, and it immediately recovers from the bleeding condition. For the next minute, at the start the MajiMonster's turn each round, it regains hit points equal to its Grade.

Petrov's MajiMonsters

Mysticac

Medium MajiMonster (Ice / Mystic)

Level 5 / **Grade** 2
Affinity Bonus: +4
Hit Points: 45 **Grit:** 6
Resistances (-4)**:** Fury, Wind
Vulnerabilities: Basic, Fire

5 ○○	4 ●○	10 ○○	4 ○○	10 ○○	6 ○○	**Brawn:** 3 **Talent:** 3

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

Traits

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

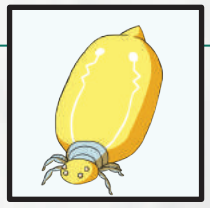
Impulsive. When Mysticac suffers an empowered damage roll, its next damage roll before the end of its next turn is empowered without having to spend Grit.

Techniques

Arcane Strike ♦ (Mystic)
Arctic Wind ♦ (Ice)
Maji Bolt ♦ (Mystic)
Teleport (Mystic)

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

Statick



Tiny MajiMonster (Lightning)

Level 5 / **Grade** 2
Affinity Bonus: +4
Hit Points: 45 **Grit:** 6
Resistances (-4)**:** Verdant
Vulnerabilities: Earth

5 ○○	4 ○○	10 ○○	3 ●○	10 ○○	7 ○○	**Brawn:** 3 **Talent:** 2

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

Traits

Diminutive. Ranged attack rolls against Statick cannot be empowered.

Bloodsucker. Whenever Statick hits a bleeding target with a technique with the *bite* descriptor, it regains 4 hit points.

Techniques

Assimilate (Basic)
Electrify (Lightning)
Spark Storm ♦ (Lightning)
Sparking Bite ♦ (Lightning)

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

Mercurious

Small MajiMonster (Basic)
Level 3 / **Grade** 1
Affinity Bonus: +2
Hit Points: 35 **Grit:** 5
Resistances (-X)**:** Mystic
Vulnerabilities: Fury

5	2	11	4	11	6
○○	○○	●○	○○	○○	○○

Brawn: 2
Talent: 3

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

Traits

Mercurial. When Mercurious is dealt damage by an opponent's technique, Mercurious can use its response to gain resistance to the technique's affinity for 1 minute or until it uses this trait again. During this time, when Mercurious uses a basic technique that deals damage, the damage type changes to this affinity type as well (Mercurious still applies its affinity bonus as extra damage).

Techniques

Smoke Blast (Fire)
Stone Tail (Earth)
Strange Spittle ♦ (Basic)
Tail Strike ♦ (Basic)

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

Seasoned Binders

NPC Binder Party ●●●○○
Authority: 3

Interaction 3	Knowledge 3	Vigor 3
Guile 3 (*d4s*)	Education 5 (*d6s*)	Athletics 3 (*d4s*)
Perception 6 (*d6s*)	Intuition 5 (*d6s*)	Fortitude 5 (*d6s*)
Persuasion 2 (*d4s*)	Proficiency 5 (*d6s*)	Strength 5 (*d6s*)
Wits 5 (*d6s*)	Survival 5 (*d6s*)	Willpower 5 (*d6s*)

Personality

As parties of binders grow in experience, they become veterans of their trade. Seasoned binders are masters of combat, capable leaders, and challenging opponents. They may lack the defining qualities of binders with classes, but that doesn't make them any less dangerous.

A group of seasoned binders has seen—and survived—enough to be discerning and savvy individuals. They work well together to overcome challenges, and they can be a menace in combat. They've had time to jell as a team, and those that underestimate them quickly learn their mistake.

Special Abilities

Improved Critical. MajiMonsters controlled by the seasoned binders score a critical hit on a natural 10+ on attack rolls that hit the target's defense.

Seasoned Binders' MajiMonsters

Beetallion

Tiny MajiMonster (Fury / Wind)
Level 10 / **Grade** 3
Affinity Bonus: +6
Hit Points: 70 **Grit:** 6
Resistances (-6)**:** Affinities
Vulnerabilities: Affinities

5	4	10	2	10	9
○○	●○	○○	○○	○○	●○

Brawn: 3
Talent: 1

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

Traits

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

Savage. Once per round when Beetallion deals damage a target is vulnerable to, the target suffers an additional 5 damage.

Swarm. Beetallion can use a response an additional time between its turns. Once per round when Beetallion deals damage to a creature, it gains a +3 bonus to that damage.

Techniques

Double Strike (Basic)
Rage Strike ♦ (Fury)
Riposte (Basic)
Swooping Strike ♦ (Wind)

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

Doomwing

Medium MajiMonster (Wind)
Level 10 / **Grade** 3
Affinity Bonus: +6
Hit Points: 70 **Grit:** 6
Resistances (-6)**:** Earth
Vulnerabilities: Ice

5	4	10	3	10	7
○○	○○	○○	●○	●○	○○

Brawn: 4
Talent: 2

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

Traits

Bloodsucker. Whenever Doomwing hits a bleeding target with a technique with the *bite* descriptor, it regains 5 hit points.

Fierce Anatomy: Bite. Once per round, Doomwing deals damage to an opponent using a technique with the *bite* descriptor, it deals an additional 5 damage.

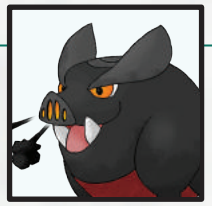
Flight. Doomwing is not grounded unless it chooses to become so or an effect causes it to become grounded. Doomwing can take its movement through the air, unimpeded by ground hazards or difficult terrain.

Techniques

Expel (Wind)
Fang Strike (Basic)
Whipping Wind ♦ (Wind)
Vice Lock (Basic)

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

Hearthhog



Medium MajiMonster (Basic / Fire)

Level 10 / **Grade** 3
Affinity Bonus: +6
Hit Points: 112 **Grit:** 6
Resistances (-6): Fire, Ice, Mystic
Vulnerabilities: Fury, Water

8 ●●	3 ○○	10 ○○	3 ○○	10 ○○	6 ○○

Brawn: 3
Talent: 3

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

Traits

Fireproof. Hearthhog is resistant to fire damage and cannot suffer the burning condition.

Healthy. Hearthhog's hit point maximum is increased by 12.

Smoke. Hearthhog can choose to treat wind techniques it uses as fire techniques. If it does so, damage from these techniques is fire damage.

Techniques

Airburst (Wind)
Burning Blade ♦ (Fire)
Cauterize (Fire)
Stoneskin (Earth)

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

Xavier Rhodes

NPC Ranger (*Hunter*)

Authority: 4

Interaction 3	Knowledge 2	Vigor 4
Guile 5 (*d6s*)	Education 2 (*d4s*)	Athletics 5 (*d6s*)
Perception 5 (*d6s*)	Intuition 5 (*d6s*)	Fortitude 5 (*d6s*)
Persuasion 3 (*d4s*)	Proficiency 2 (*d4s*)	Strength 8 (*d8s*)
Wits 5 (*d4s*)	Survival 6 (*d6s*)	Willpower 5 (*d6s*)

Personality

With over a decade of experience hunting in the Wildlands, Xavier Rhodes is the New Empire's foremost authority on tracking rare MajiMonsters. Xavier dresses the part, wearing practical wilderness fatigues and painted camouflage. He stands a couple inches shy of 6 feet tall, with a thick swath of salted, black hair and a stubble beard.

Xavier loathes politics and politicians, a feeling that keeps him from returning to Capitol with any regularity. He feels most at home while on the hunt, surrounded by the Wildlands, and in the company of his own Monsters. To him, there is nothing more exciting than finally binding an elusive MajiMonster he has spent months trying to track down.

Special Abilities

Totems & Traps. Xavier can employ totems and traps, as would a ranger. Using either the totem or trap effect counts as a use of the ability. Xavier can use any combination of the totems and traps he knows a total of 4 times before needing to rest. Xavier knows the following totems and traps.

The Serpent's Gaze. Xavier can choose to activate this totem when he successfully performs a binding ritual, but before the target spends Grit to temporarily increase its bind resistance. If he does, the target must spend an additional point of Grit to increase its bind resistance.

Trap: Xavier can choose to activate this trap as a response when an enemy moves within 5 feet of his MajiMonster. The target becomes debilitated until it passes a Hard (9) check.

The Wolf's Pursuit. Xavier can choose to activate this totem as a response when a wild MajiMonster is declared to be fleeing. If activated, his Monster's next attack roll against the fleeing Monster is empowered without spending Grit, and trigger effects that apply the frozen, grabbed, prone, or sleeping conditions are reduced by 1. Xavier gains an additional round at attempting to slay, bind, or subdue the fleeing MajiMonster.

Trap: Xavier can choose to activate this trap when his MajiMonster hits with a withdraw strike. If he does, the target is grabbed or knocked prone (Xavier's choice). If the target was a fleeing MajiMonster, he gains an additional round at attempting to slay, bind, or subdue it.

Xavier's MajiMonsters

Owler

Small MajiMonster (Wind)
Level 14 / **Grade** 4
Affinity Bonus: +8
Hit Points: 76 **Grit:** 8
Resistances (-8): Earth
Vulnerabilities: Ice

						Brawn: 4
						Talent: 4
4	4	10	4	10	8	
○○	●○	○○	○○	●○	●○	

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

Traits

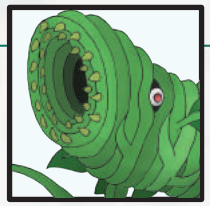
Flight. Owler is not grounded unless it chooses to become so, or an effect causes it to become grounded. Owler can take its movement through the air, unimpeded by ground hazards or difficult terrain.
Panoptic. So long as Owler is not blinded, it cannot be outnumbered.
Brawny. Owler's Brawn score is increased by 2 (included in stats).
Alert. Owler gains a +4 bonus to its Interaction (Perception) checks and initiative checks.

Techniques

Confounding Gale ♦ (Wind)
Gale Claw ♦ (Wind)
Rend (Fury)
Windstep (Wind)

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

Tanglebore



Large MajiMonster (Verdant)
Level 13 / **Grade** 4
Affinity Bonus: +8
Hit Points: 98 **Grit:** 5
Resistances (-8): Water
Vulnerabilities: Wind

						Brawn: 4
						Talent: 3
6	6	10	2	10	6	
○○	○○	○○	○○	○○	○○	

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

Traits

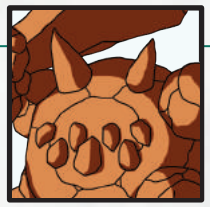
Grappler. Tanglebore gains a +2 bonus to contested checks to grab a target and to keep a target grabbed.
Slither. Tanglebore moves at full speed while prone. Being prone does not impose a penalty on Tanglebore's melee attack rolls.
Clarity. Tanglebore cannot suffer the confused condition.
Size Increase. Tanglebore is Large sized.

Techniques

Devour (Basic)
Roots (Verdant)
Tendrils ♦ (Verdant)
Timber Strike ♦ (Verdant)

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

Cragmatik



Medium MajiMonster (Earth)
Level 11 / **Grade** 3
Affinity Bonus: +6
Hit Points: 86 **Grit:** 5
Resistances (-6): Mystic
Vulnerabilities: Fury

						Brawn: X
						Talent: X
6	3	12	3	10	4	
○○	○○	●○	●○	○○	○○	

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

Traits

Sharp. When an enemy Monster grabs Cragmatik or leaves its melee range, it suffers 5 basic damage.
Armed. Cragmatik is armed with a melee weapon, which it uses to make melee attacks that do not specify the *bite, claw, horn, tail,* or *wing* descriptor. It gains +1 Strike and +1 Brawn while armed and making such an attack.
Hamper. When Cragmatik hits a creature with a withdraw strike, the target's Speed score becomes 0 until the end of its turn. During this time it cannot gain a bonus to its Speed.

Techniques

Explosion (Basic)
Granite Strike ♦ (Earth)
Stone Assault ♦ (Earth)
Trample (Basic)

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

APPENDIX B
CREATING NEW MAJIMONSTERS

The Monsters in the Bestiary are not the only MajiMonsters in the world—far from it. New species are discovered and cataloged with each passing year.

As the GM, you can introduce brand new MajiMonsters into your adventures. The process is fun and rewarding, but it will take a little effort on your part to ensure that everything comes together. Follow the steps below, and soon enough you'll have created a brand new MajiMonster!

1. Conceptualize the Monster

What kind of Monster do you want to make? What does it look like? What personality does it have? What is its name? There's several jumping off points for a MajiMonster concept. You could start conceptualizing with:

- An animal, creature, object, or mythical beast. How does the Monster's magical nature affect its appearance and abilities?
- A specific affinity or combination of affinities.
- A funny, cool, or evocative name. Sometimes if you can think of the name first, it will give you a better idea of what the MajiMonster is.

2. Establish Core Information

Once you have established a concept you can determine the Monster's core information.

Name. Choose a name for the MajiMonster if you do not have one already. Names usually describe a Monster's look, affnities, traits, or commonly used techniques.

Appearance. Decide what the MajiMonster looks like. It can be helpful to create an illustration as well.

Size. Is the MajiMonster Tiny, Small, Medium, Large, or Huge?

Affinities. What affinity or affinities does the MajiMonster have?

3. Assign Attribute Scores

Once you have a good idea in mind of your MajiMonster, you can develop its attribute scores. Before jumping into this, consider the Monster's personality. Aggressive Monsters tend to have higher Strike scores, while defensive and reclusive Monsters usually have high Protection or Discipline scores. Exceptionally strong Monsters have a high Brawn, and those more in tune with magic may have a high Magic score, Talent score, or both!

Point Buy Method

A *point buy* system is the preferred method of assigning attribute scores. When you use this method, the MajiMonster begins with a set of default scores, and you have 25 "points" to distribute among them. Spending a point in an attribute improves the score, although not always on a 1 for 1 basis; depending on the attribute and the strength of the score, it may require several of these points to attain the desired result.

Consult the table *Point Buy Attribute Scores* for the cost in discretionary points to achieve a specific score. You cannot increase a MajiMonster's attribute beyond the scores indicated on the table. If you choose not to spend any points to improve an attribute, the Monster is assigned its default score.

Point Buy Attribute Scores

	Health	Strike	Protection	Magic	Discipline	Speed
Default Scores	**3**	**1**	**8**	**1**	**8**	**4**
1 point	4	2	9	2	9	5
3 points	5	3	10	3	10	6
6 points	6	4	11	4	11	7
10 points	7	5	12	5	12	8

	Brawn	Talent
Default Scores	**1**	**1**
1 point	2	2
2 points	3	3
4 points	4	4
6 points	5	5

These tables show the cost in points to improve a default attribute score. For instance, it requires 6 points to improve a MajiMonster's Magic score from 1 to 4. Increases to a MajiMonster's Brawn and Talent scores are less expensive than those to its other attributes.

4. Assign Traits

Choose a starting trait for your MajiMonster, and decide if the Monster has any optional traits and which Grade the trait becomes available. You can select a starting or optional trait from any other MajiMonster in the Bestiary.

You can also choose to create a new trait, completely unique for your Monster. Try to follow conventions established by other MajiMonster traits when you do this. Here are a few easy templates to help you create new starting trait:

- Choose two conditions. The MajiMonster cannot be affected by either of these conditions.
  - Example: Frozen Blood – The Monster cannot suffer the bleeding or frozen conditions.

- Choose the breath weapon, bite, claw, horn, tail, or wing descriptor and one affinity. The MajiMonster can convert techniques that use that descriptor to the new affinity when it uses it. Remember this changes the damage type as well.
  - Example: Flaming Tail – The Monster can choose to treat its techniques with the tail descriptor as fire affinity techniques. If it does so, damage from these techniques is fire damage.

- If the Monster has two affinities, you can assign it a trait that allows it to treat one affinity as the other.
  - Example: Plasma – The Monster can choose to treat its lightning techniques as fire techniques. If it does so, damage from these techniques is fire damage.

- Choose an affinity and a condition. The MajiMonster is resistant to damage from that affinity, and cannot be affected by the condition.
  - Example: Lightningproof – The Monster is resistant to lightning damage and cannot suffer the disoriented condition.

5. Choose Barred Descriptors

Almost all MajiMonsters have a range of techniques that they simply cannot learn how to use, usually because they are lacking the specific part of their anatomy to do so. Decide which of these barred descriptors fit your MajiMonster:

- Bite
- Breath Weapon
- Claw
- Gaze
- Healing
- Horn
- Tail
- Wing

6. Assign Techniques

Techniques are divided into five tiers, each progressively higher tier representing an increase in power. For the most part, the tier of a technique dictates which Grade MajiMonster it is appropriate for, although this isn't always the case. Many MajiMonsters can gain select techniques of higher tiers at earlier Grades, and vice versa. These techniques tend to reflect an expected or key characteristic of the MajiMonster. For instance, the ever voracious Effdien can learn devour at Grade 1, even though it is a tier 2 technique. You can assign techniques at different Grades than the tier indicates, but keep in mind that this will affect a MajiMonster's overall power for better or worse.

When you fill out the MajiMonster's roster of techniques, consider its attributes, affinities, traits, and barred descriptors. You want to make sure it has techniques that work in conjunction with each of these features. The full list of techniques arranged by tiers is provided in Chapter 10.

A MajiMonster's roster of techniques is divided among the following:

Starting Techniques. Choose 3 starting techniques. These are the techniques every Monster of its species is born with.

Grade 1 Techniques. Choose 4 techniques. The Monster can learn any of these techniques so long as it is at least Grade 1.

Grade 2 Techniques. Choose 5 techniques. The Monster can learn any of these techniques so long as it is at least Grade 2.

Grade 3 Techniques. Choose 5 techniques. The Monster can learn any of these techniques so long as it is at least Grade 3.

Grade 4 Techniques. Choose 5 techniques. The Monster can learn any of these techniques so long as it is at least Grade 4.

Grade 5 Techniques. Choose 5 techniques. The Monster can learn any of these techniques so long as it is at least Grade 5.

7. Fill in the Details

With all the mechanical aspects of the new MajiMonster completed, all that's left is to fill in the details. Ask yourself a few questions to finish bringing the MajiMonster to life:

- What environment does this Monster like to live in?
- What food does this Monster like to eat?
- Does the Monster get along with mundane creatures?
- Does this Monster like to live with others of its kind or prefer to be left alone?
- How does this Monster react to other types of MajiMonsters?
- How does this Monster react to humans?

And that's it! Your new MajiMonster is ready to be introduced to your game world.

APPENDIX C
GLOSSARY

The following is a glossary of terms common in the rules, game mechanics, and lore of **MajiMonsters**.

Action. Actions define what can be done during a combat turn in addition to movement. A binder shares actions with his or her active MajiMonsters; if one uses a particular action during a turn, it is unavailable to the other. A full set of actions is regained at the start of every turn.

Activated Drajule. A drajule that contains a MajiMonster is either activated or dormant. A MajiMonster can only be summoned from an activated drajule. A binder can activate up to 3 drajules at a time unless otherwise indicated. A drajule can only be activated by its Monster's controlling binder. A MajiMonster can only receive XP from combat or overcoming challenges if its drajule is activated.

Active MajiMonster. A MajiMonster that has been summoned is an active MajiMonster. Player character binders can have 1 active MajiMonster in combat at a time.

Aether. The theoretical realm of magic that wild MajiMonsters go to when their physical form is defeated. When a wild Monster reaches 0 hit points, it disappears in a flash of slivery smoke, leaving no trace of a body behind. This process is called aetherizing or returning to the aether.

Bound MajiMonsters do not aetherize, but return to their drajule when they reach 0 hit points.

Affinity. An affinity is one of the threads that comprises the weave of magic. The known affinities are basic, earth, fire, fury, ice, lightning, mystic, verdant, water and wind. Every technique is associated with one affinity. Additionally, every MajiMonster is associated with one or more magical affinities, commonly stated to "have" these affinities.

Affinity Bonus. MajiMonsters are more effective when they use techniques associated with one of the affinities they have. When a MajiMonster hits a target with a technique that deals damage, it deals extra damage equal to its affinity bonus if the technique matches one of the Monster's own affinities. A MajiMonster's affinity bonus is equal to twice its Grade, but can be modified by other effects.

Unless otherwise indicated, a MajiMonster can only apply its affinity bonus as additional damage once per round, regardless of how many targets are hit by an attack. If an attack hits multiple targets, it can choose which one suffers the additional damage.

Alchemist. A binder class. Alchemists are skilled individuals that study magic and the nature of change. Alchemist class archetypes are the *apothecary* and the *transmuter*.

Apothecary. An alchemist archetype.

Archetype. An archetype is a class specialization. Each binder class has two known archetypes available to it. An archetype is chosen during character creation. Binders can gain features of other class archetypes via multiclass merits.

Athletics. See Skills.

Attack / Attack Roll. When a MajiMonster uses a technique that targets one or more opponents, the technique is referred to as an attack. In order to hit a target with an attack, a player must make an attack roll with 2d6. The roll gains a bonus to the attack equal to the Monster's attribute score indicated by the technique, either Strike (for physical attacks) or Magic (for magical attacks). The attack hits if the result meets or exceeds a target's defense indicated by the technique (either the target's Protection or Discipline).

Attribute Scores. The scores that define the range of a creature's capabilities are referred to as its attribute scores. For binders, these scores are the binder's Interaction, Knowledge, and Vigor. For MajiMonsters, these scores are the Monster's Health, Strike, Protection, Magic, Discipline, and Speed.

Attribute Score Increase. As MajiMonsters increase in level under the control of a binder, their attribute scores increase. A single attribute score can increase up to two times as a result of this. These increases occur at levels 3, 7, 11, 15 and 19.

Attunement. A feature possessed by concordants. A concordant is attuned to one magical affinity. A concordant is commonly stated to "have" an attunement to this affinity.

Authority. A feature possessed by binders. Authority is a measure of a binder's ability to control MajiMonsters. It represents a combination of his or her confidence, charisma, training, and skill. A bound MajiMonster gains a bonus its Grit point maximum equal to its binder's Authority score. Additionally, many class features are limited by a binder's Authority score. A creature without an Authority score cannot summon or control a MajiMonster.

Background. A character's background broadly describes his or her past vocation, upbringing, and environment. It is selected at character creation. Backgrounds provide a bonus to a character's skill ranks, and can also provide additional starting money or equipment.

Barred Descriptor. A MajiMonster cannot learn a technique if the technique lists a descriptor that is on its list of barred descriptors.

Basic. See Affinity.

Bind Resistance. When a binder attempts to bind a wild MajiMonster, a binding check is made against the Monster's bind resistance. In order to succeed, the result of this check must meet or exceed the target's bind resistance.

However, after this roll, a wild MajiMonster can spend Grit to temporarily increase its bind resistance. If the result is still less than the check made on the binding die, the Monster is bound.

Binder. Binders are gifted humans with the ability to capture MajiMonsters. They may be heroes or villains and may have come to realize their powers in a variety of ways. Every player character is a binder.

Binding Check. This check is used to determine whether or not a binding ritual is successful. This special check uses 1d20 (the binding die). The total is matched against the target's bind resistance.

Binding Die. The d20 rolled against a MajiMonster's bind resistance during a binding ritual.

Binding / Binding Ritual. The arcane gestures and rituals used to contain a wild MajiMonster's essence to a drajule are referred to as the binding ritual, or simply binding. A binder must have access to an empty drajule in order to perform a binding ritual.

Bound MajiMonster. A MajiMonster that has been bound to a drajule. When a bound MajiMonster's hit point total reaches 0, its essence is returned to its drajule. It must rest there for at least 6 hours before it can be summoned again.

Brawn. A feature possessed by MajiMonsters. A MajiMonster's Brawn is its physical strength. It is often added as bonus damage to physical attacks.

Breeder. A scholar archetype.

The Capitol. The eponymous capitol city of the New Empire. The Capitol is the largest city within the empire, home to Emperor Zarasul.

Champion. A knight archetype.

Channeler. A concordant archetype.

Check. Checks are made in specific circumstances to see whether an action succeeds or fails, or when a creature tries to prevent something from happening. Binders may make a check to use a specific skill. A MajiMonster can also make a check at the end of its turn to end certain conditions.

Checks are made against a difficulty described by an effect, appointed by the GM, or contested against another creature's check. To make a check, the user rolls 2d4, 2d6, or 2d8 and adds any pertinent modifiers. If the result equals or exceeds the difficulty or all other contested checks, then the check is successful.

Class. Classes are broad areas of study or expertise that binders pursue or are born to. The six known classes are the alchemist, concordant, knight, ranger, scholar, and scoundrel. Every player character binder is a member of a class. NPC binders may be of one of these classes, of a class unique to NPCs, or not of a class at all (in such cases only possessing the features inherent to all binders).

Combat Action. A combat action is the focal point of a creature's turn. A combat action can be an attack, but also may be the use of a class ability, or other action that requires concentration or time.

Combat Technique. See Techniques.

Commander. A knight archetype.

Concordant. A binder class. Concordants are innately magical individuals attuned to a single affinity. Concordant class archetypes are the *channeler* and the *evoker*.

Conditions. Conditions are various detrimental effects commonly afflicted by combat techniques and traits. The nature of each condition and how an affected creature can recover is described by the technique or trait.

Contested Check. See Checks.

Control. Control is what allows a binder to direct the actions of his or her bound MajiMonsters. During battle, a binder communicates instantaneously and directs the actions of a MajiMonster under his or her control.

When binding is successful, the binder immediately has control over the Monster. A binder that touches a drajule knows whether or not he or she has control of the MajiMonster it contains.

Control can be given freely to other binders, such as in a case where binders wish to trade or gift MajiMonsters they control to others. However, a newly-transferred Monster needs a minimum of one hour of acclimation time before they can be summoned by its new binder. Control can be relinquished at the moment of a binder's death or even posthumously.

Critical Hit. A critical hit occurs when a MajiMonster's attack roll totals 11 or higher on the dice, before modifiers. When a Monster scores a critical hit with an attack that deals damage, the technique's damage dice are rolled twice and added together before adding additional modifiers.

Damage. When a creature is hit by an attack or affected by a hazard, it suffers damage. Damage reduces a creature's hit point total by an amount indicated by the effect that caused it. When damage is dealt by a MajiMonster's technique, the damage type is the same as the technique's affinity.

Defenses. A term used to refer to a MajiMonster's Protection and Discipline attribute scores.

Descriptor. A defining quality of a technique.

Difficult Terrain. Terrain that is hard to navigate, such as a thick forest, a field covered with deep snow, bodies of water, qualifies as difficult terrain. A creature passing through difficult terrain must spend 1 additional foot of movement for every 1 foot of difficult terrain it moves through, in effect causing the creature to move at half its maximum speed.

Difficulty / Difficulty Step. When a creature makes a check, it is made against a difficulty appointed by the GM. This is typically expressed by level of exertion or skill required in preforming such an action, followed by the number needed to result on the check to be successful. For example, "Normal (7)" means that this action requires a relatively normal amount of exertion or skill, and a total of 7 on the dice, after modifiers, for a check to succeed.

Every increase or decrease of 2 is a difficulty step. If an effect states that a difficulty is increased or decreased by 1 "step," its base difficulty is increased or decreased by 2, before factoring in other modifiers.

Discipline. An attribute score possessed by MajiMonsters. Discipline dictates how well a MajiMonster can magically defend itself from attacks.

Dismiss / Dismissing. When a MajiMonsters is dismissed by its binder, it loses its physical form and its essence is stored in its drajule. This process happens automatically when a bound MajiMonster's hit point total reaches 0.

Dormant Drajule. A drajule that contains a MajiMonster is either activated or dormant. A MajiMonster cannot be summoned from a dormant drajule. When a MajiMonster is newly bound to a drajule, the drajule becomes dormant if the binder is already at his or her limit of activated drajules. A Monster cannot receive XP from combat or overcoming challenges if its drajule is dormant.

Dragons. The ancient majis' name for MajiMonsters.

Drajule. Drajules (a blending of the words "dragon" and "jewel") are magically prepared stones used to bind MajiMonsters. Drajules are occasionally naturally-occurring, but may also be found in ancient treasure caches, or carved anew by scholars of the scribe archetype.

Duel. A MajiMonster battle conducted between two binders.

Earth. See Affinity.

Education. See Skills.

Effective Attribute Score. Effective attribute scores are used to resolve a MajiMonster's technique against a non-Monster creature such as humans and animals.

Emperor. The first and current ruler of the New Empire, Emperor Zarasul.

Empower. MajiMonsters can spend Grit to empower attack rolls, damage rolls, and checks, as well as various techniques. An empowered check or attack roll uses 2d8 instead of 2d6. An empowered damage roll adds the user's empowered damage bonus.

A roll may also become empowered via class features, traits, techniques, relics, and other effects without requiring a MajiMonster to spend Grit.

Empowered Damage Bonus. The additional damage done by

an empowered damage roll. A MajiMonster's empowered damage bonus is equal to 1d6 per Grade of the Monster.

Empty Drajule. The term used for a drajule that does not have a MajiMonster bound to it. A binder must hold an empty drajule in order to perform a binding ritual.

Evoker. A concordant archetype.

Experience Points (XP). Binders gain experience points when they overcome and learn from challenges. Binders distribute earned XP to MajiMonsters they control. When a MajiMonster attains enough XP, it gains a level and new or improved abilities.

Eye. A common form of currency used before the minting of suls. 5 eyes is equal to 1 sul.

Fire. See Affinity.

Fortitude. See Skills.

Fury. See Affinity.

Game Master (GM). The Game Master is the game's storyteller and arbiter of rules. The GM crafts the game world, controls NPCs in it, and narrates the outcomes of events as player characters interact with this world.

Grade. A MajiMonster's Grade is its relative tier of power, determined by its level. Grade is determined on a scale of 1 to 5, every four levels comprising 1 Grade. A MajiMonster's Grade determines its affinity bonus, resistance value, empowered damage bonus, technique availability, and Grade-scaling abilities.

Grit. Grit is a measure of a MajiMonster's inner reserve of power, determination, and resolve. A MajiMonster has a number of Grit Points equal to its Grade + its binder's Authority score (if applicable). Grit can be spent to empower attack rolls, damage rolls, and checks, as well as activating abilities of specific techniques. A MajiMonster regains expended Grit points after resting for at least 6 hours.

Grounded. A grounded creature is in contact with the ground or surface connected to the ground. For instance, a creature swimming in a body of water is grounded. Some techniques and effects only target grounded creatures.

Guile. See Skills.

Health. An attribute score possessed by MajiMonsters. Health determines a MajiMonster's hit points. A MajiMonster's hit point maximum is increased by its Health score for every level it has. This effect is retroactive; if a Monster's Health score increases by 1, it increases its hit point maximum by its level.

Hit Points (HP). Hit points are an abstraction of a creature's life force or object's structural integrity. All living creatures possess 20 hit points. A MajiMonster also gains additional hit points equal to its Health score for each level it possesses.

When the hit point total of a mundane creature (including humans and animals) reaches 0, the creature dies. When, a wild MajiMonster reaches 0 hitpoints, it returns to the aether and disappears. When a bound MajiMonster's hit point total reaches 0, it returns to its drajule and cannot be summoned for 6 hours. When an object's hit point total reaches 0, it breaks.

Hunter. A ranger archetype.

Ice. See Affinity.

Imperial. The form of currency of the Old Empire. Most of these coins are lost in the Wildlands or cached in ruins. 1 imperial is valued at 10 suls.

Interaction. A binder's Interaction attribute represents his or her ability to perceive, interact with, and react to the world. It is a measure of awareness, natural charisma, cunning, and confidence.

Initiative. Initiative is a special kind of check rolled before combat to determine the order in which participants act. MajiMonsters receive their Speed score as a bonus to this check, and can empower the check by spending Grit. A binder that has a MajiMonster fighting on his or her behalf uses the MajiMonster's initiative result.

Intuition. See Skills.

Knight. A binder class. Knights are heroically loyal individuals as well as inspiring and effective leaders. Knight class archetypes are the *champion* and the *commander*.

Knowledge. A binder's Knowledge attribute represents his or her ability to recall information, solve puzzles, discern lies from truth, employ talents, and learn. It is a measure of creative thinking, experience, and natural instinct.

Level. Level is a broad term of determining how powerful a MajiMonster is. All MajiMonsters are born at level 1, and increase in level as they gain XP, to a maximum of level 20. A MajiMonster increases its hit point maximum an amount equal to its Health score whenever it gains a level. A Monster's level also determines its Grade, which affects many of its other features.

Lightning. See Affinity.

Magic. An attribute score possessed by MajiMonsters. Magic dictates how accurately a MajiMonster can score a hit with a Magic-based technique.

Maintain. Some techniques persist for a period of time, requiring the focus of a MajiMonster. A MajiMonster can maintain a technique's effect by spending actions to do so. The action needed to maintain a technique's effect is described by the technique, as well as any additional effects that occur.

Maji. Maji were the ruling caste of the Old Empire, powerful magic users responsible for the creation of MajiMonsters. Most of their secrets are lost.

MajiMonster. A magical creature capable of supernatural powers. MajiMonsters are fantastically strong and resilient, impervious to most manmade weapons, and capable of rampant destruction. A MajiMonster can be magically contained within a drajule by a binder, and summoned at a later time to serve that binder. If a MajiMonster is not hostile to a binder, it is referred to as an "ally MajiMonster" or "friendly MajiMonster." MajiMonsters are commonly referred to simply as "Monsters."

Melee Attack Technique. A technique that requires an attack roll to hit its target(s), limited to the user's melee range, and commonly needed for withdraw strikes.

Melee Range. A creature's melee range is the area around it in which it can perform melee attacks, typically 5 feet.

Merit. A merit is a special ability possessed by a binder. It represents special training or development. A merit is chosen by a player character during character creation; thereafter, they are rewarded by the GM.

Monster. See MajiMonster.

Movement. A creatures can move up to a maximum amount of feet during its turn defined by its movement, speed, or Speed score.

The terms "Speed" and "movement" are often used interchangeably. If an effect modifies a creature's movement, it also modifies its Speed score the corresponding amount if it has one, and vice versa. A creature with a Speed or movement of 0 cannot move.

Mystic. See Affinity.

New Empire. The burgeoning new government and claimed territories, founded alongside the renewed dawn of binders. The New Empire is attempting to reunite the scattered human towns

across the world, led by the enigmatic Emperor Zarasul.

Non-player Character (NPC). A character controlled by the Game Master.

Old Empire. The world-spanning empire of old, ruled by the maji responsible for the creation of MajiMonsters. This empire has fallen to ruin, its remnants overtaken by the wild and its relics scattered throughout lost crypts, forgotten temples, and buried sanctums.

Opportunist. A scoundrel archetype.

Optional Trait. An optional trait is a trait common among a MajiMonster species. Unlike starting traits, Monsters of that species do not automatically begin with optional traits; instead, the trait becomes available at a certain Grade indicated by the Monster's Bestiary listing. When a Monster is of the required Grade and gains a level in which it can develop a trait, it can gain the optional trait. This also applies to wild MajiMonsters, allowing them to have 2 traits when encountered.

Outnumbered / Outnumbering. A MajiMonster is outnumbered if there are more enemy Monsters within 5 feet of it than there are ally Monsters. A MajiMonster is its own ally for the purpose of being outnumbered, however, meaning a Monster cannot be outnumbered by a single opponent (unless the opponent has the Many Headed trait). If a MajiMonster is helping to outnumber an opponent, its melee attack rolls against the outnumbered opponent gain a +1 bonus.

Perception. See Skills.

Persuasion. See Skills.

Player / Player Character (PC). A player is person playing the game that is not the Game Master. A player assumes the role of his or player character in order to interact with the game world.

Proficiency. See Skills.

P***rotection.*** An attribute score possessed by MajiMonsters. Protection dictates how well a MajiMonster can physically defend itself from attacks.

Quick Leveling. A special way of gaining levels available to bound MajiMonsters. A quick leveled MajiMonster immediately gains one or more levels, determined by its binder, without needing to acquire XP. For more rules on quick leveling, see Chapter 6.

Ranged Attack Technique. A technique that requires an attack roll to hit its target(s) which can be used at a distance other than melee. Techniques with the area descriptor are not ranged attack techniques.

Ranger. A binder class. Rangers are brave and rugged individuals who know how to navigate and survive in the Wildlands. Ranger class archetypes are the *hunter* and the *survivalist*.

Relic. A magical item from the era of the Old Empire.

Resistance / Resistance Value. MajiMonsters are resistant to certain types of damage depending upon their affinities. If a MajiMonster is resistant to an affinity, it reduces each damage source of that type by its resistance value. A Monster's resistance value is equal to twice its Grade, but can be modified by other effects.

Response. A type of action that can only be used on another creature's turn. A response can be used to make a withdraw strike, or perform any other ability or technique that requires a response to use. Responses can only be used when a specific event occurs, indicated by the ability or technique.

Scholar. A binder class. Scholars are learned individuals who have unlocked secrets of MajiMonsters once known only to ancient maji. Scholar class archetypes are the *breeder* and the *scribe*.

Scoundrel. A binder class. Scoundrels are tenacious individuals who will do what it takes to win at any cost. Scoundrel class archetypes are the *opportunist* and the *trickster*.

Scribe. A scholar archetype.

Size. A creature's size is expressed in one of the following categories: Tiny, Small, Medium, Large, and Huge. Tiny creatures are about the size of rodents, Small creatures are about the size of cats or dogs, Medium creatures are approximately the size of humans, Large creatures are about the size of grizzly bears, and Huge creatures are about the size of whales.

Skills / Skill Ranks. Skills are various talents and abilities possessed by binders and most other creatures. Each skill is associated with an attribute score, and making a check for a skill is typically expressed by each. For example, a "Vigor (Athletics)" check refers to the Athletics skill, which is associated with the user's Vigor score.

A binder's skills are measured in ranks; the higher the rank, the more advantageous dice are used when the binder makes a check related to the skill. Skill ranks are assigned during character creation, and can be modified by character backgrounds, effects, and relics.

Speed. Creatures capable of movement possess a particular maximum speed. For MajiMonsters, this is quantified by a Speed attribute score. A MajiMonster can move a number of feet equal to its Speed score x 5 in one round. Effects that modify a Speed score also modify this amount.

For other creatures, including common animals and binders, speed is expressed in feet. A creature can move an amount of feet in one round up to this limit.

The terms "Speed" and "movement" are often used interchangeably. If an effect modifies a creature's movement, it also modifies its Speed score the corresponding amount if it has one, and vice versa. A creature with a speed or movement of 0 cannot move.

Starting Trait. The trait that all MajiMonsters of a certain species are born with.

Strength. See Skills.

Strike. An attribute score possessed by MajiMonsters. Strike dictates how accurately a MajiMonster can score a hit with a Strike-based technique.

Sul. The primary form of currency used in the world. 1 sul is equivalent to a loaf of bread, a chicken, or an hour of unskilled labor. 5 eyes can be traded for 1 sul, and 10 suls can be traded for 1 imperial.

Summon / Summoning. When a MajiMonster's essence is called forth from its drajule by a binder, it takes physical form. This process is referred to as summoning.

Survival. See Skills.

Survivalist. A ranger archetype.

Talent. A feature possessed by MajiMonsters. A MajiMonster's Talent quantifies its magical aptitude. It is often added as bonus damage to magical attacks.

Technique. Techniques are supernatural powers possessed by MajiMonsters. Every technique is associated with one affinity. A technique might be a physical attack, a display of magic, a method of movement, or a magical augmentation that aids or hampers its target. Techniques are also referred to as "combat techniques."

Threatened Area. The space within 5 feet of a MajiMonster is its threatened area. If an opponent willingly leaves this area, it provokes a free strike from the Monster.

Trait. Traits are special talents or abilities that MajiMonsters develop. Every MajiMonster has at least 1 trait, standard to its species. This trait is called its starting trait, which every level 1 Monster is born with.

A bound MajiMonster gains a new trait at level 5, 9, 13, and 17, chosen by its binder. The new trait can be selected from the list of traits available to all MajiMonsters, the binder's class list of traits, or the MajiMonster's optional trait if it meets the required Grade. A wild MajiMonster does not develop a new trait at these levels, unless it qualifies for its optional trait, in which case it gains the optional trait.

Transmuter. An alchemist archetype.

Trickster. A scoundrel archetype.

Trigger / Trigger Number. Many techniques have additional effects that have a random chance of occurring. This chance is indicated by a trigger number on the technique. If a technique hits an opponent, the player rolls 1d6; if the result is equal to or higher than the indicated trigger number, then the effect occurs.

Many effects lower trigger numbers, such as the Mischief trait or the scoundrel's *any means necessary* feature, causing these effects to occur more often. So long as these effects come from different sources, such as the examples listed above, their effect is cumulative. Regardless of how many sources reduce a trigger number, it can never be reduced below 2 (meaning a roll of 1 on the die will always fail to trigger an additional effect).

Utility Action. Utility actions are brief actions performed during a creature's turn, typically used to activate class features, execute lighting fast attacks, or concentrate on maintaining a technique's effect.

Verdant. See Affinity.

Vigor. A binder's Vigor represents his or her physical strength, agility, and resilience as well as mental hardiness. It is used to a measure of the ability to lift heavy objects, run long distances, hold breath, and maintain focus.

Vulnerability. MajiMonsters are vulnerable to certain types of damage depending upon their affinities. When a Monster suffers damage of a type it is vulnerable to, it suffers additional damage equal to the attacker's affinity bonus.

Water. See Affinity.

Wild MajiMonster. A MajiMonster that has not been bound to a drajule. When a wild MajiMonster's hit point total reaches 0, it is slain and its essence is returned to the aether, causing its physical form to disappear immediately.

Wildlands. The common name to the vast majority of the world outside of human civilizations. The Wildlands comprises the overgrown ruins of the Old Empire and the untamed lands around them. Wild MajiMonsters and other fierce beasts inhabit the Wildlands, and only the brave or the foolish venture there.

Willpower. See Skills.

Wind. See Affinity.

Withdraw Strike. If a creature leaves a MajiMonster's threatened area, it provokes a withdraw strike from the Monster. A MajiMonster must use its response to make a withdraw strike against a provoking creature. A withdraw strike is any melee attack technique the MajiMonster has, and both the technique's attack and damage rolls are empowered without requiring the Monster to spend Grit. If the Monster does not have a melee attack technique, it cannot perform withdraw strikes.

Wits. See Skills.

Zarasul, the Renewer. The self-proclaimed Emperor of the New Empire. He ushered in the new age of binders when he lifted the ban on magic use.

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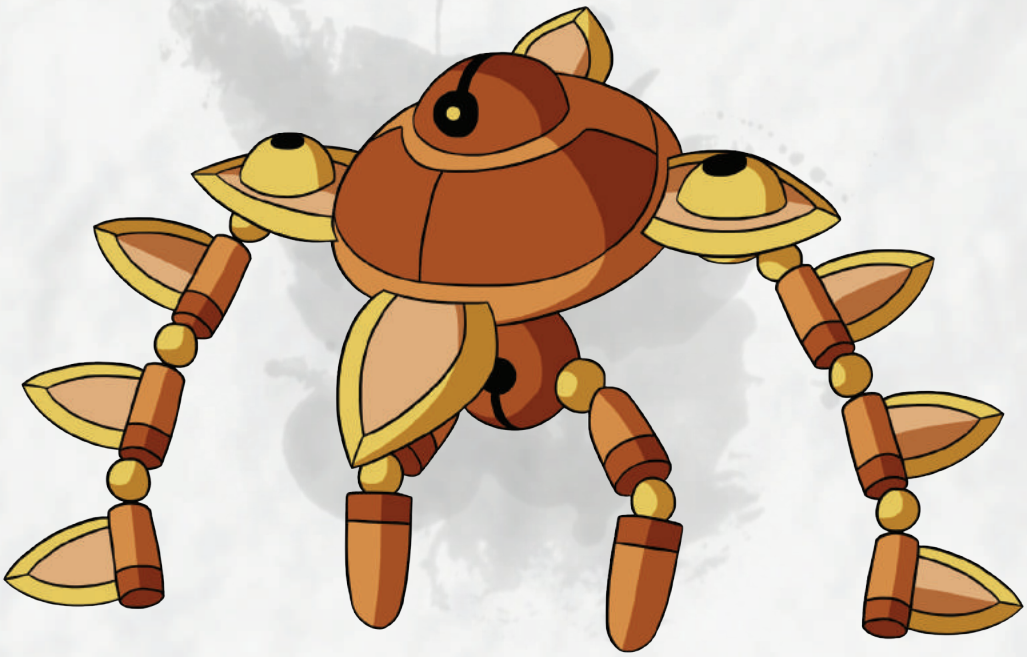

MAJI MONSTERS

BINDER STATISTICS & ABILITIES

BINDER NAME

BINDER CLASS | AUTHORITY | HP

PLAYER | CAMPAIGN

SEX | AGE | HEIGHT | WEIGHT | SKIN COLOR | HAIR COLOR | EYE COLOR

BACKGROUND

BINDER ATTRIBUTES & SKILLS

INTERACTION

SCORE

Skills

GUILE	○○○○	○○○	○
PERCEPTION	○○○○	○○○	○
PERSUASION	○○○○	○○○	○
WITS	○○○○	○○○	○
Checks	*2d4*	*2d6*	*2d8*

KNOWLEDGE

SCORE

Skills

EDUCATION	○○○○	○○○	○
INTUITION	○○○○	○○○	○
PROFICIENCY	○○○○	○○○	○
SURVIVAL	○○○○	○○○	○
Checks	*2d4*	*2d6*	*2d8*

VIGOR

SCORE

Skills

ATHLETICS	○○○○	○○○	○
FORTITUDE	○○○○	○○○	○
STRENGTH	○○○○	○○○	○
WILLPOWER	○○○○	○○○	○
Checks	*2d4*	*2d6*	*2d8*

CLASS FEATURES & MERITS

CLASS ARCHETYPE

BOUND MAJIMONSTERS & DRAJULES

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

○ ACTIVE — *NOTES*

INVENTORY & CURRENCY

ITEM	*WEIGHT*	*ITEM*	*WEIGHT*

IMPERIALS

SULS

EYES

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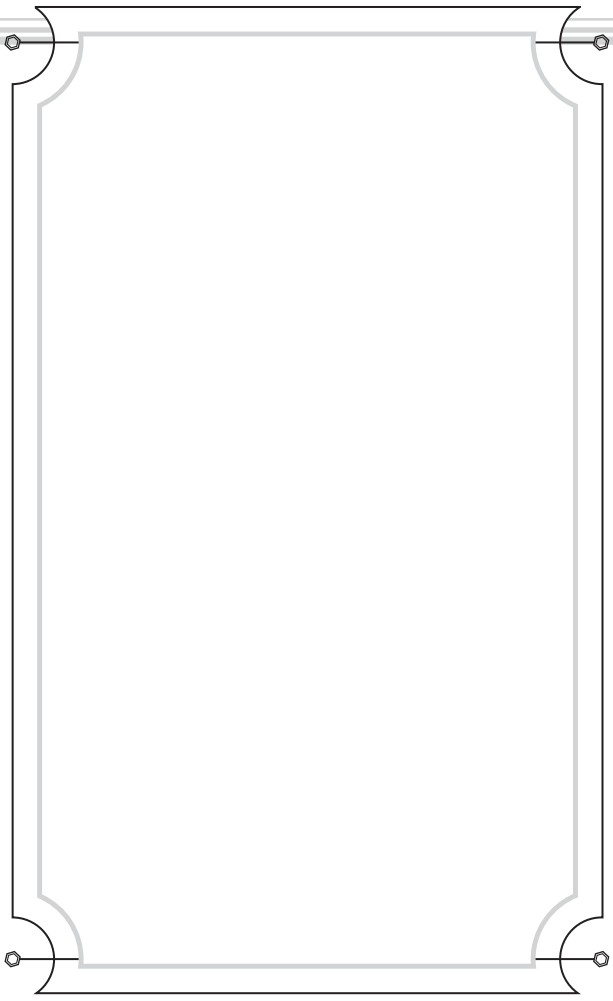
BINDER HISTORY & BACKGROUND



BINDER PORTRAIT

ADDITIONAL NOTES

TREASURE

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MAJI MONSTERS

MAJIMONSTER STATISTICS

CONTROLLING BINDER

MONSTER NAME / SPECIES

HEALTH STRIKE PROTECTION MAGIC DISCIPLINE SPEED

BRAWN

TALENT

GRADE

SIZE T S M L H SEX ♂ ♀

XP / LVL

AFFINITIES

BASIC EARTH FIRE FURY ICE LIGHTNING MYSTIC VERDANT WATER WIND

MAX HP

WOUNDS

MAX GRIT

USED

EMPOWERED DAMAGE BONUS (1d6 per Grade) +

AFFINITY BONUS (Grade x 2) +

NOTES

RESISTANCE VALUE (Grade x 2)

RESISTANCES

VULNERABILITIES

COMBAT TECHNIQUES

ATK vs DEF RNG DMG AFNTY

TRAITS

MONSTER NAME / SPECIES

HEALTH STRIKE PROTECTION MAGIC DISCIPLINE SPEED

BRAWN

TALENT

GRADE

SIZE T S M L H SEX ♂ ♀

XP / LVL

AFFINITIES

BASIC EARTH FIRE FURY ICE LIGHTNING MYSTIC VERDANT WATER WIND

MAX HP

WOUNDS

MAX GRIT

USED

EMPOWERED DAMAGE BONUS (1d6 per Grade) +

AFFINITY BONUS (Grade x 2) +

NOTES

RESISTANCE VALUE (Grade x 2)

RESISTANCES

VULNERABILITIES

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ATK vs DEF RNG DMG AFNTY

TRAITS

MONSTER NAME / SPECIES

HEALTH STRIKE PROTECTION MAGIC DISCIPLINE SPEED

BRAWN

TALENT

GRADE

SIZE T S M L H SEX ♂ ♀

XP / LVL

AFFINITIES

BASIC EARTH FIRE FURY ICE LIGHTNING MYSTIC VERDANT WATER WIND

MAX HP

WOUNDS

MAX GRIT

USED

EMPOWERED DAMAGE BONUS (1d6 per Grade) +

AFFINITY BONUS (Grade x 2) +

NOTES

RESISTANCE VALUE (Grade x 2)

RESISTANCES

VULNERABILITIES

COMBAT TECHNIQUES

ATK vs DEF RNG DMG AFNTY

TRAITS

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MONSTERS ARE COMING

You're about to enter a fantastic place where extraordinary creatures dwell and where extraordinary things can happen. But nothing is more extraordinary than the people that make this world their home—the people who live to challenge *Monsters*. The pages in this book invite you to become one of these incredible people, to write your *own* story.

Who will you be? What Monsters will you face? How will you be remembered?

Make your decisions wisely, and do not delay... *Monsters are coming.*

...

The *MajiMonsters Core Rulebook* contains:

- **Information on binders, the heroes of the world**
- **How to make a customized character**
- **Instructions for Game Masters**
- **A horde of magical relics to find and use**
- **All the rules for combat and gameplay**
- **A catalogue of the 114 known MajiMonsters**
- **Descriptions of over 440 combat techniques**
- **Sample NPC allies and rivals**