

MAJI MONSTERS

MONSTERS' NIGHT



FACES OF FEAR

GAMING SUPPLEMENT



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MONSTERS' NIGHT

The end of the harvest season means a great many things. Trees shed their leaves, the sun sets a bit sooner, and a strong chill dominates the air. The change of seasons? Perhaps. But the people of the world know this is not just summer changing into autumn. These are portents of a change in the world's other inhabitants—the Monsters.

For a small period of time each year, when the harvest ends and the fall sets in, MajiMonsters act strangely. Those unfortunate enough to encounter wild Monsters during this time speak of the Monsters' vastly increased aggression. Even placid Monsters suddenly become territorial, unruly, and prone to attack. Bound MajiMonsters show sudden unrest, eager to fight another battle.

As this change occurs, people look towards the sky for telltale sign the most dangerous night of the year is upon them. For when the full moon glows orange and the howls of Monsters echo through every corner of the world, they know Monsters' Night is upon them.

WHAT IS MONSTERS' NIGHT?

Monsters' Night is a yearly event in the world of **MAJIMONSTERS**, describing an evening MajiMonsters are supernaturally spurred to their most aggressive nature. The night itself is highlighted by a tense and eerie build during the days leading up to it. During this time, the air becomes unnaturally cold, odd symbols appear without cause, and haunting sounds can be heard echoing from the distance. Monsters' Night is a chilling reminder that humans aren't as dominant over these creatures as they might believe.

There is no known cause for Monsters' Night or its effect on MajiMonsters, but there are plenty of theories. Some scholars believe it is caused by some ancient maji spell, and it can be ended if anyone were to find the spell's source and disrupt it. Others believe there may be more physiological reasons, ascribing the aggressive behavior to natural cycles in every Monster's temperament or the peak of what is their mating season. Some of these scholars go so far as to claim the innate magic that each MajiMonster possesses warps the world as these changes occur. Still others believe that Monsters' Night is a malevolent force all its own, caused by neither man nor Monster—an effort to rid the world of mankind. Whatever the cause, Monsters' Night occurs once each year like clockwork, and it is never a quiet night.

USING THIS SUPPLEMENT

This supplement introduces the Monsters' Night event for you to introduce into your **MAJIMONSTERS** game world. Monsters' Night a building block for your campaign; it's up to you how this much-feared occurrence affects the world, NPCs, and MajiMonsters within the story you're telling. This supplement has two parts.

FACES OF FEAR

This part expands elements of the **MAJIMONSTERS** game for an adventure or setting with Monsters' Night at its core. It includes optional backgrounds players may take for their characters, as well as spooky new relics you can hand out as rewards. Additionally, it introduces *eerie traits*—traits MajiMonsters can only develop during Monsters' Night!

NEW BESTIARY ENTRIES

Also included are ten new MajiMonster Bestiary entries, each reinforcing an air of eerie dread. These new Monsters are perfect to debut during the events of Monsters' Night. Don't limit yourself to just these choices for adventures designed around this event, however, as Monsters' Night is a time when all Monsters shed their inhibitions and run wild.

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The Mice

Twin roars rang through the forest clearing, causing treetop birds to scatter. They flew away like skittish shadows, silhouetted by the orange moon of Monster's Night slowly creeping into the sky. Stalagmaul and Lionyx clashed into a mysterious foe, their binders dancing on the edges of the fray. Niccola and Illya could feel the fog of war around them, their battle trances setting in.

"Stupid. Cannot believe stupid Niccola wanted to go to forest *tonight* of all nights," Illya huffed as her Stalagmaul reared back to deliver another blow, her heavy voice betraying her displeasure.

Niccola scoffed as her Lionyx pounced, its claws glowing with magic power. "You didn't argue that hard against leaving town. How could I know that tonight would be Monsters' Night? We'll be fine. *We're binders*. Besides, where is your sense of adventure?" the younger girl taunted.

"Adventure is fine, but this Monster seems... different," Illya stated, her eyes never leaving the horrid sight that stood before them.

This new MajiMonster was massive and imposing, vaguely humanoid with off-putting proportions. It had a manlike upper body, rippled with unnaturally large muscles, though its bottom half hid behind a mess of rags. Most terrifying of all was its head, an unruly mop of stringy, black hair, partially covering a strange metal mask that cloaked its visage. Its eyes—glowing red dots—pierced through the mask as the only indication of whatever was hidden behind it.

Niccola fought back a smirk. "Oh? Where is the brave and bold Illya I've come to know? You've browbeaten bandits, laughed in the face of New Empire binders—hells—you've even beaten *me* in enough duels. One lone Monster has you spooked? I think you are going soft in your old age." Niccola jumped away, shouting

a command for Lionyx to strike. The attack connected with the mysterious MajiMonster with little result. Despite the injury, the Monster remained eerily silent and unfazed, as if the blow had no impact at all.

Ilya weaved into the forest, scowling. Niccola's confidence was well earned; she was a skilled binder, and her Lionyx was a mighty MajiMonster. Together, Lionyx and her own Stalagmaul had torn apart everything in their way. But now, however, the duo's Monsters seemed to pale in comparison to this new creature. Their foe had not flinched for a moment, standing impassively, as if to taunt the Monsters attacking it. It made Ilya nervous.

Stalagmaul and Lionyx charged again. Even now as their Monsters pressed their attack, nothing seemed to move their foe. It was disturbingly quiet; while the binders' Monsters made enough ruckus to wake anything that was sleeping in this part of the forest, it was uncanny that this strange MajiMonster was utterly silent.

"Fear and stupid two different things," Ilya asserted. She instinctively took a step backwards as her Stalagmaul landed another blow against their foe, a cloud of dust and debris rising from the impact. The dust cleared and the silent Monster remained unharmed. Ilya's eyes narrowed.

"This thing is tough, I'll give it that," Niccola grunted. "Enough playing nice, Lionyx! Let's show it what we can do!"

Leaping forward with a mighty roar, Lionyx pounced at its quarry. In an instant, the massive MajiMonster shot out an arm, grabbing Lionyx by the throat before it could land its assault. It pinwheeled around, crashing its other arm into Lionyx, sending it careening into a tree. A final, brutal stomp was all it took to cause Niccola's proud and fearsome partner to explode in a cloud of aether, returning to its drajule. Both binders fell silent, jaws agape. The creature's eyes flashed at them for a moment, then it turned to meet Stalagmaul.

The two Monsters bellowed into the night air, locking grasps and pushing against the other with all their might.

Time stood still. Niccola's eyes went wide, her face a painting of disbelief. She took a moment to steady herself, allowing her usual bravado to return while she fished out another drajule. "Fine! If you want to play rough, then Dracolux will be happy to oblige!"

Dracolux materialized, screeching as it twisted into the air, and then diving into combat. The binders dashed for cover as the forest floor shook with each strike, and Ilya refocused on her own Monster in the fray. Stalagmaul dug its hind claws into the ground, trying in vain to stand its ground. Gashes etched into the ground as it was pushed further back, clear proof it was losing this test of strength. The mysterious Monster pivoted suddenly, lifting Stalagmaul off the ground, and then launched it into the air. Stalagmaul collided into Dracolux, both landing in a motionless pile across the clearing.

Niccola stopped dead in her tracks, dumbfounded. "That thing just threw Stalagmaul into Dracolux!" she exclaimed, pointing at the scene in front of her. The briefest moment passed as the young binder realized what she had just said. Her head whipped around to meet Ilya's gaze, eyes wide. "THAT THING JUST *THREW STALAGMAUL INTO DRACOLUX!*"

Ilya fumbled for another drajule from beneath her cloak, her hands trembling. "Focus! Ilya and Niccola need to focus to win this battle!" Stalagmaul wouldn't be able to take much more; she'd soon need the help of her other companions. Ilya had never faced anything like this before. And, for the first time, Niccola seemed shaken.

The older binder took the lead. "Call your Monster into fight," Ilya instructed, Niccola nodding in acknowledgement. "Now, think. How we beat this thing?"

FACES OF FEAR

OPTIONAL RULE: EERIE TRAITS

Under the full moon of Monsters' Night, a few MajiMonsters are warped by the evening's magic, changing their traits in new and terrifying ways. Usually these changes fade as the night passes, but those MajiMonsters bound on Monsters' Night find the changes permanent.

Eerie traits are a variant of normal traits. They're intended to occur only during Monsters' Night, though you may wish to use these traits to represent Monsters native to a cursed part of the Wildlands, a haunted ruin, or any other creepy location. You can also assign an eerie trait to an NPC binder's MajiMonster. Imagine the conversation that might spark between the NPC and the party if that is the first time the players witness such a creature!

HOW MAJIMONSTERS GAIN EERIE TRAITS

A Monster can acquire an eerie trait from one of the following methods. Regardless of how such a trait is gained, no MajiMonster can have more than 1 eerie trait at a time. If an effect would cause a Monster to gain a second eerie trait, replace it with a normal trait instead.

Wild MajiMonsters. As Game Master, you can replace a single trait of a wild MajiMonster appearing during Monsters' Night with an eerie trait. A trait that is replaced by an eerie trait reverts once Monsters' Night ends. However, if the Monster is bound before the night passes the change is permanent. Note this change can apply at your option to any wild MajiMonster, not just those provided in the *Monsters' Night* supplements.

Advancing in Grade. If a binder's MajiMonster would increase in Grade during Monsters' Night (thus gaining a new trait) you can allow the player to choose the new trait from the list of eerie traits instead of the regular list presented in the Core Rulebook. You can rule that if the player wishes to select an eerie trait, the eerie trait is determined randomly.



Eerie traits drastically alter a MajiMonster's appearance.

Breeding. Breeders can pass an eerie trait to a MajiMonster's offspring using the Inherit Trait quality. You might rule, however, that such a process can only be performed during Monsters' Night; otherwise, another trait—determined at random—is passed down

RANDOM EERIE TRAITS

Eerie traits are rare. Only 10% of the MajiMonsters in the world are affected by them, and very few of these Monsters are bound before Monsters' Night passes. You may decide to assign an eerie trait to a wild MajiMonster appearing during Monsters' Night, or roll to randomly determine if a Monster possesses one. To randomly determine Monsters with eerie traits, roll a d10 for each wild MajiMonster appearing in an encounter. On the result of a 1, replace one of the Monster's traits with an eerie trait.

To randomly determine which eerie trait a Monster has, use the table below.

RANDOM EERIE TRAIT

d6	Eerie Trait
1	Deathproof
2	Fiendish
3	Ghostly
4	Haunting
5	Sadistic
6	Venomous

LIST OF EERIE TRAITS

The current list of eerie traits are listed alphabetically below. More may exist; these are just the few scholars have been able to record of present.

[EERIE] DEATHPROOF

Deathproof MajiMonsters fly into a berserk rage as they are wounded, staving off the aether by sheer force of will. As a result, they tend to be covered in scars, their eyes glowing with a primal intensity, and the air around them thick with the scent of blood.

The first time the Monster would be reduced to 0 hit points as the result of an opponent's technique or trait, it is reduced to 1 hit point instead. When this effect occurs, until the end of the Monster's next turn, its attack and damage rolls are boosted without having to spend Grit, it does not suffer damage or the effects of conditions, and is unaffected by difficult terrain. The Monster must rest for 6 hours before regaining use of this effect.

[EERIE] FIENDISH

Fiendish MajiMonsters take on the features of demons and devils of legend. These Monsters reek of sulfur and brimstone, their skin beat red, with gnarled, wicked horns protruding from their bodies. Their magic is warped with flame, causing their techniques to create infernos around them.

The Monster adds its affinity bonus to fire techniques and cannot suffer the burning condition. The Monster can choose to treat Magic techniques as fire techniques; if it does so, damage from these techniques is fire damage.

[EERIE] GHOSTLY

Ghostly MajiMonsters seem to inhabit the border between the spirit world and that of the living. Their forms are transparent and semi-corporeal, their features indistinct and blurred. When a ghostly Monster touches a living creature, it disrupts its life force and causes the creature's hair to wilt, skin to calcify, and blood to boil. Against other MajiMonsters, this disruption temporarily severs their connection to magical affinities, and heals the ghostly Monster a small amount.

The Monster gains a +2 bonus to its Protection and Discipline scores against withdraw strikes. When the Monster deals damage to an opponent MajiMonster with a melee attack, the target must pass a Hard (9) check. On a failed check, the Monster regains hit points equal to the target's Grade, and the target is sealed until the end of its next turn.

[EERIE] HAUNTING

Haunting MajiMonsters are born of nightmares, developing alien features. They warp into twisted parodies of their normal form, each a unique and horrifying sight to behold. A haunting Monster may grow additional eyes, mouths, or limbs, have its flesh replaced with ooze, or sprout writhing tentacles from its body.

When the Monster's technique or trait would cause a creature to suffer a condition a check can end, the Monster can choose for the target to be frightened instead of the normal condition. When the Monster causes a target to become frightened of it, the difficulty to end the condition is increased to the next step.

[EERIE] SADISTIC

Sadistic MajiMonsters seem to delight in tormenting their prey...one creature at a time. They are stand-offish loners, simply being near one is intimidating. Sadistic MajiMonsters have darkened features, their eyes turned red with malice. A dark aura grows around them—lashing out wildly in umbral tendrils—when the MajiMonster has a victim cornered.

When the Monster is not within 5 feet of an ally, it gains a +1 bonus to its melee attack rolls, and its melee damage rolls gain a bonus equal to its Grade. The Monster does count when determining if a target is outnumbered.

[EERIE] VENOMOUS

Venomous MajiMonsters develop odd markings over their hides, with exaggerated anatomy where their venom is injected. A venomous Monster's tail might grow into a barbed stinger, while another venomous MajiMonster might froth at the mouth with toxins.

Choose one of the following descriptors: bite, claw, or tail. When the Monster scores a critical hit against an opponent using a technique with the chosen descriptor, the target becomes poisoned until it passes a Hard (9) check.

MONSTERS' NIGHT RELICS

You can add the following relics to those listed in the *Core Rulebook*. These relics represent those dating back to the first few Monsters' Nights, made by the first maji studying the night's chilling magic.

BERSERKER'S FANG

This tooth is nicked and jagged, and hums with power when held. It's capable of granting a MajiMonster great physical

strength. You can use your utility action to touch the fang to your active MajiMonster's drajule. If you do, the Monster gains a +4 bonus to its Strike and Brawn scores until the end of your next turn. When this effect expires, the Monster becomes debilitated until it passes a Hard (9) check. After using this effect, it cannot be used again until the next dawn.

COIN OF FICKLE FORTUNE

This golden imperial coin has a certain shine and sparkle to it that instantly catches the eye. It has the power to bring either great fortune or terrible misery to a binder. You can spend your utility action to flip the coin into the air, calling either *bricks* or *scales*. (The "bricks" side of an imperial coin often has an image of an ancient building while the "scales" side is a relief of dragon scales.)

If you call the result correctly, your active MajiMonster's core attributes, Brawn, and Talent are increased by 1 for 1 minute. If you call the result incorrectly, your active MajiMonster's core attributes, Brawn, and Talent are decreased by 1 for 1 minute. Once used, the coin of fickle fortune cannot be tossed again for 1 minute. You can flip the coin three times each day to gain the effect, after which the coin cannot be used again in this manner until the next dawn.

SINISTER SCYTHE

(Held) - This wickedly sharp scythe made of dark metal looks more suited to felling foes than wheat. When a Monster you control inflicts a condition upon another Monster using its technique or trait, you can swing the scythe through the air to cause the difficulty of the check to end the condition to increase to the next step. After using this effect, it cannot be used again until the next midnight.

WAILER'S SCREAM

This simple brooch made of gold and jet is always cold to the touch. You can use your combat action to activate the brooch, causing it to release a horrible scream audible within 300 feet of your location. Each wild MajiMonster in this area must use its action to flee on its next turn. This relic comes with three charges; once the final charge has been used, the brooch crumbles into dust and is unusable.

OPTIONAL BACKGROUNDS

Monsters' Night brings out more than just unsettling MajiMonsters. As humans have had to adapt to the night's annual occurrence, many are pushed away from society—or perhaps to the very edge of their own humanity—as a result. At your option, you can allow players to select a background inspired by Monsters' Night for their characters: the *Outsider* or the *Villain*.

Note that these backgrounds break the mold on the traditionally heroic archetypes designed for binders, quite the opposite, in fact. Before letting a player take such a background, ensure that the player has a strong understanding of how his or her character fits in with the game world and the rest of the party. If you think a character with villainous tendencies would disrupt the flow of the game, it would be best not to allow the background to be an option.

OUTSIDER

“You think I'm strange? How do you think I feel about the lot of you?”

Something about you is different—maybe it is how you dress, how you speak, how you behave, or what you believe. You don't fit in with the crowd, and you don't try to. You might be an outsider by choice, or your eccentricities may have pushed others away from you. Whether you flaunt what makes you so unique, or use it to talk down to those around you, blending in with the crowd is never an option.

Skills: You gain 1 bonus rank in Intuition, Willpower, and Wits to better keep your head held high in a world you don't fit into.

Money: You begin with an additional 25 suls to fund your adventure to spend on whatever varied equipment is needed for your eccentric lifestyle.

Unsettling Quirk: When you select this background, choose an unsettling feature about yourself. It might be a physical feature, such as a malformed limb or ugly scar, or something about the way you think or behave, such as having a nervous tick or being obsessed over a doomsday scenario. Your quirk makes it difficult for you to interact in normal society. It may make some people frightened of you, and may cause others to draw arms against you.

VILLAIN

“Don't be afraid of the Monster inside the drajule, be afraid of the monster holding the drajule.”

Deep down in your core, your spirit is stained. Your story may be one of redemption, or a descent into madness. You might adventure for monetary or political reward, or perhaps because it allows you to bring a scheme together, or maybe simply because it allows you to be wicked. You lie when it suits your needs, cheat to win any contest, steal what you want, and manipulate (or eliminate) anyone who gets in your way. You may have a small crew of partners you trust, and you've managed to gain the unfaltering help of a minion to do your bidding.

Skills: You gain 1 bonus rank of Guile and Intuition, a result of reading your foes to better dominate them. You also gain 1 bonus rank in either Persuasion or Strength (your choice).

Lackey: You begin play with a loyal henchman who is completely devoted to you. They may serve you out of constant fear of your wrath, an unexplainable love for you, or a fascination with a philosophy you both share. This is a normal person who is not, and will never be, a binder. They do not possess any great wealth, political position, or unique skills, but they are more than capable of completing mundane tasks.

NEW BESTIARY ENTRIES

Scholars have recorded even more new species of MajiMonsters during the recent Monsters' Night. You can add these Monsters to those listed in the Bestiary in the *Core Rulebook*.

HEALTH

4

STRIKE

2

PROTECTION

10

MAGIC

3

DISCIPLINE

11

SPEED

7

LIGHTNING

MYSTIC

BRAWN

2

SIZE: SMALL

TALENT

4



STARTING TRAIT


Unluck: Once per round, when the Monster passes a check to end a condition affecting it, it may spend a point of Grit. If it does, it chooses an enemy target within 30 feet. That target becomes affected by the condition with the same difficulty to end the effect.

Habitat: Near human settlements.
Diet: Omnivore. Caticlysms prefer small vermin.
Grouping: Solitary or in mated pairs.
Temperament: Curious, but flees if approached.

If a black cat crossing your path is a sign of bad luck, coming in contact with a Caticlysm is sure to bring disaster. While this Monster is easily confused with a mundane cat at first glance, the third eye in its forehead, odd coloring, and wicked grin are sure signs of its Monstrous and spiteful nature.

Caticlysms love to cause misery and misfortune to those around them and use a vindictive natural cunning to outwit larger and slower foes. These Monsters typically prefer to assault their victims from a distance, using their quick reflexes to stay away from a would-be attacker. Some Caticlysms have been known to meld into shadows to hide or even teleport away from enemies that get too close.

While finding a Caticlysm may be all too easy, binding this Monster is no easy feat as it is often quick to flee a losing battle. A bound Caticlysm shows as much loyalty as a mundane feline does, and binders often tell tales of experiencing more misfortune once they this Monster is in their service. It seems that even having this Monster as an ally isn't enough to save them from its sick sense of humor and mocking grin.


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

Mystify 
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

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

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

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting

Curse
Pounce
Static Charge

Grade 1

Eldritch Claw
Evil Eye
Intimidating Gaze
Teleport

Grade 2

Death's Door
Lightning Spear
Mystify
Shadowmeld
Sigil of Denial

Grade 3

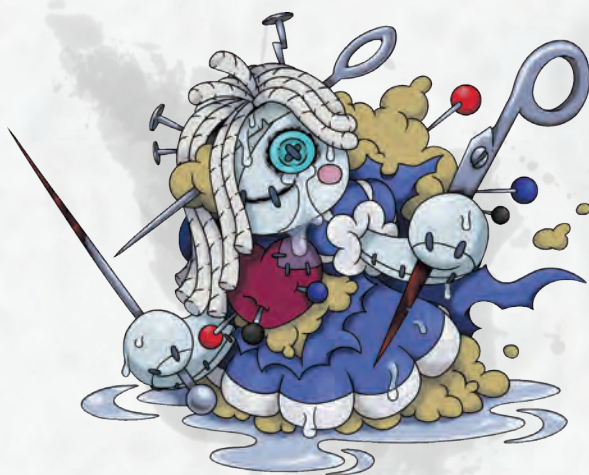
Black Fire
Cure
Inhibit
Mirage
Stunning Shock

Grade 4

Befuddle
Essence Tap
Eye Bite
Flash
Lightning Lance

Grade 5

Catastrophe
Earthquake
Thunderstorm
Tsunami
Typhoon



EFFIGY

Habitat: Effigies were once believed to only inhabit Old Empire ruins, but have since been spotted in modern day settlements.

Diet: None.

Grouping: Solitary or in small groups up to 5.

Temperament: Passive.

Wise parents count their children's dolls before going to bed for fear that an Effigy has snuck in the home. These Monsters initially appear as mundane rag dolls, but a closer look reveals numerous pins piercing the would-be-toy and fine tracks of tears running down an unsettling, happy face. This leaves the creature a soggy mush, leaving puddles wherever it lingers too long.

Effigies tend to avoid combat due to their innate frailty and often take measures to confound their opponents before fleeing. Pairing small size with strangely quick reflexes, this Monster can often be hard to keep track of in combat. It launches its attacks with startling precision, and many an unwary binder has been sent fleeing after underestimating this tiny foe.

Given this Monster's disturbing appearance, there are few binders willing to seek out an Effigy to call their own. While bound Effigies show loyalty and capability, there is always an air of unease surrounding them. It is a mystery whether this is due to some magical power or simply human superstition.

HEALTH 3	STRIKE 4	PROTECTION 10	MAGIC 4	DISCIPLINE 10	SPEED 6
MYSTIC	WATER			BRAWN 3	SIZE: TINY
				3	TALENT
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL	
Fire, Fury		Basic, Lightning		01	04
				08	12
				16	20
				23	32
				44	56
				68	80

STARTING TRAIT

Voodoo: Once per round when the Monster is hit by an opponent's attack, it can use its response and spend a point of Grit. If it does, it chooses an enemy target within 20 feet. Treat that target as if it was also hit by the opponent's attack, suffering the same damage and effects if applicable.

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

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

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

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

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

TECHNIQUES

Barred Descriptors Claw, Horn, Tail, Wing

Starting

Evil Eye
Mending
Spoil

Grade 1

Cure
Haunt
Occult Ward
Venomous Bite

Grade 2

Illuminate
Lullaby
Mist
Premonition
Theurge Strike

Grade 3

Drain
Hypnotic Gaze
Life Tap
Mirage
Swell

Grade 4

Befuddle
Cacophony
Combust
Eye Bite
Flood Strike

Grade 5

Catastrophe
Occult Storm
Occult Strike
Paragon
Water Form

HEALTH

5

STRIKE

2

PROTECTION

10

MAGIC

4

DISCIPLINE

11

SPEED

6

FIRE

VERDANT

BRAWN

2

SIZE: MEDIUM

TALENT

3

RESISTANCES

Ice

VULNERABILITIES

Wind

HIT POINTS BY LEVEL

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



GHOSTLIGHT

STARTING TRAIT

Last Laugh: When the Monster is reduced to 0 hit points, all MajiMonsters within 15 feet of it suffer damage equal to five times its Grade. This damage is not subject to resistances or vulnerabilities.

Habitat: Forests, plains, and near villages.

Ghostlights like to infiltrate mundane pumpkin patches.

Diet: Herbivore. Ghostlights only consume ashes of burnt vegetation.

Grouping: Usually found in groups of up to 10 members called *patches*.

Temperament: Aggressive. Ghostlights will attack without warning regardless of circumstance.

If a farmer ever awakes to find his fields burning, it is quite possible that a Ghostlight is to blame. A Ghostlight is a strange and twisted Monster that appears to be a hollowed-out gourd with an eerily carved face and fire within. Ghostlights feed on ash and have no qualms about burning any plants they come across, gnawing at them, and inhaling the burnt remains into their fiery core.

Ghostlights are cunning combatants, seeking to constrict their foes before assaulting them with waves of fire. Thes Monsters move with startling speed, and are especially dangerous if foes choose to engage from a distance. A Ghostlight erupts with magical force when it is defeated in combat, with nothing but chilling laughter left in its wake.

A bound Ghostlight is always willing to charge into battle, eager for a chance to burn everything around it to cinders. Some binders even speak of this Monster's terrifying grin growing even wider as it returns to their drajule with sparks and flame flying. Could Ghostlights actually enjoy exploding?

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

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

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

Vines

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

TECHNIQUES

Barred Descriptors Claw, Horn, Tail, Wing

Starting

Ember Bolt
Fire Breath
Spores

Grade 1

Entangle
Heat Wave
Overgrow
Toxic Barbs

Grade 2

Acid Breath
Fire Wall
Heat Vision
Siphon
Vines

Grade 3

Bad Breath
Black Fire
Bloom
Erupt
Explosion

Grade 4

Cacophony
Combust
Monstrous Bite
Rain of Ashes
Verdant Blast

Grade 5

Devestation Breath
Paragon
Raze
True Flame
Verdant Power



HEALTH 6	STRIKE 4	PROTECTION 9	MAGIC 4	DISCIPLINE 9	SPEED 5
EARTH	VERDANT			BRAWN	3
				SIZE: MEDIUM	3
				TALENT	

RESISTANCES

Lightning, Water

VULNERABILITIES

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 2)

Blindsight: The Monster cannot be targeted by techniques with the *gaze* descriptor, and does not suffer a penalty for being blinded.

Habitat: Forests and subterranean areas.

Diet: Rotting plants and carrion.

Grouping: Solitary. These Monsters have never been recorded to associate with others of their kind.

Temperament: Aggressive.

A Grimrot is a strange and alien Monster. A mass of white fungus dotted by bulbs of strange red liquid, a Grimrot constantly creeps slowly across the ground, leaving a red trail on everything it touches. Once it reaches a morsel of rotting matter, it will instantly engulf and absorb it.

These Monsters are known for being very straightforward in combat, caring nothing for strategy and simply seeking to overtake their victims. Given their surprising repertoire of ranged and melee attacks, these Monsters are rightly feared for the ability to cause chaos on the battlefield at any range.

Even though these Monsters are easily located by tracking their trail of red gore, many binders are loathe to bind a Grimrot. The Monster is unsettling to behold, and seems to care about nothing other than feeding. For a binder to truly master a Grimrot, it will mean overcoming its distractions and frustrating tendencies.

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

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

Soil Spray

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

Entangle

Combat action

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

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

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

Verdant • Zone

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 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

TECHNIQUES

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

Starting

Assault
Entangle
Mud

Grade 1

Burrow
Overgrow
Soil Spray
Solidify

Grade 2

Dust Storm
Earth Bolt
Tendrils
Thorn Wall
Web

Grade 3

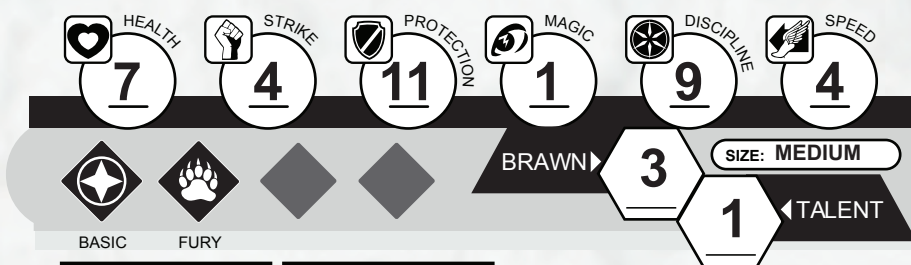
Bloom
Explosion
Upheaval
Volatile Earth
Wither

Grade 4

Exclude
Iron Seed
Landslide
Mud Spray
Verdant Blast

Grade 5

Earthquake
Lifeflow
Revivify
Tsunami
Verdant Power



RESISTANCES

Basic

VULNERABILITIES

Fury

HIT POINTS BY LEVEL

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

STARTING TRAIT

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

OPTIONAL TRAIT (GRADE 3)

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

Habitat: Any. Mortis do not appear to need to breathe, eat, or sleep, allowing them to survive everywhere from underground to under water, active night and day.

Diet: None.

Grouping: In groups of up to 15 or more. Mortis are rarely encountered alone.

Temperament: Very aggressive.

A ghastly chorus of groans accompanied by the loud shuffling of feet herald an approaching pack of Mortis. These green-skinned Monsters are often covered in rags, walking with their arms extended and the lifeless eyes staring straight ahead. Most people are terrified of these Monsters due to their close resemblance to humans. Scholars speculate if these are actually the undead remains of maji of old, those transformed into MajiMonsters from some experiment gone horribly wrong.

Mortis attack anything that moves, neither caring about their own safety nor what they might gain from battle. These Monsters shrug off most physical attacks, and their bodies can absorb terrible amounts of damage. Mortis possess a frightening strength and will charge their foes as quickly as they are able. The fact that these Monsters seldom travel alone just makes them that much more terrifying.

No sane binder should seek out a Mortis to call their own. Given the fear and paranoia that most normal humans feel for binders, calling forth a Mortis would only compound these feelings. Mortis seem incapable of any affection to their binder, but will blindly follow any command.

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

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

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



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

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

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Clobber
Mindless Rage
Steadfast Strike

Grade 1

Duelist
Horrific Grimace
Rabid Bite
Venomous Bite

Grade 2

Brute Strength
Devour
Imperviousness
Rage Strike
Red Line

Grade 3

Capitalize
Knock-Out Strike
Life Tap
Purge
Slow Strike

Grade 4

Medusa's Gaze
Monstrous Bite
Monstrous Claw
Ravage
Reinvigorate

Grade 5

Frenzy
Heart Sight
Paragon
Unstoppable
Vex Strike



SORROWFISHER

Habitat: Sorrowfishers prefer arid climates, typically canyons, deserts, and withering forests. They do not seem to be as reliant on water as other species are.

Diet: Carrion.

Grouping: Solitary or in flocks of up to 10.

Temperament: Aggressive in numbers, but outnumbered Sorrowfishers often flee if pressed.

Often said to arrive just before a great tragedy, Sorrowfishers are miserable creatures to behold. A ghoulish bird of prey with pointed features and oversized talons, this Monster is known for its love of carrion and its disturbing ability to heal its injuries by returning other Monsters to the aether. It seems that other MajiMonsters are aware of this dark appetite, giving even a single Sorrowfisher a wide berth.

While not particularly graceful combatants, Sorrowfishers are very durable Monsters. Their lanky and awkward frames absorb much more punishment than other avian Monsters and this serves their aggressive combat style well. This Monster is blunt and direct, attacking prey head on and caring little for its own safety and more for feeding on the life force of others.

Many binders are understandably nervous about pursuing a Sorrowfisher. In addition to being tough, this Monster seems to retain its dark desire to feed on the departed. More than one binder tells tales of waking up to find their bound Sorrowfisher staring ominously down at them, seemingly awaiting their human partner's demise.

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	3	9	3	10	5
WATER					WIND
BRAWN					3
SIZE: MEDIUM					3
TALENT					3

RESISTANCES

Earth, Fire

VULNERABILITIES

Ice, Lightning

HIT POINTS BY LEVEL

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

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)

Aether Feeder: Once per turn when the Monster reduces and enemy MajiMonster to 0 hit points, it recovers hits points equal to five times the enemy MajiMonster's Grade.

Aqua Wing

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, the user can move up to 5 feet after rolling damage. This movement does not provoke withdraw strikes.

Water • Melee • Wing

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

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

Dark Wind

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

TECHNIQUES

Barred Descriptors Horn, Tail

Starting

Aqua Wing
Deflect
Gale Claw

Grade 1

Feather Storm
Heightened Senses
Venomous Bite
Wind Scythe

Grade 2

Cleanse
Dark Wind
Devour
Riposte
Wing Pummel

Grade 3

Bad Breath
Deluge Breath
Drain
Sky Crash
Suffocate

Grade 4

Confounding Gale
Monstrous Bite
Shadow Breath
Spiteful Strike
Tidal Force

Grade 5

Devastation Breath
Eye of the Storm
Revivify
Vex Strike
Wind Power

HEALTH

5

STRIKE

4

PROTECTION

10

MAGIC

2

DISCIPLINE

9

SPEED

7

EARTH

FURY

BRAWN

4

SIZE: MEDIUM

TALENT

2

RESISTANCES

Basic, Lightning

VULNERABILITIES

Mystic, Verdant

HIT POINTS BY LEVEL

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

STARTING TRAIT

Acidic Blood: When the Monster suffers the bleeding condition, enemies that hit the Monster with a melee attack suffer damage equal to the Monster's Grade plus its Brawn. This damage is not subject to resistance. When the Monster suffers a critical hit from an enemy within 5 feet of it, the enemy becomes burning until it passes a Normal (7) check.

- Habitat:** Stranacs originate from underground areas, but can survive anywhere.
- Diet:** Carnivore, although Stranacs are capable of ingesting inorganic matter if necessary.
- Grouping:** Commonly occurs in groups up to 10 called *riplees*.
- Temperament:** Aggressive. Stranacs typically attack any creatures they perceive as threats or food.

Venturing from their underground tunnels after sunset, Stranacs are rightly feared as swift and brutal predators. Their thin, insectile bodies appear frail, but their carapace is hard as steel, and their limbs and mandibles are razor sharp. Stranacs aren't picky as to what creatures they hunt, and there are horror stories that tell of packs of these bloodthirsty brutes attacking unprepared villages.

Ambush predators by nature, these Monsters will often try to leap or dive down on unsuspecting creatures that pass too close. Stranacs are both physically tough and very fast, making them very difficult opponents to contend with. They revel in close combat, and a full riplee can work in fearsome concert to bring down even the largest of foes.

One of the hardest parts of binding a Stranac is finding the Monster. Venturing underground into their domain is a daunting task, and they only come above ground when hunting. Thus, binders are more likely to bind these Monsters during one of their aboveground raids rather than actively hunting one down underground. Given their terrifying combat ability, a binder with a Stranac should be approached very cautiously.

TECHNIQUES

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Burrow	Enrage	Furious Charge	Blindvision	Counter Attack	Frenzy
Fang Strike	Leap	Granite Strike	Leaping Strike	Diamond Strike	Fury Power
Stone Claw	Rapid Bite	Rend	Spikes	Mud Spray	Gale Force
	Stone Assault	Strength of Stone	Sting	Ravage	Swift Strike
		Vengeful Strike	Stoneskin	Wrath Strike	Tectonic Strike

Barred Descriptors Horn, Tail, Wing



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

Fang Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

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

Basic • Melee • Bite

Stone 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

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

Sting

Combat action

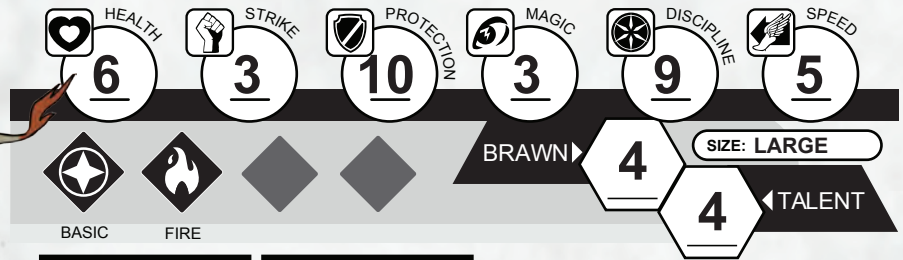
Attack: Strike vs. Protection

Target: One creature in melee range

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

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

Basic • Melee



RESISTANCES

Ice, Mystic

VULNERABILITIES

Fury, Water

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).

OPTIONAL TRAIT (Grade 2)

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

Habitat: Mountains and deserts. Torrows prefer hot climates, but can survive anywhere.

Diet: None.

Grouping: Solitary or in small groups up to 3.

Temperament: Very aggressive. Torrows will charge great distances to fend off intruders.

When viewed from a distance, it is easy to mistake a Torrow for a lost bull wandering to find food or water. Getting closer reveals a Monster covered in linen wrappings that seems to radiate an aura of heat. Not truly alive, these Monsters tirelessly wander the world with some unknown purpose.

Torrows are terrifyingly aggressive, and will charge into battle without care of their own safety. Their horns and hooves are razor sharp, and their bodies are capable of erupting with fire at a moment's notice. While not particularly nimble, this Monster makes up for what it lacks in speed and grace with terrifying power and toughness.

Binding a Torrow is no easy feat, and many binders consider it not worth the effort. The battle to capture this Monster will be fierce, and a bound Torrow is no more affectionate to its binder after the binding ritual. Seemingly devoid of any emotion, this Monster may only follow battle commands to feed a ceaseless hunger for violence.

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.

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

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

Ash Cloud

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

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

TECHNIQUES

Barred Descriptors Claw, Wing

Starting

Enrage
Horn Strike
Smolder

Grade 1

Fire Breath
Momentum
Smoke Blast
Steadfast Strike

Grade 2

Furious Charge
Puncture
Red Line
Steam
Trample

Grade 3

Ash Cloud
Bloodied Breath
Bully
Fire Missile
Haste

Grade 4

Counter Attack
Fire Starter
Incendiary Strike
Monstrous Horn
Omega Strike

Grade 5

Devastation Breath
Frenze
Inferno Strike
Raze
Swift Strike

HEALTH

4

STRIKE

1

PROTECTION

11

MAGIC

3

DISCIPLINE

11

SPEED

6

ICE

WIND

BRAWN

1

SIZE: MEDIUM

TALENT

5

RESISTANCES

Earth, Wind

VULNERABILITIES

Fire, Ice

HIT POINTS BY LEVEL

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



STARTING TRAIT

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

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: Mostly ruins, though Wailers have been seen appearing among graveyards and old battlefields.

Diet: None.

Grouping: Solitary or in small groups up to 3.

Temperament: Wailers are reclusive, and usually flee from humans, but will become aggressive if approached.

Only found in the wild at night, Wailers are ghostly blue humanoids covered in translucent rags. While this Monster can be very reclusive, echoes of its piercing scream are known to haunt ruins of the Old Empire. Some scholars believe that Wailers were formed in the images of ancient maji, cursed to wander the world for all time.

Wailers are terrifying combatants who take a strange delight in tormenting opponents with their screams. Keeping their distance and using impressive ranged attacks, Wailers do everything they can to stay as far away from foes as possible. More than a few binders tell stories of barely escaping an encounter with a Wailer but never actually seeing the Monster—only hearing its chilling screams first, then and suffering its attack an instant later.

Binders should be careful when approaching this Monster, as it can launch attacks farther than most other MajiMonsters and is quick to attack from a distance, making closer contact unlikely. Even bound Wailers seem distant and standoffish to their new partner. Establishing trust with this Monster can be very difficult, but it is worth it to wield such terrifying power.

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

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

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

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

Freezing Breath

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

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting

Deflect
Gust of Wind
Haunt

Grade 1

Artic Wind
Flight
Intimidating Gaze
Telekinesis

Grade 2

Cold Stare
Icicle Bolt
Lullaby
Shout
Whipping Wind

Grade 3

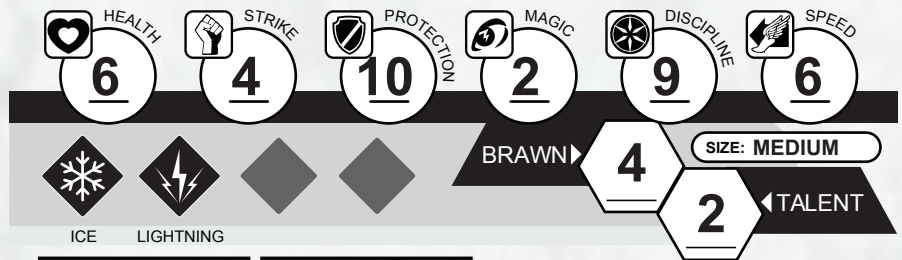
Bad Breath
Icy Veins
Snow Cloud
Suffocate
Uproar

Grade 4

Befuddle
Cacophony
Confounding Gale
Freezing Breath
Medusa's Gaze

Grade 5

Catastrophe
Devastation Breath
Ice Power
Paragon
Wind Power



RESISTANCES

Verdant, Wind

VULNERABILITIES

Earth, Fire

HIT POINTS BY LEVEL

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

STARTING TRAIT

Mythic: While the Monster has at least 1 Grit, it gains a +1 bonus to its Protection and Discipline scores, and a +2 bonus to its bind resistance.

Habitat: Arctic climates and cold temperate forests.
Diet: Omnivore.

Grouping: Always solitary.

Temperament: Reclusive. Windigo are rarely encountered and their reaction to humans varies with each individual Monster.

With a stocky frame covered in white and brown fur that always seems to stand on end, it would stand to reason that a Windigo would be easy to spot in the wild. Nothing is further from the truth. This is one of the most difficult Monsters to track down anywhere in the world. While some scholars believe that the Windigo is only a myth, those who have encountered one tell tales of a towering behemoth that vanishes as quickly as it appears.

On the rare occasions they have been encountered, a Windigo seems more likely to flee than to fight. It is only if they are pursued that this Monster's frightening strength is revealed. Windigo are simple combatants and will use shock and awe tactics to startle their foes before taking the chance to flee. If pushed too far, this Monster has more than enough brute strength to give any enemy pause.

Binding a Windigo is a difficult, and some binders say it is a completely impossible task. Tracking a Monster that is so reclusive could take years, and there is no guarantee that even if it is found that it will not flee.

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

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

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

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

Lightning Aura

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

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Clobber
Freezing Claw
Thunderburst

Grade 1

Enrage
Sparkling Bite
Static Charge
Teleport

Grade 2

Cold Stare
Crackling Strike
Furious Charge
Haymaker
Trample

Grade 3

Amped Strike
Bully
Lightning Rush
Refrigerate
Winter Strike

Grade 4

Lightning Aura
Monstrous Claw
Polar Strike
Ravage
Triple Strike

Grade 5

Arctic Strike
Frenzy
High Voltage
Unstoppable
Voltaic Strike

The Cobra

Illya grasped her head, shunted from her fog of war trance. Her Gorerilla went down as easily as Stalagmaul and Steinmakse before it; she could feel all three drajules thrumming in agony as her companions rejuvenated within. She took a deep breath, trying to calm herself, but to no avail—she was fully aware of how hopeless the situation was. No matter how hard she and Niccola battled, they had yet to leave a scratch on the unknown MajiMonster. It bested five of the binders' own Monsters without any sign of slowing.

Niccola was in no better condition. Illya grimaced while she looked her companion over, signs of fatigue apparent in the young binder. The normally brash and headstrong girl had grown quiet as the battle continued, her attention consumed as their Monsters were beaten one after another. She was left only with her Davvo—a MajiMonster she had bound on a Monsters' Night years ago—it being the duo's last line of defense against their enemy.

"Conflagration!" Niccola commanded hoarsely, her hands shaking. "Turn this thing to cinders!"

Davvo inhaled briefly before spewing forth an enormous gout of fire, consuming both it and its opponent. The flames swelled into an inferno nearly the size of the clearing, briefly taking the edge off the autumn chill. The two MajiMonsters became dancing shadows in the fire, the larger of the two finally connecting a heavy fist into the smaller. The flames shrank to embers. In a flash of aether, Davvo was forced back to the drajule in Niccola's hand.

The remaining Monster turned its attention to the two binders, their defenses stripped away from them. It took a single step forward.

Niccola fell backwards, reeling as her own battle trance was ripped away, looking up only to see the MajiMonster's gaze wash over her. She whipped her head around to Illya, eyes wide with terror. "What do we do?! Nothing works and all of our Monsters have been defeated!"

"Run," Illya said simply, trying to help the young girl to her feet.

"Where? We're in the middle of the woods and—"

"Run." Illya repeated, more urgency in her voice. Niccola stalled, transfixed the MajiMonster. It took another single step toward them, as if savoring her terror.

"We—we don't have any Monsters left! How... how..." Niccola stammered. She stood paralyzed, like a field mouse trembling before a cobra. Illya grabbed her by the wrist, but Niccola was unmoving. The Monster took another step towards them, now clenching its fists tightly.

"Run!" Illya shouted, her voice echoing throughout the clearing.

"Where do we..." her voice trailed off, barely audible.

Moonlight glinted off the MajiMonster's mask, so close now that both binders could see it clearly. The way the shadows played off its face, it was as if the thing was *smiling*. It took another step, almost within arm's reach.

"RUN!" Illy screamed, pulling Niccola off her feet and dragging her into the night as fast as her feet would carry her.

Next Monsters' Night...



prepare to run for your life.

FACES OF FEAR

OPTIONAL RULE: EERIE TRAITS

Under the full moon of Monsters' Night, a few MajiMonsters are warped by the evening's magic, changing their traits in new and terrifying ways. Usually these changes fade as the night passes, but those MajiMonsters bound on Monsters' Night find the changes permanent.

Eerie traits are a variant of normal traits. They're intended to occur only during Monsters' Night, though you may wish to use these traits to represent Monsters native to a cursed part of the Wildlands, a haunted ruin, or any other creepy location. You can also assign an eerie trait to an NPC binder's MajiMonster. Imagine the conversation that might spark between the NPC and the party if that is the first time the players witness such a creature!

HOW MAJIMONSTERS GAIN EERIE TRAITS

A Monster can acquire an eerie trait from one of the following methods. Regardless of how such a trait is gained, no MajiMonster can have more than 1 eerie trait at a time. If an effect would cause a Monster to gain a second eerie trait, replace it with a normal trait instead.

Wild MajiMonsters. As Game Master, you can replace a single trait of a wild MajiMonster appearing during Monsters' Night with an eerie trait. A trait that is replaced by an eerie trait reverts once Monsters' Night ends. However, if the Monster is bound before the night passes the change is permanent. Note this change can apply at your option to any wild MajiMonster, not just those provided in the *Monsters' Night* supplements.

Advancing in Grade. If a binder's MajiMonster would increase in Grade during Monsters' Night (thus gaining a new trait) you can allow the player to choose the new trait from the list of eerie traits instead of the regular list presented in the Core Rulebook. You can rule that if the player wishes to select an eerie trait, the eerie trait is determined randomly.



Eerie traits drastically alter a MajiMonster's appearance.

Breeding. Breeders can pass an eerie trait to a MajiMonster's offspring using the Inherit Trait quality. You might rule, however, that such a process can only be performed during Monsters' Night; otherwise, another trait—determined at random—is passed down

RANDOM EERIE TRAITS

Eerie traits are rare. Only 10% of the MajiMonsters in the world are affected by them, and very few of these Monsters are bound before Monsters' Night passes. You may decide to assign an eerie trait to a wild MajiMonster appearing during Monsters' Night, or roll to randomly determine if a Monster possesses one. To randomly determine Monsters with eerie traits, roll a d10 for each wild MajiMonster appearing in an encounter. On the result of a 1, replace one of the Monster's traits with an eerie trait.

To randomly determine which eerie trait a Monster has, use the table below.

RANDOM EERIE TRAIT

d6	Eerie Trait
1	Deathproof
2	Fiendish
3	Ghostly
4	Haunting
5	Sadistic
6	Venomous

LIST OF EERIE TRAITS

The current list of eerie traits are listed alphabetically below. More may exist; these are just the few scholars have been able to record of present.

[EERIE] DEATHPROOF

Deathproof MajiMonsters fly into a berserk rage as they are wounded, staving off the aether by sheer force of will. As a result, they tend to be covered in scars, their eyes glowing with a primal intensity, and the air around them thick with the scent of blood.

The first time the Monster would be reduced to 0 hit points as the result of an opponent's technique or trait, it is reduced to 1 hit point instead. When this effect occurs, until the end of the Monster's next turn, its attack and damage rolls are boosted without having to spend Grit, it does not suffer damage or the effects of conditions, and is unaffected by difficult terrain. The Monster must rest for 6 hours before regaining use of this effect.

[EERIE] FIENDISH

Fiendish MajiMonsters take on the features of demons and devils of legend. These Monsters reek of sulfur and brimstone, their skin beat red, with gnarled, wicked horns protruding from their bodies. Their magic is warped with flame, causing their techniques to create infernos around them.

The Monster adds its affinity bonus to fire techniques and cannot suffer the burning condition. The Monster can choose to treat Magic techniques as fire techniques; if it does so, damage from these techniques is fire damage.

[EERIE] GHOSTLY

Ghostly MajiMonsters seem to inhabit the border between the spirit world and that of the living. Their forms are transparent and semi-corporeal, their features indistinct and blurred. When a ghostly Monster touches a living creature, it disrupts its life force and causes the creature's hair to wilt, skin to calcify, and blood to boil. Against other MajiMonsters, this disruption temporarily severs their connection to magical affinities, and heals the ghostly Monster a small amount.

The Monster gains a +2 bonus to its Protection and Discipline scores against withdraw strikes. When the Monster deals damage to an opponent MajiMonster with a melee attack, the target must pass a Hard (9) check. On a failed check, the Monster regains hit points equal to the target's Grade, and the target is sealed until the end of its next turn.

[EERIE] HAUNTING

Haunting MajiMonsters are born of nightmares, developing alien features. They warp into twisted parodies of their normal form, each a unique and horrifying sight to behold. A haunting Monster may grow additional eyes, mouths, or limbs, have its flesh replaced with ooze, or sprout writhing tentacles from its body.

When the Monster's technique or trait would cause a creature to suffer a condition a check can end, the Monster can choose for the target to be frightened instead of the normal condition. When the Monster causes a target to become frightened of it, the difficulty to end the condition is increased to the next step.

[EERIE] SADISTIC

Sadistic MajiMonsters seem to delight in tormenting their prey...one creature at a time. They are stand-offish loners, simply being near one is intimidating. Sadistic MajiMonsters have darkened features, their eyes turned red with malice. A dark aura grows around them—lashing out wildly in umbral tendrils—when the MajiMonster has a victim cornered.

When the Monster is not within 5 feet of an ally, it gains a +1 bonus to its melee attack rolls, and its melee damage rolls gain a bonus equal to its Grade. The Monster does count when determining if a target is outnumbered.

[EERIE] VENOMOUS

Venomous MajiMonsters develop odd markings over their hides, with exaggerated anatomy where their venom is injected. A venomous Monster's tail might grow into a barbed stinger, while another venomous MajiMonster might froth at the mouth with toxins.

Choose one of the following descriptors: bite, claw, or tail. When the Monster scores a critical hit against an opponent using a technique with the chosen descriptor, the target becomes poisoned until it passes a Hard (9) check.

MONSTERS' NIGHT RELICS

You can add the following relics to those listed in the *Core Rulebook*. These relics represent those dating back to the first few Monsters' Nights, made by the first maji studying the night's chilling magic.

BERSERKER'S FANG

This tooth is nicked and jagged, and hums with power when held. It's capable of granting a MajiMonster great physical

strength. You can use your utility action to touch the fang to your active MajiMonster's drajule. If you do, the Monster gains a +4 bonus to its Strike and Brawn scores until the end of your next turn. When this effect expires, the Monster becomes debilitated until it passes a Hard (9) check. After using this effect, it cannot be used again until the next dawn.

COIN OF FICKLE FORTUNE

This golden imperial coin has a certain shine and sparkle to it that instantly catches the eye. It has the power to bring either great fortune or terrible misery to a binder. You can spend your utility action to flip the coin into the air, calling either *bricks* or *scales*. (The "bricks" side of an imperial coin often has an image of an ancient building while the "scales" side is a relief of dragon scales.)

If you call the result correctly, your active MajiMonster's core attributes, Brawn, and Talent are increased by 1 for 1 minute. If you call the result incorrectly, your active MajiMonster's core attributes, Brawn, and Talent are decreased by 1 for 1 minute. Once used, the coin of fickle fortune cannot be tossed again for 1 minute. You can flip the coin three times each day to gain the effect, after which the coin cannot be used again in this manner until the next dawn.

SINISTER SCYTHE

(Held) - This wickedly sharp scythe made of dark metal looks more suited to felling foes than wheat. When a Monster you control inflicts a condition upon another Monster using its technique or trait, you can swing the scythe through the air to cause the difficulty of the check to end the condition to increase to the next step. After using this effect, it cannot be used again until the next midnight.

WAILER'S SCREAM

This simple brooch made of gold and jet is always cold to the touch. You can use your combat action to activate the brooch, causing it to release a horrible scream audible within 300 feet of your location. Each wild MajiMonster in this area must use its action to flee on its next turn. This relic comes with three charges; once the final charge has been used, the brooch crumbles into dust and is unusable.

OPTIONAL BACKGROUNDS

Monsters' Night brings out more than just unsettling MajiMonsters. As humans have had to adapt to the night's annual occurrence, many are pushed away from society—or perhaps to the very edge of their own humanity—as a result. At your option, you can allow players to select a background inspired by Monsters' Night for their characters: the *Outsider* or the *Villain*.

Note that these backgrounds break the mold on the traditionally heroic archetypes designed for binders, quite the opposite, in fact. Before letting a player take such a background, ensure that the player has a strong understanding of how his or her character fits in with the game world and the rest of the party. If you think a character with villainous tendencies would disrupt the flow of the game, it would be best not to allow the background to be an option.

OUTSIDER

““You think I'm strange? How do you think I feel about the lot of you?”

Something about you is different—maybe it is how you dress, how you speak, how you behave, or what you believe. You don't fit in with the crowd, and you don't try to. You might be an outsider by choice, or your eccentricities may have pushed others away from you. Whether you flaunt what makes you so unique, or use it to talk down to those around you, blending in with the crowd is never an option.

Skills: You gain 1 bonus rank in Intuition, Willpower, and Wits to better keep your head held high in a world you don't fit into.

Money: You begin with an additional 25 suls to fund your adventure to spend on whatever varied equipment is needed for your eccentric lifestyle.

Unsettling Quirk: When you select this background, choose an unsettling feature about yourself. It might be a physical feature, such as a malformed limb or ugly scar, or something about the way you think or behave, such as having a nervous tick or being obsessed over a doomsday scenario. Your quirk makes it difficult for you to interact in normal society. It may make some people frightened of you, and may cause others to draw arms against you.

VILLAIN

“Don't be afraid of the Monster inside the drajule, be afraid of the monster holding the drajule.”

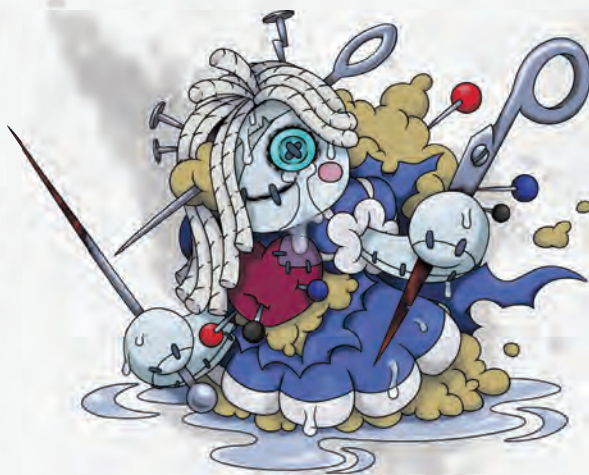
Deep down in your core, your spirit is stained. Your story may be one of redemption, or a descent into madness. You might adventure for monetary or political reward, or perhaps because it allows you to bring a scheme together, or maybe simply because it allows you to be wicked. You lie when it suits your needs, cheat to win any contest, steal what you want, and manipulate (or eliminate) anyone who gets in your way. You may have a small crew of partners you trust, and you've managed to gain the unfaltering help of a minion to do your bidding.

Skills: You gain 1 bonus rank of Guile and Intuition, a result of reading your foes to better dominate them. You also gain 1 bonus rank in either Persuasion or Strength (your choice).

Lackey: You begin play with a loyal henchman who is completely devoted to you. They may serve you out of constant fear of your wrath, an unexplainable love for you, or a fascination with a philosophy you both share. This is a normal person who is not, and will never be, a binder. They do not possess any great wealth, political position, or unique skills, but they are more than capable of completing mundane tasks.

NEW BESTIARY ENTRIES

Scholars have recorded even more new species of MajiMonsters during the recent Monsters' Night. You can add these Monsters to those listed in the Bestiary in the *Core Rulebook*.



EFFIGY

HEALTH 3	STRIKE 4	PROTECTION 10	MAGIC 4	DISCIPLINE 10	SPEED 6
MYSTIC	WATER			BRAWN 3	SIZE: TINY
				3	TALENT
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL	
Fire, Fury		Basic, Lightning			
				01	04
				08	12
				16	20
				23	32
				44	56
				68	80

STARTING TRAIT

Voodoo: Once per round when the Monster is hit by an opponent's attack, it can use its response and spend a point of Grit. If it does, it chooses an enemy target within 20 feet. Treat that target as if it was also hit by the opponent's attack, suffering the same damage and effects if applicable.

Habitat: Effigies were once believed to only inhabit Old Empire ruins, but have since been spotted in modern day settlements.

Diet: None.

Grouping: Solitary or in small groups up to 5.

Temperament: Passive.

Wise parents count their children's dolls before going to bed for fear that an Effigy has snuck in the home. These Monsters initially appear as mundane rag dolls, but a closer look reveals numerous pins piercing the would-be-toy and fine tracks of tears running down an unsettling, happy face. This leaves the creature a soggy mush, leaving puddles wherever it lingers too long.

Effigies tend to avoid combat due to their innate frailty and often take measures to confound their opponents before fleeing. Pairing small size with strangely quick reflexes, this Monster can often be hard to keep track of in combat. It launches its attacks with startling precision, and many an unwary binder has been sent fleeing after underestimating this tiny foe.

Given this Monster's disturbing appearance, there are few binders willing to seek out an Effigy to call their own. While bound Effigies show loyalty and capability, there is always an air of unease surrounding them. It is a mystery whether this is due to some magical power or simply human superstition.

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

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

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

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

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

TECHNIQUES

Barred Descriptors Claw, Horn, Tail, Wing

Starting

Evil Eye
Mending
Spoil

Grade 1

Cure
Haunt
Occult Ward
Venomous Bite

Grade 2

Illuminate
Lullaby
Mist
Premonition
Theurge Strike

Grade 3

Drain
Hypnotic Gaze
Life Tap
Mirage
Swell

Grade 4

Befuddle
Cacophony
Combust
Eye Bite
Flood Strike

Grade 5

Catastrophe
Occult Storm
Occult Strike
Paragon
Water Form

HEALTH

5

STRIKE

2

PROTECTION

10

MAGIC

4

DISCIPLINE

11

SPEED

6

FIRE

VERDANT

BRAWN

2

SIZE: MEDIUM

3

TALENT

RESISTANCES

Ice

VULNERABILITIES

Wind

HIT POINTS BY LEVEL

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



GHOSTLIGHT

STARTING TRAIT

Last Laugh: When the Monster is reduced to 0 hit points, all MajiMonsters within 15 feet of it suffer damage equal to five times its Grade. This damage is not subject to resistances or vulnerabilities.

Habitat: Forests, plains, and near villages.

Ghostlights like to infiltrate mundane pumpkin patches.

Diet: Herbivore. Ghostlights only consume ashes of burnt vegetation.

Grouping: Usually found in groups of up to 10 members called *patches*.

Temperament: Aggressive. Ghostlights will attack without warning regardless of circumstance.

If a farmer ever awakes to find his fields burning, it is quite possible that a Ghostlight is to blame. A Ghostlight is a strange and twisted Monster that appears to be a hollowed-out gourd with an eerily carved face and fire within. Ghostlights feed on ash and have no qualms about burning any plants they come across, gnawing at them, and inhaling the burnt remains into their fiery core.

Ghostlights are cunning combatants, seeking to constrict their foes before assaulting them with waves of fire. Thes Monsters move with startling speed, and are especially dangerous if foes choose to engage from a distance. A Ghostlight erupts with magical force when it is defeated in combat, with nothing but chilling laughter left in its wake.

A bound Ghostlight is always willing to charge into battle, eager for a chance to burn everything around it to cinders. Some binders even speak of this Monster's terrifying grin growing even wider as it returns to their drajule with sparks and flame flying. Could Ghostlights actually enjoy exploding?

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

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

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

Vines

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

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting

Ember Bolt
Fire Breath
Spores

Grade 1

Entangle
Heat Wave
Overgrow
Toxic Barbs

Grade 2

Acid Breath
Fire Wall
Heat Vision
Siphon
Vines

Grade 3

Bad Breath
Black Fire
Bloom
Erupt
Explosion

Grade 4

Cacophony
Combust
Monstrous Bite
Rain of Ashes
Verdant Blast

Grade 5

Devestation Breath
Paragon
Raze
True Flame
Verdant Power



HEALTH 6	STRIKE 4	PROTECTION 9	MAGIC 4	DISCIPLINE 9	SPEED 5
EARTH	VERDANT			BRAWN 3	SIZE: MEDIUM
					TALENT 3

RESISTANCES

Lightning, Water

VULNERABILITIES

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 2)

Blindsight: The Monster cannot be targeted by techniques with the *gaze* descriptor, and does not suffer a penalty for being blinded.

Habitat: Forests and subterranean areas.

Diet: Rotting plants and carrion.

Grouping: Solitary. These Monsters have never been recorded to associate with others of their kind.

Temperament: Aggressive.

A Grimrot is a strange and alien Monster. A mass of white fungus dotted by bulbs of strange red liquid, a Grimrot constantly creeps slowly across the ground, leaving a red trail on everything it touches. Once it reaches a morsel of rotting matter, it will instantly engulf and absorb it.

These Monsters are known for being very straightforward in combat, caring nothing for strategy and simply seeking to overtake their victims. Given their surprising repertoire of ranged and melee attacks, these Monsters are rightly feared for the ability to cause chaos on the battlefield at any range.

Even though these Monsters are easily located by tracking their trail of red gore, many binders are loathe to bind a Grimrot. The Monster is unsettling to behold, and seems to care about nothing other than feeding. For a binder to truly master a Grimrot, it will mean overcoming its distractions and frustrating tendencies.

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

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

Soil Spray

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

Entangle

Combat action

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

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

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

Verdant • Zone

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 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

TECHNIQUES

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

Starting

Assault
Entangle
Mud

Grade 1

Burrow
Overgrow
Soil Spray
Solidify

Grade 2

Dust Storm
Earth Bolt
Tendrils
Thorn Wall
Web

Grade 3

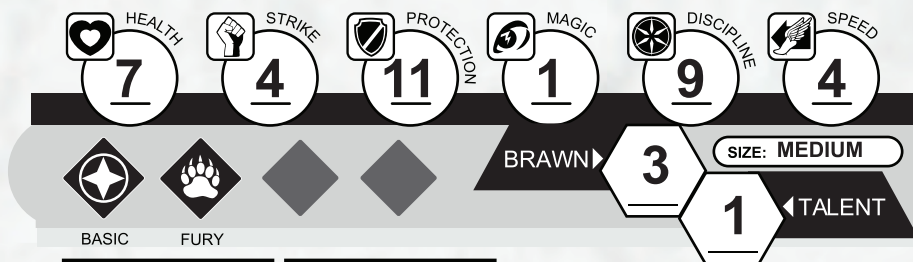
Bloom
Explosion
Upheaval
Volatile Earth
Wither

Grade 4

Exclude
Iron Seed
Landslide
Mud Spray
Verdant Blast

Grade 5

Earthquake
Lifeflow
Revivify
Tsunami
Verdant Power



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).

OPTIONAL TRAIT (GRADE 3)

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

Habitat: Any. Mortis do not appear to need to breathe, eat, or sleep, allowing them to survive everywhere from underground to under water, active night and day.

Diet: None.

Grouping: In groups of up to 15 or more. Mortis are rarely encountered alone.

Temperament: Very aggressive.

A ghastly chorus of groans accompanied by the loud shuffling of feet herald an approaching pack of Mortis. These green-skinned Monsters are often covered in rags, walking with their arms extended and the lifeless eyes staring straight ahead. Most people are terrified of these Monsters due to their close resemblance to humans. Scholars speculate if these are actually the undead remains of maji of old, those transformed into MajiMonsters from some experiment gone horribly wrong.

Mortis attack anything that moves, neither caring about their own safety nor what they might gain from battle. These Monsters shrug off most physical attacks, and their bodies can absorb terrible amounts of damage. Mortis possess a frightening strength and will charge their foes as quickly as they are able. The fact that these Monsters seldom travel alone just makes them that much more terrifying.

No sane binder should seek out a Mortis to call their own. Given the fear and paranoia that most normal humans feel for binders, calling forth a Mortis would only compound these feelings. Mortis seem incapable of any affection to their binder, but will blindly follow any command.

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

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

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

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

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

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Clobber
Mindless Rage
Steadfast Strike

Grade 1

Duelist
Horrid Grimace
Rabid Bite
Venomous Bite

Grade 2

Brute Strength
Devour
Imperviousness
Rage Strike
Red Line

Grade 3

Capitalize
Knock-Out Strike
Life Tap
Purge
Slow Strike

Grade 4

Medusa's Gaze
Monstrous Bite
Monstrous Claw
Ravage
Reinvigorate

Grade 5

Frenzy
Heart Sight
Paragon
Unstoppable
Vex Strike



SORROWFISHER

Habitat: Sorrowfishers prefer arid climates, typically canyons, deserts, and withering forests. They do not seem to be as reliant on water as other species are.

Diet: Carrion.

Grouping: Solitary or in flocks of up to 10.

Temperament: Aggressive in numbers, but outnumbered Sorrowfishers often flee if pressed.

Often said to arrive just before a great tragedy, Sorrowfishers are miserable creatures to behold. A ghoulish bird of prey with pointed features and oversized talons, this Monster is known for its love of carrion and its disturbing ability to heal its injuries by returning other Monsters to the aether. It seems that other MajiMonsters are aware of this dark appetite, giving even a single Sorrowfisher a wide berth.

While not particularly graceful combatants, Sorrowfishers are very durable Monsters. Their lanky and awkward frames absorb much more punishment than other avian Monsters and this serves their aggressive combat style well. This Monster is blunt and direct, attacking prey head on and caring little for its own safety and more for feeding on the life force of others.

Many binders are understandably nervous about pursuing a Sorrowfisher. In addition to being tough, this Monster seems to retain its dark desire to feed on the departed. More than one binder tells tales of waking up to find their bound Sorrowfisher staring ominously down at them, seemingly awaiting their human partner's demise.

HEALTH	STRIKE	PROTECTION	MAGIC	DISCIPLINE	SPEED
7	3	9	3	10	5
WATER				BRAWN	3
WIND				SIZE: MEDIUM	3
				TALENT	3

RESISTANCES

Earth, Fire

VULNERABILITIES

Ice, Lightning

HIT POINTS BY LEVEL

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

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)

Aether Feeder: Once per turn when the Monster reduces and enemy MajiMonster to 0 hit points, it recovers hits points equal to five times the enemy MajiMonster's Grade.

Aqua Wing

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, the user can move up to 5 feet after rolling damage. This movement does not provoke withdraw strikes.

Water • Melee • Wind

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

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

Dark Wind

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

TECHNIQUES

Barred Descriptors Horn, Tail

Starting

Aqua Wing
Deflect
Gale Claw

Grade 1

Feather Storm
Heightened Senses
Venomous Bite
Wind Scythe

Grade 2

Cleanse
Dark Wind
Devour
Riposte
Wing Pummel

Grade 3

Bad Breath
Deluge Breath
Drain
Sky Crash
Suffocate

Grade 4

Confounding Gale
Monstrous Bite
Shadow Breath
Spiteful Strike
Tidal Force

Grade 5

Devastation Breath
Eye of the Storm
Revivify
Vex Strike
Wind Power

HEALTH

5

STRIKE

4

PROTECTION

10

MAGIC

2

DISCIPLINE

9

SPEED

7

EARTH

FURY

BRAWN

4

SIZE: MEDIUM

TALENT

2

RESISTANCES

Basic, Lightning

VULNERABILITIES

Mystic, Verdant

HIT POINTS BY LEVEL

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



STRANAC

STARTING TRAIT

Acidic Blood: When the Monster suffers the bleeding condition, enemies that hit the Monster with a melee attack suffer damage equal to the Monster's Grade plus its Brawn. This damage is not subject to resistance. When the Monster suffers a critical hit from an enemy within 5 feet of it, the enemy becomes burning until it passes a Normal (7) check.

Habitat: Stranacs originate from underground areas, but can survive anywhere.

Diet: Carnivore, although Stranacs are capable of ingesting inorganic matter if necessary.

Grouping: Commonly occurs in groups up to 10 called *riplees*.

Temperament: Aggressive. Stranacs typically attack any creatures they perceive as threats or food.

Venturing from their underground tunnels after sunset, Stranacs are rightly feared as swift and brutal predators. Their thin, insectile bodies appear frail, but their carapace is hard as steel, and their limbs and mandibles are razor sharp. Stranacs aren't picky as to what creatures they hunt, and there are horror stories that tell of packs of these bloodthirsty brutes attacking unprepared villages.

Ambush predators by nature, these Monsters will often try to leap or dive down on unsuspecting creatures that pass too close. Stranacs are both physically tough and very fast, making them very difficult opponents to contend with. They revel in close combat, and a full riplee can work in fearsome concert to bring down even the largest of foes.

One of the hardest parts of binding a Stranac is finding the Monster. Venturing underground into their domain is a daunting task, and they only come above ground when hunting. Thus, binders are more likely to bind these Monsters during one of their aboveground raids rather than actively hunting one down underground. Given their terrifying combat ability, a binder with a Stranac should be approached very cautiously.

Burrow

Movement

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

Earth

Fang Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

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

Basic • Melee • Bite

Stone 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

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

Sting

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

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

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

Basic • Melee

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Burrow
Fang Strike
Stone Claw

Grade 1

Enrage
Leap
Rapid Bite
Stone Assault

Grade 2

Furious Charge
Granite Strike
Rend
Strength of Stone
Vengeful Strike

Grade 3

Blindsight
Leaping Strike
Spikes
Sting
Stoneskin

Grade 4

Counter Attack
Diamond Strike
Mud Spray
Ravage
Wrath Strike

Grade 5

Frenzy
Fury Power
Gale Force
Swift Strike
Tectonic Strike



HEALTH
6

STRIKE
3

PROTECTION
10

MAGIC
3

DISCIPLINE
9

SPEED
5

BASIC
4

FIRE
4

BRAWN
4

SIZE: **LARGE**

TALENT
4

RESISTANCES

Ice, Mystic

VULNERABILITIES

Fury, Water

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).

OPTIONAL TRAIT (Grade 2)

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

Habitat: Mountains and deserts. Torrows prefer hot climates, but can survive anywhere.

Diet: None.

Grouping: Solitary or in small groups up to 3.

Temperament: Very aggressive. Torrows will charge great distances to fend off intruders.

When viewed from a distance, it is easy to mistake a Torrow for a lost bull wandering to find food or water. Getting closer reveals a Monster covered in linen wrappings that seems to radiate an aura of heat. Not truly alive, these Monsters tirelessly wander the world with some unknown purpose.

Torrows are terrifyingly aggressive, and will charge into battle without care of their own safety. Their horns and hooves are razor sharp, and their bodies are capable of erupting with fire at a moment's notice. While not particularly nimble, this Monster makes up for what it lacks in speed and grace with terrifying power and toughness.

Binding a Torrow is no easy feat, and many binders consider it not worth the effort. The battle to capture this Monster will be fierce, and a bound Torrow is no more affectionate to its binder after the binding ritual. Seemingly devoid of any emotion, this Monster may only follow battle commands to feed a ceaseless hunger for violence.

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.

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

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

Ash Cloud

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

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

TECHNIQUES

Barred Descriptors Claw, Wing

Starting

Enrage
Horn Strike
Smolder

Grade 1

Fire Breath
Momentum
Smoke Blast
Steadfast Strike

Grade 2

Furious Charge
Puncture
Red Line
Steam
Trample

Grade 3

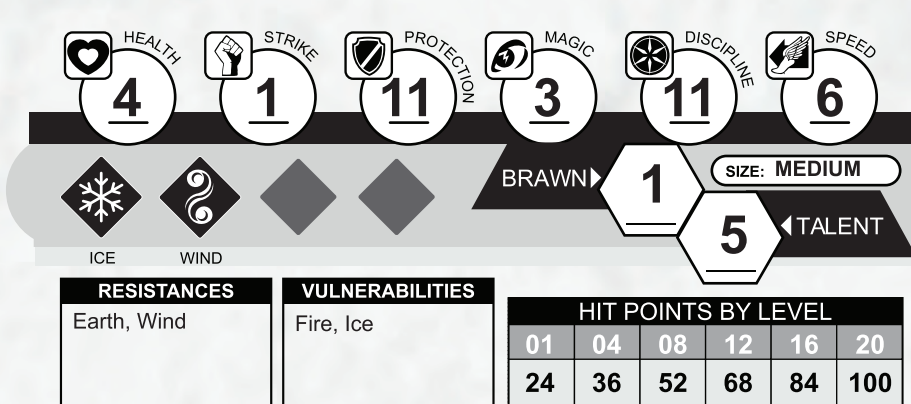
Ash Cloud
Bloodied Breath
Bully
Fire Missile
Haste

Grade 4

Counter Attack
Fire Starter
Incendiary Strike
Monstrous Horn
Omega Strike

Grade 5

Devastation Breath
Frenze
Inferno Strike
Raze
Swift Strike



STARTING TRAIT

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

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: Mostly ruins, though Wailers have been seen appearing among graveyards and old battlefields.

Diet: None.

Grouping: Solitary or in small groups up to 3.

Temperament: Wailers are reclusive, and usually flee from humans, but will become aggressive if approached.

Only found in the wild at night, Wailers are ghostly blue humanoids covered in translucent rags. While this Monster can be very reclusive, echoes of its piercing scream are known to haunt ruins of the Old Empire. Some scholars believe that Wailers were formed in the images of ancient maji, cursed to wander the world for all time.

Wailers are terrifying combatants who take a strange delight in tormenting opponents with their screams. Keeping their distance and using impressive ranged attacks, Wailers do everything they can to stay as far away from foes as possible. More than a few binders tell stories of barely escaping an encounter with a Wailer but never actually seeing the Monster—only hearing its chilling screams first, then and suffering its attack an instant later.

Binders should be careful when approaching this Monster, as it can launch attacks farther than most other MajiMonsters and is quick to attack from a distance, making closer contact unlikely. Even bound Wailers seem distant and standoffish to their new partner. Establishing trust with this Monster can be very difficult, but it is worth it to wield such terrifying power.

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

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

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

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

Freezing Breath

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

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting

Deflect
Gust of Wind
Haunt

Grade 1

Artic Wind
Flight
Intimidating Gaze
Telekinesis

Grade 2

Cold Stare
Icicle Bolt
Lullaby
Shout
Whipping Wind

Grade 3

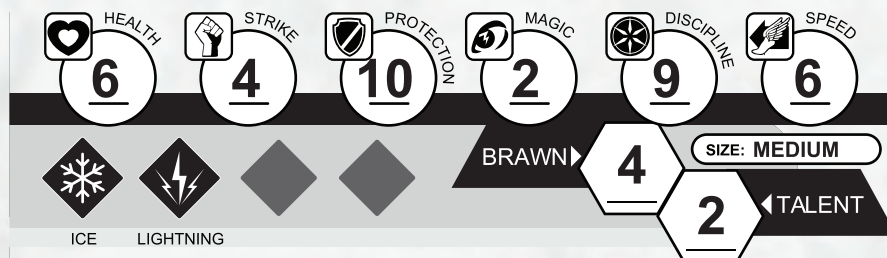
Bad Breath
Icy Veins
Snow Cloud
Suffocate
Uproar

Grade 4

Befuddle
Cacophony
Confounding Gale
Freezing Breath
Medusa's Gaze

Grade 5

Catastrophe
Devastation Breath
Ice Power
Paragon
Wind Power



RESISTANCES

Verdant, Wind

VULNERABILITIES

Earth, Fire

HIT POINTS BY LEVEL

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

STARTING TRAIT

Mythic: While the Monster has at least 1 Grit, it gains a +1 bonus to its Protection and Discipline scores, and a +2 bonus to its bind resistance.

Habitat: Arctic climates and cold temperate forests.
Diet: Omnivore.

Grouping: Always solitary.

Temperament: Reclusive. Windigo are rarely encountered and their reaction to humans varies with each individual Monster.

With a stocky frame covered in white and brown fur that always seems to stand on end, it would stand to reason that a Windigo would be easy to spot in the wild. Nothing is further from the truth. This is one of the most difficult Monsters to track down anywhere in the world. While some scholars believe that the Windigo is only a myth, those who have encountered one tell tales of a towering behemoth that vanishes as quickly as it appears.

On the rare occasions they have been encountered, a Windigo seems more likely to flee than to fight. It is only if they are pursued that this Monster's frightening strength is revealed. Windigo are simple combatants and will use shock and awe tactics to startle their foes before taking the chance to flee. If pushed too far, this Monster has more than enough brute strength to give any enemy pause.

Binding a Windigo is a difficult, and some binders say it is a completely impossible task. Tracking a Monster that is so reclusive could take years, and there is no guarantee that even if it is found that it will not flee.

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

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

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

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

Lightning Aura

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

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Clobber
Freezing Claw
Thunderburst

Grade 1

Enrage
Sparkling Bite
Static Charge
Teleport

Grade 2

Cold Stare
Crackling Strike
Furious Charge
Haymaker
Trample

Grade 3

Amped Strike
Bully
Lightning Rush
Refrigerate
Winter Strike

Grade 4

Lightning Aura
Monstrous Claw
Polar Strike
Ravage
Triple Strike

Grade 5

Arctic Strike
Frenzy
High Voltage
Unstoppable
Voltaic Strike

Next Monsters' Night...



prepare to run for your life.