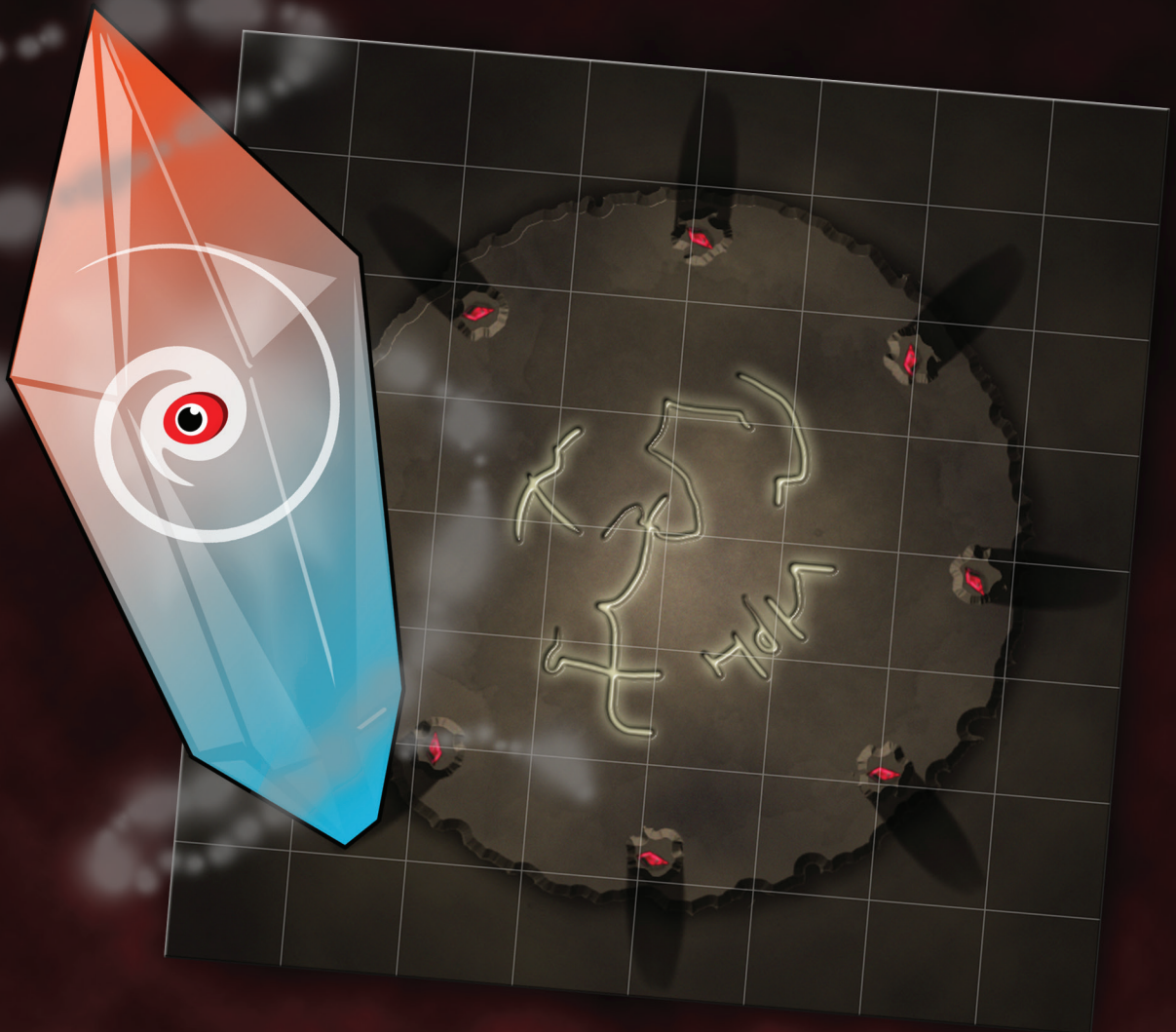


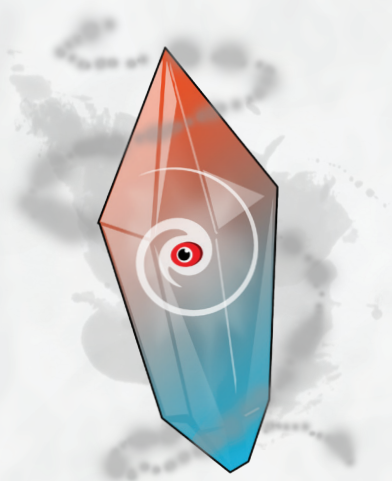
MAJIMONSTERS

SCENES FROM THE WILDLANDS



DRAJULE ALTAR

GRADE 2 WILD ENCOUNTER (2 XP)



Scenes from the Wildlands is a series of individual encounters you can use in your **MAJIMONSTERS** game. Each module requires that the Game Master is familiar with the game rules and has a copy of the **MAJIMONSTERS Core Rulebook**.

USING THIS SCENE

Drajule Altar is appropriate for parties of characters controlling at least one Grade 2 MajiMonster each. You can alter the difficulty by changing the level or Grade of the MajiMonsters in the following encounters, or altering the number of MajiMonsters.

This scene is ideal for parties of 3 to 4 players, though it can accommodate more or fewer players with some alteration by the Game Master. Before running the scene, we recommend that you read it completely to make sure you are familiar with it.

Scene read aloud text

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

NPC BINDER STATISTICS

Many *Scenes from the Wildlands* encounters introduce NPC binders that the party may interact with. In these cases, the statistics of significant NPC binders and their MajiMonsters can be found at the end of the scene's description.

NEW BESTIARY ENTRIES

Some *Scenes from the Wildlands* encounters may introduce new MajiMonsters for you and your players to use. In these cases, a new MajiMonster's Bestiary entry is provided at the end of the scene's description.

Game Master Tips

Each *Scenes from the Wildlands* encounter is written with the Game Master in mind, providing reminders and advice when necessary. Helpful tips for the GM are provided in text boxes such as this one.

SCENE OVERVIEW

A drajule altar is a magical edifice created by maji, used for the earliest rituals to create drajules. The altar consists of a wide circular platform encircled by eight pillars. An ancient maji symbol is carved into the surface of the altar at its center.

This scene can be used within an existing campaign when the party discovers a drajule altar in the Wildlands. A maji's ancient magic has lingered within this relic, awakening as the characters approach. The party soon finds wild MajiMonsters at the location, and with a little research they can discover how to use the power that rests within the altar.

Location and Appearance of the Altar

A drajule altar can be found in any location in the Wildlands. Drajule altars are usually comprised of local materials, and so may appear somewhat differently, though all have the same signature shape and marking in the center. For instance, a drajule altar located near a mountain may have pillars made of flash-frozen geysers of lava from an ancient volcano, while an altar in the middle of a forest may have been created from trees warped by magic.

Since this particular altar is described as being made of stone, you might want to consider a more earthen environment for the setting—such as within a cave or canyon. However, you can alter the read-aloud text to reflect a different setting



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DRAJULE ALTAR

This particular drajule altar is in a long-dormant state. Old Empire maji once used it to create drajules, and the results of their efforts are still present on the pillars around the altar. However, some of their drajule-creation rituals became corrupted, causing these drajules to transform into the MajiMonster, Antipode. Several Antipode remain by the altar to this day, posing as actual drajules.

APPROACHING THE ALTAR

When the party draws near to the altar, it resonates with the binders' innate magic, causing it to activate. As the party approaches the altar, you can read the following aloud to the players.

Standing before you is a marvel. Earth and stone are raised in a circular altar, creating an elevated disc of land perhaps thirty feet in diameter. Along the platform's perimeter are eight columns of rough marble. At the top of each four-foot-high stone pillars rests a polished crystal—drajules. There's no way this formation could be naturally occurring, although it doesn't appear to have been crafted by tools. It's crude and raw in its makeup, as if the earth had been miraculously compelled to heave itself into this shape.

The center portion of the disc is carved with a peculiar symbol, which catches your attention as it begins to faintly glow as you draw nearer.



A. SHIFTING TEMPERATURES

The area near the drajule altar fluctuates in temperature, a result of the Antipode posing as drajules on the altar's pillars. Characters standing near the locations marked A on the map will go from sweating to freezing and back again in only a few moments.

The area near the altar is wildly hot! No, it's pleasant for a moment—then it's biting cold. The chill passes, just before another wave of intense heat passes through. Some magic is causing the temperature here to swing wildly and rapidly.

S. DANCING SHADOW

A playful Shadowwodahs has discovered this area recently, using the shadows cast by the pillars to hide while it observes the party. A character that inspects the location marked S on the map can make a Hard (9) Interaction (Perception) check when doing so. On a success, you can read the following to the player.

The glow from the carving at the center casts shadows from each of the pillars, extending like spokes from the center of a wheel. One of them seems to dance—ever so slightly—out of sync with the others.

If a character investigates the shadow, the Shadowwodahs attacks (see *Attack!*).

ATTACK!

The MajiMonsters in the area are content to let the party pass by undisturbed. However, if a party member grabs an Antipode posing as a drajule or disturbs the shadow area concealing the Shadowwodahs, all the MajiMonsters here attack.

Three of the drajules resting upon the pillars rise in the air, a swirl of smoke and steam emanates from them as a lidless eye is revealed within the center of each. They're not drajules at all, but

MajiMonsters! Just as you realize this, one of the shadows cast by a pillar from the altar contorts, pouncing into form. Another MajiMonster, a creature of living shadow, is here as well!

WILD ENCOUNTER: THE DRAJULE ALTAR (2 XP)

MajiMonsters:

- 3 Antipode (*Bestiary*) – level 5 each
- 1 Shadowwodahs (*Bestiary*) – level 6

TREASURE

Of the five remaining drajules on the pillar, two are standard drajules while two are *lesser archdrajules*. The last drajule actually isn't a drajule at all, but a chunk of red spinal carved into the shape of one. The red spinal is worth 1,000 suls.

USING THE ALTAR

A character that spends an hour or longer examining the altar can attempt a Normal (7) Knowledge (Education) check. Upon a success, the character understands the altar has a magic that assists in the creation of drajules. A scribe that uses the altar to craft drajules reduces the difficulty to do so by 1 step (making the base difficulty a Very Easy (3) check).

Creating Wild MajiMonsters for the Encounter

This encounter uses Grade 2 wild MajiMonsters at levels 5 (Antipode) and 6 (Shadowwodahs). You can use the game statistics for each MajiMonster as presented in the *Bestiary* in the **Core Rulebook**, noting the following:

- Each Antipode has 45 hit points. The Shadowwodahs has 56 hit points.
- Each Monster has a base bind resistance of 18, 2 points of Grit, an affinity bonus of +4, a resistance value of -4, and an empowered damage bonus of +2d6.

If you don't want to manually select techniques for each MajiMonster, use the following:

- Each Antipode has the *ember bolt*, *fireball*, *ice beam*, and *ice shards* techniques.
- The Shadowwodahs has the *arcane beam*, *dust storm*, *haunt*, and *shadowmeld* techniques.





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