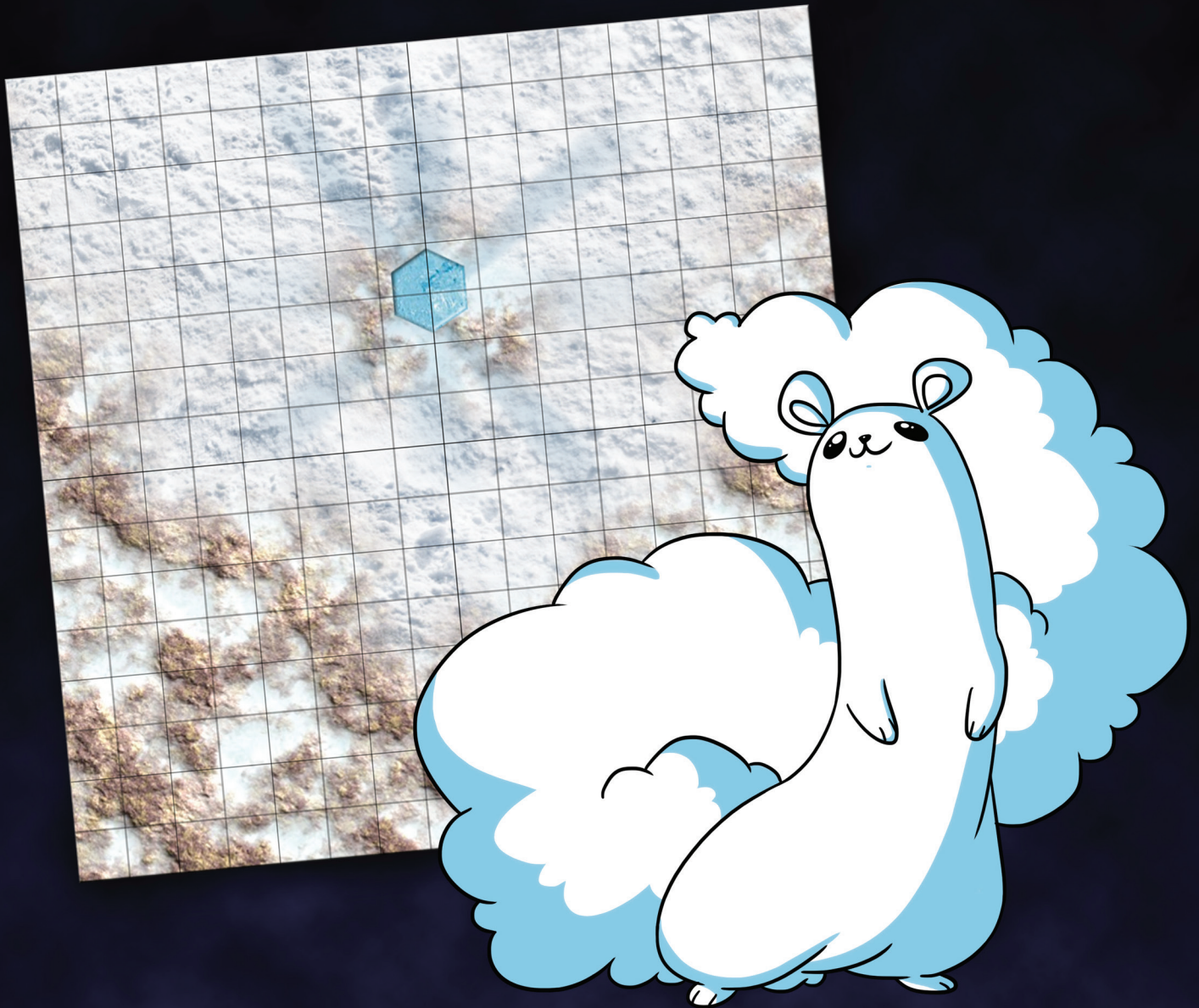


# MAJIMONSTERS

SCENES FROM THE WILDLANDS



## FROZEN PILLAR

GRADE 1 WILD ENCOUNTER (1 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

*Frozen Pillar* 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 present, or by including more or fewer MajiMonsters total.

This scene is ideal for parties of 3 to 4 players, although it can accommodate more or fewer players with some small alterations 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 hexagonal pillar of pure ice stands in a remote, snowy region of the Wildlands, untouched by mankind for centuries. It is the last remnant of a long-dead maji, and the final resting place of the drajule containing his prized MajiMonster.

This scene can be used within an existing campaign for a party exploring an open, arctic region. The pillar clearly stands out from the rest of the terrain, attracting the party members' attention. Wild MajiMonsters are hidden among the snowy banks that blanket the ground around the pillar, which can prompt a battle with investigating party members.

### Location of the Pillar

The text and terrain of the encounter suggests that the pillar is located in a naturally cold, open area; snow lies around the pillar and MajiMonsters in this encounter are indigenous to arctic regions. However, you could alter the encounter to make the pillar magically create the snow around it, causing an abnormally cold spot in an otherwise temperate or warm climate.

If you modify the encounter's location, should also consider changing the wild MajiMonsters present to those more appropriate for the new climate.



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# FROZEN PILLAR

The maji *Obelus Ta-Ezro* erected a pillar of pure ice ages ago to stand in monument to his legacy. Though the memory and deeds of the maji have long since been lost to the ravages of time, the frozen pillar has endured. It is the final resting place of this long-deceased maji's most cherished possession: the drajule of his Auralope companion, *Icehoof*.

## APPROACHING THE PILLAR

Several MajiMonsters are near the pillar, though they are hidden by the snow in the area. As the party approaches the pillar, you can read the following aloud to the players.

*It's cold here. Your words and breath hang in the air as little clouds, and the warmth of your clothing is small protection from the constant chill. As you travel, you find that the ground becomes increasingly covered with snow, and, before long, deep banks of snow lying in pockets cause the party to slow its pace. It's then, as you collect yourself from a prolonged shiver, that you notice a clear blue column cross-sectioning the dull white skyline. It refracts blue shards of light onto the snowy ground around it.*

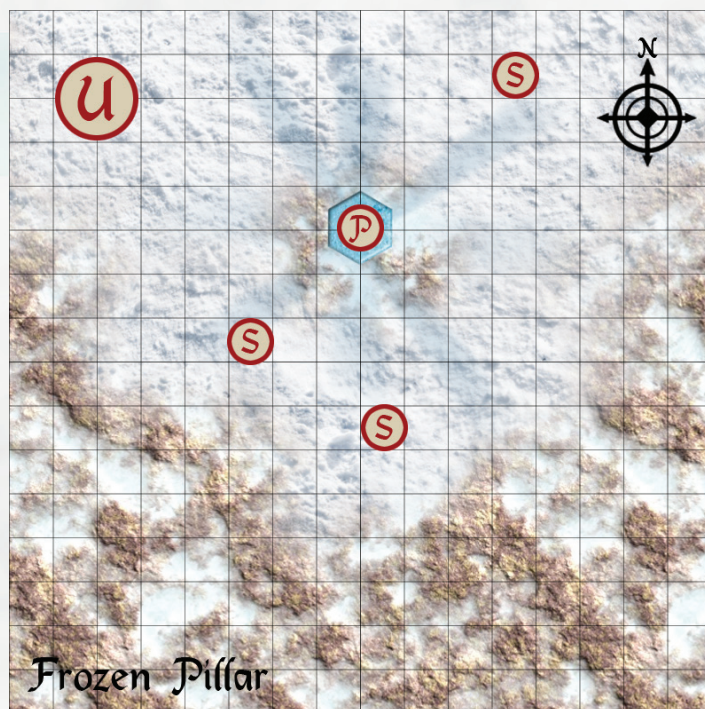
## U. SLEEPING GIANT

An Ursicle has chosen the area marked U on the map for a rest, and is fast asleep when the party arrives. It is sleeping face down, its more monstrous features hidden in the snow bank, with only its white backside exposed. Because of this, it is indistinguishable from a snow mound to a creature more than 10 feet from the Monster. A creature that draws this close to the slumbering Ursicle recognizes it for what it is, but also risks awaking it.

*The mound of snow rises and falls with the steady rhythm of a sleeping giant. And it dawns on you that this is exactly what it is! The snow isn't snow at all, but the white fur of a slumbering MajiMonster—one much larger than you.*

A creature that wishes to move away from the Ursicle without disturbing it must succeed an Easy (5) Interaction (Guile) check to do so, the snow insulating the area working in the creature's favor. If the check fails, the creature is purposefully noisy, or if the Ursicle is otherwise disturbed, the MajiMonster awakens and attacks (see *Attack!*).

*With a deep roar, chunks of snow erupt into the sky, and a bear nearly 10 feet in height rises up to tower over you. Its teeth and talons look to be made of pure ice. The fur on its stomach is as blue as sapphire. It bellows again into the cold air before turning its eyes towards you.*



## S. SUSPICIOUS SNOW MOUNDS

Three Sner run within the snow, causing it rise and fall with their movement. Party members approaching the pillar should make a Hard (9) Interaction (Perception) check, noticing the mounds on a success.

*You notice the snow shifting around the pillar. It undulates, shifting up and down in lines like the earth disturbed by a burrowing mole. The snow isn't especially deep...whatever is causing it couldn't be more than the size of a cat.*

The Sner begin in the areas marked S on the map, but can move to any location in the area. They are, however, aware of the Ursicle nearby and leave it be, never moving to its location.

## ATTACK!

The Sner are drawn to the strange pillar, and view nosy party members as a threat to it. Should a party member or one of their MajiMonsters move within 5 feet of the pillar, each of the Sner pop out from the snow to attack. The sound of combat awakens the dozing Ursicle, who joins combat during the second round at the end of the initiative count. If either the Ursicle or any of the Sner are attacked before the pillar is approached, all the Monsters emerge an attack the party together.

*Each flowing mound bursts into a cloud of flurries as small MajiMonsters leap out from the snow. They're pure white, vaguely resembling weasels or ferrets, each equipped with a long, billowing tail like a cumulus cloud.*



### Auras from the Pillar

The frozen pillar is magical, and resonates with the magic used in the binding ritual. If a party member attempts a binding ritual while within 50 feet of the pillar, the pillar displays shifting hues of green and violet during his or her turn.

*Your mind and body acts as one, going through the arcane gestures and words necessary to perform the binding ritual. In this same moment, the crystalline pillar dazzles everyone around it, becoming aglow in a scintillating array of greens and violets. The colors rise and fall in tandem with your binding ritual, as if it were singing along to a familiar tune.*

## WILD ENCOUNTER: FROZEN PILLAR (1 XP)

### MajiMonsters:

3 Sner (*Bestiary*) – level 2 each

1 Ursicle (*Bestiary*) – level 3

### P. FROZEN PILLAR

The pillar stands 20 feet tall, extruding from the ground straight up into the open air. It's hexagon shaped, roughly 4 feet wide at each of its faces and 8 feet side-to-side. A party member visually inspecting it within 1 foot of any face of the pillar will spot a drajule encased at the center of the ice at eye-level.

*The pillar resembles a gigantic drajule, smooth, cold, and slippery to the touch. You've certainly never seen anything like it before. At the core of pillar is the unmistakable sight of a drajule. It's been sealed inside the crystalline structure like a tiny nesting doll.*



## Creating Wild MajiMonsters for the Encounter

This encounter uses Grade 1 wild MajiMonsters at levels 2 (Sner) and 3 (Ursicle). You can use the game statistics for each MajiMonster as presented in the Bestiary in the **Core Rulebook**, noting the following:

- Each Sner has 30 hit points. The Ursicle has 35 hit points.
- Each Monster has a base bind resistance of 17, 1 point of Grit, an affinity bonus of +2, a resistance value of -2, and an empowered damage bonus of +1d6.

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

- Each Sner has the *bubble*, *claw strike*, *freezing claw*, and *snow shield* techniques.
- The Ursicle has the *fang strike*, *freezing claw*, *icy grasp*, and *intimidating gaze* techniques.

If the party chooses to investigate further, they will find an inscription carved into one face of the pillar.

*You spy an inscription etched into the face of the pillar. It is written in the older dialect often found on imperial coins, but it is thankfully simple to read:*

*"Frozen in time,  
Fire unlocks,  
Spark within."*

The party can attempt to retrieve the entombed drajule by destroying the ice surrounding it. The easiest way is by having a companion MajiMonster deal 30 fire damage to the pillar, which will bore a hole into the pillar's center and allow access to the drajule. Mundane sources of fire, such as lit torches, do not burn hot enough to melt the ice efficiently.

If the party does not have a MajiMonster capable of dealing fire damage, they can destroy the ice with weapons, shovels, or appropriate tools, though the process takes much longer. It requires 6 hours to hack away to the pillar's center, less 1 hour for each party member contributing to the effort.

### Icehoof's Drajule

The drajule in the center of the pillar is sky blue, though it often reflects green and violet hues as it is shifted in the light. The first binder to touch the drajule knows there is a MajiMonster bound to it, and understands he or she now has control of it - as was the will of Obelus Ta-Ezro. After one hour, said binder may summon the creature bound to the drajule.

*A MajiMonster takes form in front of you, beckoned by your call. It stands on four legs, tufted with white and violet fur, bearing the horns of an antelope. Beautiful light bounds across its horns, rising in an arc between them like lighting between metal poles. A moment later and you know its name, Icehoof.*

*Icehoof* is a level 3 male Auralope with the following statistic changes:

- His Strike score has been increased to 3. This increase counts against his total amount of increases for that attribute.
- He knows the *freezing horn*, *chilling aura*, *inspiring aura*, and *lightning blast* techniques.

The character controlling *Icehoof* instinctively knows his name once he is summoned for the first time.

