

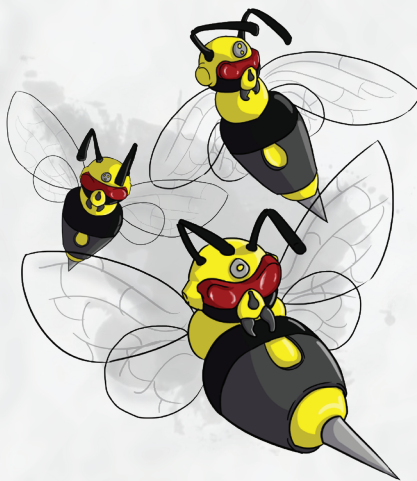
MAJIMONSTERS

SCENES FROM THE WILDLANDS



HIVE HILL

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

Hive Hill 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

In this scene, a hill protruding from the land is abuzz with Beetallions—groups of bee-like MajiMonsters that have turned the hill's hollow interior into their hive. In addition to finding the Monsters for a wild encounter, the party can unearth a long-dead maji for a chance to find some treasure.

Hive Hill makes for an excellent random encounter that would break up the monotony of travel through otherwise tranquil portions of the Wildlands. It can also be used to start an adventure by accompanying the corpse discovered within the hill with some clue or item that guides the party on a new journey.

Location of the Hill

This hill might be found in any grassy, flat region of the Wildlands. The read aloud text gives the impression of a temperate area, though you can change this to match a somewhat cooler or more tropical region.



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HIVE HILL

While exploring a grassy portion of the Wildlands, the party happens upon a peculiar domed hill. The hill is about 20 feet tall at its apex and just shy of 70 feet in diameter. The interior of the hill is mostly hollow, and has, in fact, been transformed into a Beetallion hive. A group of these MajiMonsters are active there.

APPROACHING THE HILL

Most of the terrain is flat and covered with small trees, making Hive Hill is prominent upon the landscape. The hill rises above the tree line and can be seen a good distance away with clear conditions.

This part of the Wildlands isn't so intimidating. A sea of rich, green grass flows out before you. The air is crisp with the sweet smell of honeysuckle, and the field is dotted with small trees.

In the distance you see a mound jutting from the ground like a boil on the skin. It's a grass-covered hill, perhaps as big as a small house. Though it's difficult to see from this distance, you can make out a hole along its side, leading to its interior.

E. BUZZING FROM WITHIN

As the party grows closer to either of the hill's entrances (marked E on the area map) they can hear buzzing from inside the hive. Once they're close enough, the characters can see inside the hill.

As you get closer to the hill's access, you pick up on a low-pitched buzzing sound, droning from within. It's an unnerving sound when you first notice it, but when you're within several yards of the hill, it has become loud enough to move through you like a drum beat.

It's dim inside the hill, lit only by the light pouring through the opening. The ground is bare earth littered with stones. The walls and ceiling are covered in their entirety by an enormous honeycomb structure...not at all unlike the interior of a gigantic beehive.

The Beetallions stay within the hive, and are content so long as the party members (and their MajiMonsters) remain outside the hill.

B. BEETALLIONS

Each Beetallion is in a different location within the hive, although they're constantly patrolling the entrances. As soon as one detects any intruding party members, it alerts the others and they converge to attack.

Flying from around the corner is a cluster of bees! No, they're too few and too large to be ordinary bees: they must be MajiMonsters! The pitch of the buzzing changes and you can feel it immediately, as if the Monsters were saying something. It's then that you see more bands of the creatures converging and pouring out from deeper within the hive.



WILD ENCOUNTER: HIVE HILL (2 XP)

MajiMonsters:

4 Beetallion (*Bestiary*) – level 5 each

Swarm Option

Consider using the variant rules for *MajiMonster Swarms* presented on page 112 in the *Core Rulebook* to run an encounter with 6 or more Beetallions present. A swarm encounter may be more or less difficult for the party to complete.

Creating Wild MajiMonsters for the Encounter

This encounter uses Grade 2 wild MajiMonsters at level 5. You can use the game statistics for each MajiMonster as presented in the *Bestiary* in the *Core Rulebook*, noting the following:

- Each Beetallion has 45 hit points.
- Each Beetallion 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 Beetallion has the *aerial strike*, *duelist*, and *ferocious strike* techniques.
- Each Beetallion has a technique exclusive to itself. These techniques are *double strike*, *ferocious assault*, *gust of wind*, and *overwhelm*. Make sure you note which Beetallion knows which technique.

S. BURIED SKELETON

The skeletal remains of a person long dead are half embedded in the ground here. The skeleton is lying on its side so that only its left half is visible. The Beetallions don't bother the skeleton, although its exposed side is chipped, deteriorating, and covered with dirt.

Protruding from the bare ground is the left side of a skeleton. Judging by the bad condition it's in, it's safe to assume that whoever it once belonged to has passed away quite a while ago.

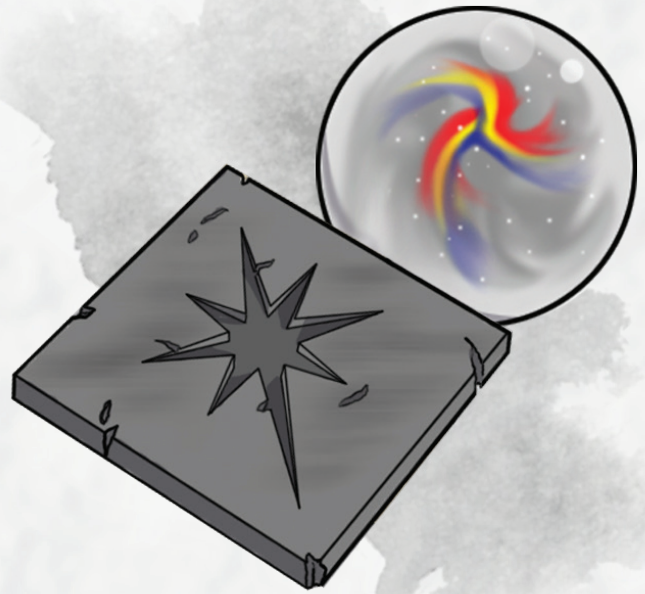
TREASURE

If the skeleton is excavated, the party finds a bracelet loosely wrapped around its right wrist. The bracelet is set with rubies in a floral design, making it a very valuable piece of jewelry worth 1,500 suls.

Additionally, a moldy leather pouch can be found buried by the skeleton's right hip. The pouch all but falls apart if handled, but inside the party discovers 18 imperials, an *affinity mark*, a *resistance mark*, and a *vitality mark*.

ADVENTURE HOOK

By unearthing the skeleton, the party can discover an adventure hook. For instance, the skeleton may also have a faded map or journal page that provides a pivotal clue or location of some greater treasure or item of significance. It is up to the Game Master to decide what kind of hook the skeleton may present, if any.



Unearthed resistance and affinity marks