

MAJIMONSTERS

SCENES FROM THE WILDLANDS



TOLL FOR BATTERED BRIDGE

GRADE 1 DUEL (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

Toll for Battered Bridge is appropriate for parties of characters controlling at least two Grade 1 MajiMonsters 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, though 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

Toll for Battered Bridge describes an encounter between the party and the erratic wind concordant Mikal Squallheart. Mikal is the leader of a binder party calling themselves "The Toll Collectors." The wind concordant and his lackeys have currently taken residence on an old bridge that crosses a chasm in the Wildlands, forcing those that approach to pay a toll or duel them in order to cross.

This scene can be used whenever the party is exploring the Wildlands. Mikal Squallheart can make for a challenging sparring partner when first meet, and you may choose for the wind concordant to become a recurring rival or ally for the party after the encounter.

Location of the Bridge

The scene describes Battered Bridge in a high-altitude, open, airy portion of the Wildlands, crossing a series of ravines that the party is exploring.



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TOLL FOR BATTERED BRIDGE

The name originally given to this wooden bridge has been long lost, and it's now simply called "Battered Bridge" by those brave enough to find it in the Wildlands. The name is fitting; the bridge is dilapidated, with large pieces of its wood planks missing. It can still support creatures of most sizes passing through it, but it shakes and creaks when traversed.

APPROACHING BATTERED BRIDGE

As the party approaches Battered Bridge, you can read the following aloud to the players.

You've been trudging across the airy highlands for a while before coming to the edge of a gorge that cuts you off from your path. It's tough to tell how deep this ravine is, but you can imagine that a climb down and up the other side would be both arduous and dangerous. Fortunately, you spot a wooden bridge that spans the chasm. The bridge was likely constructed during the Old Empire, as its massive wooden planks are from trees found nowhere nearby. The bridge's age also shows in its wear. Some planks are missing and others are rotted through. Despite its battered appearance, the bridge does appear crossable, which is further proven by a group of people confidently standing near its center, pointing at you as you approach.



Mikal Squallheart



R. RAVINE

The bottom of the ravine extends 50 feet beneath the high areas the bridge crosses. Creatures that fall into the ravine suffer 5d6 falling damage and land prone. However, flying creatures will have no trouble flying over the ravine. Party members examining the ravine understand that a fall from such a height is likely lethal.

M. MEETING THE TOLL COLLECTORS

Mikal Squallheart has been guarding this bridge for a couple days now. He has collected a group of hedge binders, each attracted to the wind concordant's power. Mikal has named the resulting group "The Toll Collectors," an appropriate name as they challenge all who approach to a MajiMonster duel if they cannot pay the 50 suls per person toll they've created.

The men and women standing on the bridge are obviously binders—they each sport a pair of drajules on a metal chain necklace. They also wear light, draping vestments that cover their heads and most of their faces. One young man stands out, though. He has brown skin and dark hair; with narrow and bright eyes. His left forearm is wrapped with linen to the elbow, and he is barefoot. His clothes and hair tussle gently in the breeze, though seemingly in random directions all at once.

"Hello there, travelers," he says to you, stepping forward from the group with a voice steeped in the accent of mountain folk. "I'm afraid the toll is 50 suls a head. You all are welcome to try to find another way around, if you like, but I guarantee you'll not find another for miles and miles in either direction."

If the party reveals that they're binders, Mikal will offer a duel in exchange for passing.

"Binders! Why didn't you say so? How about this—a little duel between peers? I'll even put some coin saying my friends and I here can beat you. Win or lose, we'll let you pass once we're done. What do you say?"

DUEL: MIKAL AND THE TOLL COLLECTORS (2 XP)

Mikal's MajiMonsters:

Caribound (*Appendix*) – level 4

Cumulem (*Appendix*) – level 4

The Toll Collectors' MajiMonsters:

Owler (*Appendix*) – level 2 each

The amount of Toll Collectors present is equal to the number of binders in the players' party when joined by Mikal Squallheart. For instance, if there are four players in the party, there are three Toll Collectors plus Mikal. Each Toll Collector controls a pair of Owlers. The party can summon their MajiMonsters in the area within 10 feet of their side of the bridge.

Mikal has the following stipulations to the duel:

- Each binder can summon a total of 2 Monsters
- A binder can control no more than 1 Monster at a time.
- If the party is victorious, Mikal will surrender 300 suls.

Regardless of the outcome, he will let the party pass after the duel.

If the party agrees to the duel, Mikal first summons his Caribound on the bridge (on the spot designated **M**). The Toll Collectors each summon an Owler which flies in the open air within 10 feet of their side of the bridge. Each toll collector will replace their Owler with another as they are defeated. Mikal will summon his Cumulem if his Caribound is defeated.

Proceed with Caution!

The bridge Mikal guards is rickety and in poor condition! You should note to players summoning Monsters on the bridge that their Monsters feel apprehensive about walking on it; it could give way at a moment's notice!

THE BRIDGE IS OUT!

The bridge can support up to 12 Medium-sized creatures at a time. Large creatures count as 2 Medium-sized creatures, Huge creatures count as 4, Small creatures count as one-half, and Tiny creatures count as one-quarter for this purpose. Binders count as Medium-sized creatures, but flying creatures do not count towards this total as long as they are in the air. If more creatures occupy the bridge at a time than what it can support, it breaks.

Additionally, certain MajiMonster techniques can compromise the bridge. Techniques with the *area* descriptor that affect a space occupied by the bridge also deal damage to the bridge. Once the bridge is dealt 30 points of damage, it breaks.

Players can attempt Normal (7) Knowledge (Intuition) checks to be aware of the strained structural capacity of the bridge. Additionally, the bridge will give creaks of warning and seem to strain when the equivalent of 10 or more Medium-sized creatures are on the bridge, and also when the bridge receives 10 or more points of damage. However, Mikal pays this warning no mind.

If the bridge breaks, its middle 6 planks collapse and fall into the ravine. Creatures in this area when this occurs suffer falling damage. A MajiMonster that falls can immediately be dismissed back to its drajure by its controlling binder using a response action. The 10-foot section of bridge on either end of the chasm remains intact.

The duel ends if the bridge is destroyed; Mikal no longer has a bridge to collect tolls from, and the party no longer has a bridge to cross. Mikal is not without heart, however. If any binders are on the bridge when it goes out, he and his Toll Collectors send their flying MajiMonsters to rescue them (using several Owlers per person, if necessary).

If the bridge is destroyed, you can read the following aloud to the players.

The bridge gives a sharp KRAK-CHNNNNNG, and time freezes for a moment. A spray of splinters follows the sound, and then you can only watch helplessly as its central planks are rent from its beams, tumbling down into the gorge below.

VICTORY

If the party defeats Mikal and the Toll Collectors under the duel's stipulations, then the wind concordant admirably hands over the promised 300 suls and allows the party to cross. Once beaten, Mikal is no longer content to remain guarding Battered Bridge, taking his retinue to a new location.

DEFEAT

If the party is defeated, Mikal will still let them pass as promised, though the Toll Collectors may ridicule them as they do. He offers party members the opportunity to follow him and join the Toll Collectors.

If the party returns to Battered Bridge, Mikal may or may not still be here. Depending upon how much time has passed, his Monsters may have advanced in levels, or he may have acquired new MajiMonsters altogether.

MIKAL & THE TOLL COLLECTORS

NPC Wind Concordant (*Evoker*) and Binder Party
(no archetype)     

Mikal's Authority: 3

Toll Collector's Authority: 2

INTERACTION 3	KNOWLEDGE 3	VIGOR 3
Guile 5 (d6s)	Education 3 (d4s)	Athletics 6 (d6s)
Perception 5 (d6s)	Intuition 3 (d4s)	Fortitude 5 (d6s)
Persuasion 4 (d4s)	Proficiency 4 (d4s)	Strength 5 (d6s)
Wits 4 (d4s)	Survival 5 (d6s)	Willpower 5 (d6s)

PERSONALITY

Mikal Squallheart learned from a young age that the songs of the wind are sung for him. He could call out to urge gentle breezes as easily as he could call out to his siblings or parents. This ability seemed to coincide with Mikal's emotions; a light gale always seemed to accompany him while he was at rest, becoming playful as his spirits rose and violent as they soured.

Mikal developed into a wind concordant, and his whims are as capricious as the wind itself. After he obtained his first drajule as a young adult, he left his family and home village in the mountain peaks to explore the world and test his talents. With nothing more than the song of the wind to guide him, Mikal has traveled from village to village and the Wildlands in between.

MIKAL'S SPECIAL ABILITIES

Attunement Points [3]. Mikal has 3 attunement points. He can spend an attunement point in place of a wind MajiMonster spending Grit to empower the attack or damage roll of a wind technique. Mikal regains expended attunement points after resting for 6 hours.

Evoke Power & Feebleness. Mikal can spend an attunement point as a utility action to evoke an affinity field of *power & feebleness* completely within 30 feet of his active MajiMonster. The affinity field is a 15-foot square area that manifests an expanse of storm clouds and frenzied wind.

The field lasts until the end of Mikal's next turn. Each round after evoking an affinity field, he may use a utility action to maintain the field's effect. The field provides a bonus to friendly wind MajiMonsters, as well as a penalty to enemy MajiMonsters vulnerable wind damage. The effect applies when applicable MajiMonsters begin their turn in the field, or enter it for the first time during their turns.

Friendly MajiMonsters affected by the field gain a bonus to damage rolls equal to their Grade +1 while completely within it. Enemy MajiMonsters affected by the field cannot add their Talent or Brawn as bonus damage during their turn.

MIKAL'S MAJIMONSTERS

CARIBOUND

Medium MajiMonster (Earth / Wind)

Level 4 / Grade 1

Affinity Bonus: +2

Hit Points: 48

Grit: 4

Resistances (-2): Earth, Lightning

Vulnerabilities: Ice, Verdant



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Brawn: 3

Talent: 2

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Strong Constitution. When Caribound regains hit points, it regains an additional 4 hit points.

TECHNIQUES

Air Burst ♦ (Wind)

Cloud Cover (Wind)

Iron Resolve (Earth)

Stone Horn ♦ (Earth)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

CUMULEM

Medium MajiMonster (Wind)

Level 4 / Grade 1

Affinity Bonus: +2

Hit Points: 48

Grit: 4

Resistances (-2): Earth

Vulnerabilities: Ice



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Brawn: 3

Talent: 4

• Indicates an increase of 1 assigned to the attribute score.

TRAITS

Flight. Cumulem is not grounded unless it chooses to become so, or an effect causes it to become grounded. Cumulem can take its movement through the air, unimpeded by ground hazards or difficult terrain.

TECHNIQUES

Aerial Strike ♦ (Wind)

Clobber (Basic)

Cloud Form (Wind)

Wind Blast ♦ (Wind)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

THE TOLL COLLECTORS'

MAJIMONSTERS

OWLER

Medium MajiMonster (Wind)

Level 2 / Grade 1

Affinity Bonus: +2

Hit Points: 28

Grit: 3

Resistances (-2): Earth

Vulnerabilities: Ice




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Brawn: 2
Talent: 4

● Indicates an increase of 1 assigned to the attribute score.

TRAITS

Flight. Owler is not grounded unless it chooses to become so, or an effect causes it to become grounded. Owler can take its movement through the air, unimpeded by ground hazards or difficult terrain.

TECHNIQUES

Bluster ♦ (Wind)

Centered Strike (Wind)

Crosswind (Wind)

Gale Claw ♦ (Wind)

♦ Damage dealt with this technique includes the Monster's affinity bonus.

