

The Seat of a God

Please note this hunt uses the rules for *going on a hunt* within [Amellwinds Guide to Monster Hunting](#). A reference can be found at the end of this hunt.

Requested by: Wycademy Official

- **Where.** Frozen Seaway
- **When.** Asap
- **Guild Reward.** 12,000 gp
- **Character Levels.** A group of four well-gearred 13th level characters or four 15th level characters.

Memo to research team. Large-scale collapse of iceberg reported in Polar Field north of the Frozen Seaway. Dragonwatch reports collapse due to nesting Ukanlos. Research team requested to remove Ukanlos using all force at their disposal.

Goal. Kill a **ukanlos**.

False Creature A tempered **velkhana** (3 false signs to encounter).

Guild Supplies Recommendation: 1 potion of superior first aid each (*potion of superior healing that is returned to the guild if not used*), 2 days rations each, 1 hot drink each, two torches.

Finding Signs

The PCs will most likely not find certain types of signs of the ukanlos. It is not likely that it has traveled across the frozen seaway. Instead they may hear roars of the beast in its lair or catch glimpses of the iceberg in the distance.

Final Encounter

The Ukanlos is found roaming around the inside of a collapsed iceberg, possibly building its nest. It is a solo fight so the ukanlos should have 630 hit points (solo encounter = max hp + 50% more). A group at this level should be able to do anywhere from 80-140 damage every round, so it will at least live beyond round 2 or 3. If the group is weak it might be prudent to lower its hp by 100. [50x50 Lair Map HERE](#)

Minor Challenges

The wind howls sending large chunks of ice crashing to the ground in the area. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) bludgeoning damage on a failed save, or half as much as on a successful one.

False Signs +1

A snow storm rolls in lightly obscuring the next 1d6 areas.

A **beotodus** plus 7 (2d6) **wulgs**

Two **Zinogre**

A **deviljho** with maximum hit points

A herd of **moofa** (2d10) enter the area and flee towards the party. Shortly after, a **tigrex** rounds the corner.

Frosty. Wind infused with arcane energy blows through the area forming a snowman out of thin air in front of the scout. A successful DC 15 Arcana check determines that the area is magical. Succeeding the check by 5 or more determines it is the wind that is magical and the snow is a conduit for the magic. Succeeding by 10 or more determines the snow will change creatures into snowmen, but casting dispel magic or other magic nullifying effect will allow free passage for 1 minute.

A creature that enters the area while the arcana energies are active, must succeed on a DC 15 Wisdom saving throw every 30 feet it travels or be polymorphed into a snowman (AC 10, 1 hit point) for 1 hour. While in this form the creature cannot attack or use spells, and has its movement speed reduced by 10 feet. The creature may repeat its saving throw at the end of its turn, ending the polymorph on a success. If the polymorphed creature ends its turn in a space next to a campfire or larger flame it automatically succeeds on its saving throw.

Slippery Ice. On the path to the next area, the ground slopes towards the water at some point on the trip (DC 17 Perception check to detect). When a creature enters into the area they must make a DC 14 Athletics or Acrobatics check. On a fail, the creature begins to slip towards the freezing cold water.

Major Challenges

Temperatures drop below -50 degrees Fahrenheit for the next 24 hours. Rendering Hot Drinks useless. Unless the creature is wearing heavy clothes.

+2 false signs

A **rajang** and a **adolescent rajang** (or a **rathian**)

Curse of the Frozen Clover. (DC 16 arcana or investigation check to determine it is a cursed artifact. On a failed check, the clover gives off a positive aura.) When touched, the creature is cursed until they are targeted by the remove curse spell or similar magic. Destroying the clover causes a new one to grow in its original location, but fails to end the curse. While cursed, the creature no longer gains the benefits of effects that grant immunity to the effects of extreme cold, such as cold weather clothes or the acclimated racial trait. Additionally the creature no longer gains the benefits of traits, properties, or effects that grant resistant or immunity to cold damage.

Benefits

Experienced Geologists's pack. (1 pickaxe, 2 Carbalite Ore, 2 Royal Armor Sphere)

Shrine of the Frost Queen. Each creature that touches this shrine gains resistance to cold damage and difficult terrain composed of ice or snow doesn't cost it extra moment for the duration of the hunt.

A large broken golden scale is trapped behind 1 foot thick ice. When freed from its prison, the scale crumbles revealing 4 **gold nuggets** (valued at 3,000 gp each)

Frozen Seaway

This hunting ground is set along an arctic coastline, where the glacial ice sheets meet the freezing sea. This area is inhabited by a wide variety of monster types, including lagombi, kushala daora, and zamtrios. A massive whirlpool can be seen in the ocean not far from the coast.

Area Descriptions

Warm clothing, or hot drinks are required for any creature traveling in the frozen seaway due the extreme cold (DMG p.110) climate. A creature that is resistant to cold damage does not require warm clothing or hot drinks.

Starting Location: A.

The basecamp is located on a part of the frozen seaway on a glacial ice sheet that has been broken up for easier walking. The camp still has the standard amenities. A tent for each hunter, the blue supply box, and a bbq split for cooking.

Ice Covered Areas

Most area's in the frozen seaway are glacial ice sheets covered by a light flurry of snow. These areas are not perfectly flat, some have terrain of different heights. Some have uphill or downhill angles making travel extremely difficult or slow. The ice in these areas range from clear, to a deep blue depending on what is below it.

Areas: 1, 3, 4, 5, 6, and 9

Caves

Caves in the frozen seaway have been carved out by large monsters over the years. There are no stalactites or stalagmites due to the area always remaining extremely cold. The walls are smooth, except for the marking from creatures that use the caves as lairs or to mark their territory.

Areas: 2, 7, and 8

[Frozen Seaway 3500x1969](#)



Going on a Hunt

The hunt above tells us what creature we are hunting, what territory it is located in, and what our areas within that territory look like. Below we will look into the roles our party members have and how you as the GM will help them track it down.

Setting Roles

When a hunt begins, the PCs choose between 4 different roles to take on. These roles are the Trailblazer, Scout, Spotter, & Artisan.

Trailblazer

Whenever the group enters an area, the trailblazer rolls a survival check vs the creatures carve DC. On a failure the GM rolls a d10 on the finding signs table, on a success the GM rolls a d20 instead. On a critical, the GM rolls a d20 and take the highest roll, on a nat 1 the GM rolls 2d10 and take the lowest roll.

Spotter

The spotter uses their passive perception to scope out for any ambushes or dangers missed initially by the scout. There can be 2 spotters, the 2nd spotter gives a +4 perception bonus to the other.

Scout

The scout is the initial person who enters an area, they get the lay of the land, potential resources, creatures in the area, potential hazards. When a scout notices a potential spot for an ambush it gives the spotter a bonus to their perception

Artisan (work in progress)

See Amellwind's Guide to Monster Hunting Chapter 2 for more information on the artisan.

Sometimes the party may split up, when split into groups of two. The only roles available are the trailblazer and the spotter.

If someone is alone, they are both the trailblazer and spotter, but they either have to choose to take disadvantage on their survival roll for finding signs or take a -4 to their passive perception.

Tracking down your prey

Tracking down the creature the party is hunting is the main goal of monster hunter. So how do we find the creature? As a GM, do we just put it down in an area and say that is where it is always going to be? do we put it in the last area and they eventually get to it, much like the end of a dungeon?

NO! This creature is in the wilderness; it travels around, leaves signs, and acts like any animal would. That is what the system below is designed to represent. The party travels around the creatures territory, dealing with environmental hazards, skill challenges, and other creatures while searching for signs of their prey.

Finding Signs

On the hunt, the party must discover signs of the creature: distant roars, tracks, marking, fresh kills, etc. **The party will need to typically find between 3 and 5 signs. Once they do they locate the monster and the final battle of the hunt begins.**

False Signs

When you are on a hunt, the creature you are looking for is not the only one in the area. One of the GM options in the minor and major challenges is finding false signs. These signs work the same as finding signs for the creature you are hunting. Once you find 3-5 of these false signs, a hard or deadly encounter occurs.

It is typically best to know what creature the PCs will encounter when they find these false signs. It wouldn't make much sense if they are finding tufts of fur and then end up fighting a rathalos.

How to find signs

Whenever the trailblazer rolls a survival check for entering an area, the GM rolls on the table below to determine what signs, challenges, or benefits they may find in the area.

Finding Signs Table

ROLL	RESULTS
1	major challenge
2-9	minor challenge
10-17	1 sign, minor challenge
18-19	1 sign
20	2 signs, benefit

Challenges and Benefits

If the trailblazer rolls anything less than an 18 on their Tracking Roll, they must overcome a challenge on their hunt. These challenges can be either minor or major, depending on the result. Likewise, if a group rolls a 20 on their Tracking roll, they come across a benefit that can seriously aid them in their hunt.

Minor Challenges include noncombat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium difficulty encounter). In general, a minor challenges should cost a few resources and be a minor setback, but shouldn't stop the PCs dead in their tracks.

Major Challenges, are potentially deadly or severely hinder the party. A major challenge might include a dangerous environmental hazard, a deadly encounter, expending limited resources such as spell slots or items. They shouldn't be impossible to overcome but should require MUCH more effort from the PCs.

Benefits are a boon to the party. These could be a hidden cache of hunter supplies, the carvable corpse of a recently deceased monster that is normally outside the parties ability to kill, or anything else the GM might come up with.