

The Best of the Best

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: Scarlet Mystery Man

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 80,000 gp
- **Character Levels.** A group of four 20th-level characters.

There is nothing left to say. If you wish to claim the title of the strongest hunter, you must go forth and forge your own path to glory. Destiny waits for no one, Hunter!

Goal. Hunt a **dreadking rathalos** and a **dreadqueen rathian** (3 signs to encounter).

False Creatures none (*see final counter*)

Guild Supplies Recommendation: 2 potions of supreme first aid each (*potion of supreme healing that is returned to the guild if not used*), 2 days rations each.

Final Encounter

Fighting both the dreadking and dreadqueen at the sametime is an extremely deadly challenge for any party. The group is better off finding some way to separate the two once they are discovered or run away if they begin the fight against one, and the other shows up.

A dreadking Rathalos against a party of four 20th-level characters is a default deadly encounter. In MH5e, it won't be the case, but its still going to deal some damage due to its flyby trait. The dreadqueen is a hard encounter and most likely won't be a deadly threat to the group alone, though rolls may say otherwise.

If the party decides to fight them together, let them, but give them a chance to tactically retreat if they decide it was a horrible idea. Both dread's should have their maximum hit points for this encounter, but shouldn't need more than that for this dual fight.

Minor Challenges

A **furious rajang** with a **rajang** sleeping in the middle of the area, and they are light sleepers (increase their passive perception by 4 while asleep).

An **ancient leshen** runs into the area on fire and dunks its antlers in a nearby pond or puddle. It isn't happy to see the hunters in its area once it notices them.

A fireball exhaled from the dreadking comes flying in from far above or from an area exit towards a point near the largest grouping of hunters. Each creature within 15 feet of that point must make a DC 22 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one (This fireball uses the dreadking's hellfire trait).

+1 false sign

1d4 + 1 **ebony odogaron** feasting on the carcass of a recent kill

A fire and smoke fill half of the area. If nothing is done, the fire spreads to a new area each time the PCs moves to a new area, but it does not have to be the one the PCs traveled to.

Multiple signs of the dreadqueen, some old, some new. If they choose they wrong path -1 to signs.

Two **bazelgeuse**

A member of the research fleet is in the area and needs assistance rescuing an arzuros that fell into an old pitfall trap. They will offer materials or gold for assistance.

Major Challenges

The party enters into an area where a forest fire is already running rampant. The entire area is lightly obscured with the tree lines being heavily obscured. The smoke has a purple hue to it (DC 20 Perception check to notice). The first time a creature that breathes in the smoke and every minute after, it must make a DC 22 Constitution saving throw or be poisoned for 8 hours. A poisoned creature can repeat its saving throw every hour, ending the effect on a success.

If the party ignores the fire, it spreads to a random area each time they move to a new area.

Dark clouds begin to roll into the hunting ground and begins raining acid due to the fire caused by the rathian in the area. The rain continues for 1d8 hours and a creature under the open sky takes 1d4 acid damage each round they remain in the open.

During this rain, the rathian and rathalos will move to area 5 to wait out the storm in the cave.

+2 false signs

Benefits

A **Hunter's Bag** containing 4 potions of fire immunity.

+2 Signs

Shrine of the Invincible When you take damage from any source, you can reduce that damage to 0. Once used, the blessing fades away.



Verdant Hills

The Verdant Hills, also known as the Forest and Hills, consists of deep forests and high hills, possessing an overall temperate climate. The herbivores aptonoth and kelbi roam the hills, as the location has an abundance of foliage, along with packs of velociprey and their leader, velocidrome. While this hunting ground may seem perfect for novice hunters, it is not entirely danger-free; rathalos and rathian are commonly seen nesting on the highest cliffs, whilst yian kut-ku, gypceros, yian garuga, and even the Elder Dragons like chameleos are known to inhabit this location as well.

Area Descriptions

STARTING LOCATION: A.

The basecamp is located in a caved in area with a small fishing pond. It is complete with the standard yellow cloth tents for each character, a small outdoor fireplace has been constructed around four logs in the middle of the area, and a blue supply box is located next to the areas exit to the east. Through the exit are grassy fields bordered by a river and a forest.

AREA 1.

Leaving camp, the group will follow the river deeper into the Verdant Hills. As they come around a bend to Area 1, a herd of herbivores are grazing on large plants along the riverbank.

AREA 2.

From area 1, the path breaks away from the river and leads deeper into the hills. Eventually, it opens up to a flat grassy plain with two trees at either end of the area, a small ridge to the west oversees the area and a drop off to the river far below to the east.

AREA 3.

A large grassy plain atop a cliff that overlooks the forested countryside. On the west side of the area is 3 pathways. The closest path leads higher into the hills between two cliffsides (**area 4**), the middle path leads to a thin stretch of land that cuts through the forest (**area 9**), and the farthest path leads to a serene pond surrounded by lush trees and shrubs (**area 10**).

AREA 4.

Following the path between the cliffsides leads to a large grassy plain atop a cliff overlooking a forested countryside.

On the other end of the area atop, a couple 10 foot tall climbable cliffsides is the entrance of a large cave (**Area 5**). Its entrance is easily big enough for a huge or smaller creature to pass through.

AREA 5.

The cave is dry and dark, the perfect home for wyverns and large creatures. There is minimal cover from outside elements, due to the massive hole in the caves ceiling. It also provides an easy way for flying creatures to enter the cave from above.

AREA 6.

A small circular area with minimal foliage surrounded by large vertical cliffs that can be climbed on its north side, leading to a back entrance to area 5.

AREA 7.

A secluded and peaceful clearing in the forest where no monsters appear, this is also where the the *Veggie Elder's* stays.

AREA 8.

This area of the forest is *lightly obscured* by mist. There is an abandoned hunter camp at the north west corner, but any supplies it might have provided are broken or rusted.

Along the outer area, Caveman like doodles are found on the side of a rock. A DC 14 Intelligence (investigation) check will show that the doodle is pointing to a tight space between two trees on the eastern edge of the area.

AREA 9.

Area 6 is a thin stretch of land that cuts straight through the forest. On either side are ancient trees that create the walls to the path the party is following. There is also a little lake where the bones of small animals are scattered around near the southern end of the area.

There are 2 hidden spaces in this area, a DC 16 Wisdom (Perception) check is required to notice them. Each space can be found in the walls between the ancient tree trunks. Inside each area is a bee hive, where 1d4 honey can be collected.

AREA 10.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.

AREA 11.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.

AREA 12.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.

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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 takes the highest roll, on a nat 1 the GM rolls 2d10 and takes 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 hunters. 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 creature's 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 non combat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium difficulty encounter). In general, 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 party's ability to kill, or anything else the GM might come up with.