

Forest Fears

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: Special Correspondent

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 6,000 gp
- **Character Levels.** A group of four 5th-6th level characters.

While traversing the Verdant Hills, I've realized something very strange. I should have been going east this whole time, but I've clearly gone west. I...I can't move my feet! Oh no...no, it can't be... It's a-- - Here the record ends --

Goal. Kill one **fey nerscylla** (2 signs to encounter) & one **malfestio** (2 signs to encounter).

False Creature a **zinogre** (3 false signs to encounter).

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

Wild Magic

A portal to the fey realm has opened deep in the forests of the verdant hills creating chaos as the magic of the realm seeps into the area. When traveling to a new area, instead of a linear progression, roll a d# where # is equal to the number of areas on your map. The party arrives at one of the entrances (your choice) of the area you rolled.

If you want you can also add in your own wild surge tables of your choice to use when spells are cast, just remember that wild surges aren't meant to punish players, but have something interesting happen.

Final Encounter & Creature Info

Due to the malfestio being a CR 9, and the nerscylla normally being a CR 6 we have to make some adjustments.

- Both are going to be from the fey realm their creature type is Fey and not monstrosity or wyvern (bird).
- See nerscylla stat block at end of the hunt for additional changes to the monster.

Fights. Each creature should be fought separately with their usual maximum hp + 50% more if the party is in good health. It will be up to you if you want to potentially throw them one after the other, or let them hunt each one after recovering.

Once both creatures die, the fey portal closes (*you determine how*) and the PCs can freely travel once again.

Minor Challenges

A circle of mushrooms within a bright clearing. Each mushroom is a chaos mushshroom (DC 16 to gather) (AGtMH p.76). A creature that fails to harvest the mushroom suffers from the effects of the chaos mushroom.

10 poachers (**bandits**) jump out of the bushes and demand all of the parties gold and potions. The bandits are illusions, though the damage they inflict is real. When one is killed, it respawns on the opposite side of the area. This continues until the party finds the gem hidden in the grass that contains the souls of the bandits and breaks or casts *dispel magic* on it.

two **blue yian kut-ku**

Nothing in this area, but the scout or spotter hears a trumpet playing in one of the next areas. It is actually a **hypnocatrice**, playing for some fey. If the PCs are spotted, the concert stops due to it being a private event and the hypnocatrice and its two **kulu ya-ku** bodyguards attack.

A massive forest of thorns mysteriously appears between the party and the next area. (the entire area is covered by the *spiked growth* spell)

A **gypceros**

The scout hears the sounds of a party already in progress. As they come upon the area, they are invited to join in the festivities - food, wine, dancing, etc. all through the night. Should they agree they have a night of revelry. When they awake though, they find all their own food and drink missing, and themselves both extremely hungry and thirsty. Should they decline, they are politely asked to turn back the way they came. Though they may find later that something they party goers would want is missing (food or drink perhaps).

A **kecha wacha**, **congalala**, and 2 **congas** are sitting around a table eating a variety of 1d10 mushrooms (*roll on the resource table to determine which*).

Major Challenges

"Harmless Pranks" A mischievous pixie has taken interest in the party as they pass by it unaware of its presence (DC 25 Perception check to locate the pixie). Each area the group travels to, the pixie plays a prank on the party. It might trip someone at the start of combat, or perhaps it cuts a hole in a PC's bug net. To the pixie these are harmless pranks, though the PCs may see it differently.

+2 false signs

A **rajang**



Benefits

Fey Berries Whenever a PC successfully gathers plants in an area, they obtain 1 goodberry (see *goodberry* spell)

The corpse of a **nargacuga** (2 carves)

Shrine of the Huntsman. After touching this shrine, you gain the effects of the *enhance ability* spell of your choice for the duration of the hunt.

Fey Nerscylla

Large fey (*temnoceran*), unaligned

Armor Class 18 (natural armor)

Hit Points 178 (21d12 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Dex +7, Int +2, Cha +2

Skills Perception +5, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages —

Challenge 9 (5,000 XP)

Magic Resistance. The nerscylla has advantage on saving throws against spells and other magical effects.

Reel in. As a bonus action, the nerscylla can pull a webbed target up to 15 feet towards it. If the webbed creature is pulled within 5 feet of the nerscylla, it can make a stinger attack against it.

Spider Climb. The nerscylla can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The nerscylla's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Web Sense. While in contact with a web, the nerscylla knows the exact location of any other creature in contact with the same web.

Web Swing. As a bonus action the nerscylla can fire a string of webbing as thick as a rope towards an object or terrain that is above it and is within 60 feet of it. It can then use the webbing to pull itself up to 30 feet in the direction of the object or terrain.

Web Walker. The nerscylla ignores movement restrictions caused by webbing.

Actions

Multiattack The nerscylla makes three attacks: one with its poisonous maw and two with its claws.

Poisonous Maw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) piercing damage + 13 (3d8) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. On hit, the target is grappled (escape DC 14).

Stinger. The nerscylla impales a webbed creature within 5 feet of it with its stinger. That creature must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target falls unconscious for 1 hour, or until it takes damage or another creature uses an action to shake it awake.

If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Webbing Shot (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The creature is no longer restrained if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Legendary Actions

The nerscylla can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nerscylla regains the spent legendary actions at the start of its turn.

Attack. The nerscylla makes one attack with its poisonous maw.

Web Cartridge. Roll a d6, on a 5 or 6 the nerscylla's webbing shot recharges.

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 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.

PATREON HIGHER QUALITY MAPS FOUND [HERE](#)



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.