

Scratching the Itch

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: Chief Ecologist

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 3,500 gp
- **Character Levels.** A group of four 9th-10th level characters.

This morning I awoke to a brilliant epiphany! I have an idea for something every hunter needs after a long day out in the field...Odogaron backscratchers! It just so happens there is a pair wreaking havoc near Kokoto Village. Take them out and bring me back their claws!

Goal. Kill two **odogaron** (3 signs to encounter).

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

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

Final Encounter

The odogaron stick together and are found together. You could introduce them attacking a creature the group is fighting, or perhaps chasing after another creature and noticing the PCs. The only thing to consider is that if the group is weak, you may want to give them average HP. Otherwise they should be fine with 75%-100% of their maximum hit points.

Minor Challenges

Multiple Signs: True Sign The carcass of a recently killed yian kut-ku. The body is eviscerated, so it cannot be carved. A DC 14 Wisdom (Medicine) check determines the kill is recent (*body isn't cold, blood hasn't dried, and rigor mortis hasn't set in yet*) **False Sign** Fallen trees/rocks near an areas exit with seemingly fresh claw marks on them. A DC 13 Wisdom (Nature) determines that these are just territory markers. *Choosing the wrong direction causes the group to lose 1 sign.*

An arzuros stumbles into the area bleeding heavily. It has been wounded by the odogaron's, taking 3d4 hit point damage every 6 seconds. It is extremely defensive to anyone coming near, but a creature can attempt a DC 16 Wisdom (Animal Handling) check. On a success the arzuros lets them near enough to attempt to heal the wound.

two **ajanath** and its mating season

Area (1-3) A **shogun ceanataur** comes out of the river or climbs up over the ledge from the river, into the area. It is unhappy to see the party.

Nothing special in this area, but the next 2 (1d4) areas are covered in dry leaves. When fire hits or pass through a space that is within 5 feet of the ground, it ignites and begins to burn. On initiative 20, the fire spreads to an adjacent space. A creature that starts its turn or enters a space with fire, takes 1d4 fire damage.

The area is filled with 1d10+10 CR 1 or lower herbivores and theropods. Blood pools under them due to the claw marks on their bodies. A **nargacuga** is teaching a **young nargacuga** how to hunt scavengers that come into the area.

3 **nerscylla**

Overgrowth. The entire area is difficult terrain due to the heavy amount of foliage in the area. There is a single 10 foot wide path through the area (DM's choice). A creature that enters a space outside the path takes 1d4 poison, necrotic, or piercing damage (DM's choice). A creature can attempt a DC 20 Wisdom (Nature, Perception, or Survival), or Intelligence (Investigation) check. On a success they can determine what spaces within 10 feet of them are safe to walk through, if there is any.

Major Challenges

Berry season. Each new area the PCs travel to is lush with berries and other foliage. A PC automatically succeeds on an investigation check to find plant resources in the area and make their gather check with advantage. Additionally, 1d10 bullfango and 1d4 bulldrome; or 1d8 conga are found in each area for the duration of the hunt.

+2 false signs

A **rajang**

Benefits

Hunter's cache (2 dash juice, 2 life powder, 1 potion of greater healing, and 1 flash bomb)

Insect Swarm. The area is filled with all different types of insects. Roll 1d6, there are that many insect resources in this area the PCs can find. These insects do not count against the number of resources the group can collect on a hunt.

The corpse of a **seltas queen** (2 carves)

Felyne encampment, offers two **felyne** to assist on the hunt if the party is friendly to them.



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.