

The Eternal Gold Rush

Please note this hunt uses the rules for *going on a hunt* within *A mellwinds Guide to Monster Hunting*. A reference can be found at the end of this hunt.

Requested by: Chief Researcher

- **Where.** Volcano
- **When.** Asap
- **Guild Reward.** 36,000 gp
- **Character Levels.** A group of four 20th level characters.

An Elder Dragon that protects itself with a glittering coat of metal. Its ecology and coat differ with each appearance, thus the need for a thorough investigation. An exhaustive investigation is required in order to break Kulve Taroth's giant gold plated horns. Pursue the monster to learn more about it. Gather tracks and recruit hunters to help you further your investigation

Goal Kill the **kulve taroth** (3 signs to find its summoning location).

False Creature a **nergigante** (3 false signs to encounter)

Guild Supplies Recommendation: 1 potion of superior first aid each, 4 cool drinks, 1 dust of life (*potion of superior healing that is returned to the guild if not used*)

The Final Encounter

Once the party finds the kulve taroth the final fight ensues. Since the kulve taroth is a paragon monster its encounter rating is equal to a CR 30 (*effectively fighting three CR 23's in a row*). The fight could go two ways. The first way, is that the kulve taroth has its maximum hit points for all three hit point pools and the fight plays out like a normal paragon fight (with each phase beginning right after the other with no stops).

The second version of this fight is a two part fight. In this version, the kulve taroth has its maximum hit points + 50% more for each of its hit point pools. When the kulve taroth's first hit point pool is reduced to 0, it roars and leaves the area without provoking opportunity attacks. This gives the party a chance to rest and recuperate before heading into phase 2 of the fight, where they fight the kulve taroth to the death.

Minor Challenges

One of the Red Dragon's Lair Actions (MM p.99)

Two **rakna-kadaki** with 5 (1d10) **rachnoid**

+1 false sign

A **tempered teostra** nesting with a **lunastra**

2 **gravios** plus 1 **basarios**

You stumble across another hunting party, badly defeated by the kulve taroth. While the two dwarves are stable but injured, their human companion is having difficulty breathing with the ashen, polluted air. The human is also badly wounded on his left leg and cannot walk without assistance. They're out of potions and need your assistance immediately.

Lava rapidly begins to permanently fill the area directly under the party. Over the next round the lava forms a 15-foot wide river of lava across the area. Have each PC tell the DM what they do without announcing the plan to the rest of the group. (The PCs would notice the direction it is filling, so they would know not to walk into more lava.)

3 **ebony odogarons**

Volcanic Gas. A creature subjected to the poisonous gas must succeed on a DC 16 Constitution saving throw or become poisoned for 8 hours. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Major Challenges

Troverians are planning their own hunting attempt on the kulve taroth with an extremely large amount of barrel bombs and an even bigger pile of random food (they aren't sure what she eats). After an amount of time (of the DMs choosing), it doesn't attract the kulve taroth. It instead attracts a starving **savage deviljho**.

+2 false signs

Cursed Shrine of the Avaricious (DC 20 Religion check to know it is cursed). Atop an altar lay an assortment of gems of the following colors: white, black, green, blue, red. When a creature takes a gem nothing happens initially.

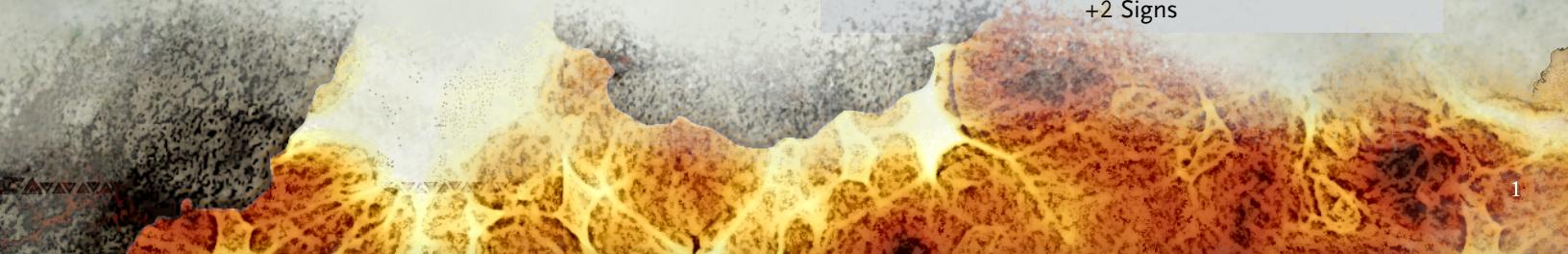
After one hour, 1,000 gold pieces belonging to the creature is transported to tiamat's treasure horde and the gem reappears on the altar. The gold taken does not have to be on the creature to be stolen. If a creature attempts to take more than one gem, that creature takes 22 (4d10) damage, where the damage is equal to the color of the gem (cold, acid, poison, lightning, fire).

Benefits

A dead hunter with 2 (1d4) golden nuggets on them (kulve taroth material)

Blessing of the Moonmaiden. A creature that receives this blessing has its darkvision doubled if they already have it, or they gain darkvision out to 60 feet for the duration of the night.

+2 Signs



Area Descriptions & Other Info

STARTING LOCATION: A.

It is located at the base of the volcano in a small, rocky canyon made of lava rock, pumice and limestone. There are large igloo shaped tents made of a brown leather covered in ash from the volcano. Near the tents is a large blue supply chest and a firepit has been dug for cooking.

Guild Supplies Recommendation: 1 potions of greater first aid (*potion of greater healing that is returned to the guild at the end of the hunt*), 2 days rations, and 1 cool drink each.

If you are using Amellwind's Guide to Monster Hunting supplement, the supply also has the following items: a carving knife, a bugnet, a fishing pole, a pickaxe (mining), and an herbalist kit.

AREA 1.

An open area surrounded by high ledges and a deep ravine in the bottom. Boulders and vegetation jut from the ashy ground and a narrow corridor on the northern end leads deeper into the volcanic region.

AREA 2.

Another open area similar to the previous one, except for on the westside. Lava flows along the stone creating small pools of lava along the cliffside. The heat is more intense here, but it is still bearable.

AREA 3.

A large volcanic cave made from obsidian, basalt, volcanic rock, and other dark minerals. A red orange light shines through cracks in the ground from the lava below. A large river of lava flows along the northern shoreline with paths branching off to the east and west.

AREA 4.

A large open volcanic cave, during the night the rising lava makes this open area into a stretched zig-zag.

AREA 5.

Another open volcanic cave rich in minerals. Lava flows along the northern wall into large pools of lava. Between these pools is a pathway leading up further into the volcano.

AREA 6.

A crescent-shaped area, made up of reddish brown sedimentary rock and granite. A massive lavafall crashes down into the core of the volcano on the northerside of the area.

Things to see:

A circle of rocks near the cliffside on the north eastern part of the area. Vast minerals in the area, some are dangerous locations on the cliffside above the volcano's core.

AREA 7.

A stone pathway in a river of lava, during the day it has a circular shape with an inaccessible center, during the night a portion is covered by lava, making it into a crescent shape.

AREA 8.

A plateau at the top of the volcano. On one side of the area is a steep drop off where you would have enough time to say goodbye to all your loved ones before sinking into the core of the volcano. On the other side is the jagged obsidian mouth of the volcano.

Things to see:

The far end of the plateau is a cave of smooth obsidian with a steep drop off not more than 10 feet into it. A creature that enters this area will slide down safely to area 7.

AREA 9.

This area opens to a large body of lava that expands as far as the eye can see to the east. The ground has large cracks throughout that the lava has seeped into.

AREA 10.

Similiar to area 9, just a slightly different shape.

[The Volcano 2394x2157](#)



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.