

A Bone to Pick

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: Skeletal Old Timer

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 40,000 gp
- **Character Levels.** A group of four 13th-14th level characters.

My whole village vanished in a single night. All my friends who lived by the sea, even their newborn child, all gone. For some reason I was spared, and since then I have cherished one hope, and one hope only: that someone'll turn that bag of bones into literal bones.

Goal. Kill the **nakarkos** (3 signs to find its lair).

False Creature a furious rajang (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*).

Final Encounter

The nakarkos is located in its lair underground. Once the 3rd sign is found, the area may have a giant hole leading down to its lair, or perhaps the area collapses as the hunter walks on it, or some creature causes it to happen. Either way once they enter the lair, the nakarkos stirs and the battle begins. Due to this being a solo encounter, the nakarkos has its maximum hit points +50% more (480). Though if you wanted it to have less hitpoints, you could toss in some girros/great girros that the nakarkos allows to live in its lair. The paralysis could make this encounter much more deadly, so be wary.

Minor Challenges

10 random bone tentacles (see *nakarkos stat block*) form from the bones laying in the area. Their movement is 0 and they can use their tentacle attack along with the nakarkos's sticky mucus attack.

A poison cloud fills the entire area. A creature that enters the cloud must succeed on a DC 19 Constitution saving throw or be poisoned for 1 hour. A creature that ends its turn in the cloud takes 10 (3d6) poison damage if they are not holding their breath (or has some other way to breathe safely in the cloud).

Two ebony odogaron

Multiple Signs: partially dried sticky mucus cover broken trees near one exit of the area *True Sign:* A trail of bone fragments that look similar to the bones on a nakarkos' bone tentacles is found near another exit in the area *False Sign:* Choosing the wrong direction causes the group to lose 1 sign.

Two **great girros** plus 9 (2d8) **girros**

+1 false sign

A **rain storm** that lasts for 1d8 hours or 1d4 areas, it heavily obscures the area and range attacks that use ammunition have their normal range distance reduced by half.

A bazelgeuse

Major Challenges

A savage deviljho

+2 false signs

On initiative 20 on every round of combat for the duration of the hunt, two **vespoids** appear and take their turn. They may take flight off a tree or rock, or appear on the edge of the battle map.

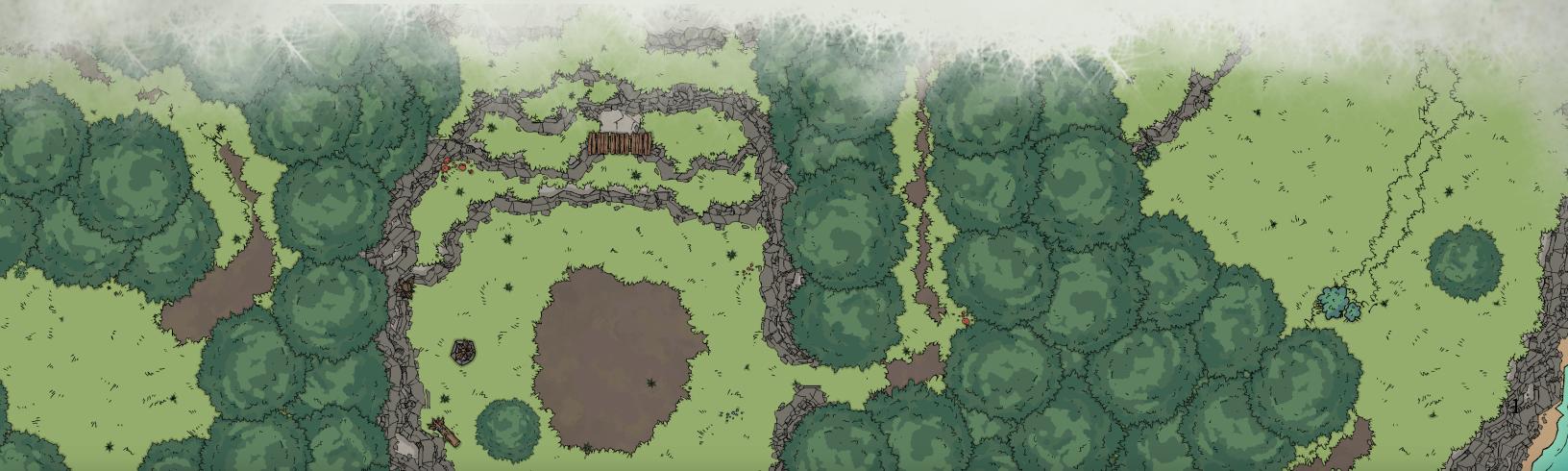
Benefits

The corpse of a **silverwind nargacuga** (3 carves)

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

+2 Signs

Supply Drop A Royal Scrivener drops supplies from a balloon above. It contains (*2 potions of supreme healing, a potion of fire resistance, 4 cleansers*)



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.

PATREON HIGHER QUALITY MAPS FOUND [HERE](#)



Patreon.com/Amellwind

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.