

Please note this hunt uses the rules for going on a hunt within [Amellwind's Guide to Monster Hunting](#). A reference can be found at the end of this hunt.

Go Away, Pukei!

Requested by: Hungry Woman

- **Where.** Desert
- **When.** Asap
- **Guild Reward.** 1,800 gp
- **Character Levels.** A group of four 3rd-level characters.

I am absolutely fuming right now! I spent months, MONTHS, breaking my back to have a good harvest this year, and it takes only one day for that googly-eyed monster to wipe out all my crops. Think you can go harvest its hide for me?.

Goal. Hunt a pukei-pukei.

False Creature a volvidon (3 false signs to encounter)

Guild Supplies Recommendation: 1 potion of first aid each (potion of healing that is returned to the guild if not used), 2 days rations each, 1 antidote, 1 herbal medicine.

Final Encounter

A pukei-pukei would normally be a hard fight for a group of 3rd-level characters, but its poison spray is fairly deadly to a group of 2nd-level players. To balance this out we are adding the Enraged Mythic Trait to the pukei, but it is the half hit points enrage, not the full enrage trait (See below). This pukei-pukei has its maximum hit points +50% (210).

Enrage (Mythic Trait) When the (insert creature) is reduced to half of its maximum hit points, it immediately saves against all ongoing conditions and effects and gains 1 extra turn in the initiative order (roll initiative again to determine when its second turn occurs). The experience for fighting an enraged (creature) is 1.5x its standard XP value and it can be carved 1 extra time.

Minor Challenges

+1 False Sign

9 (2d6 + 2) **delex** swim into the area and decide the party is food. (there might be signs of them traveling through the area recently that scout or spotter might see)

Arcane Weather. Depending on the time of the day the weather takes an extreme turn for the next 1d4 hours. If its daytime, it grows extremely cold. If it is nighttime, it gets extremely hot. The party makes exhaustion checks for extreme weather every hour they remain in the weather unprotected.

A pack of **ceanataurs** (5) unburrow from the sands.

Multiple Signs There are two signs in this area. One is a green scale hidden amongst the grass near one exit to the area (DC 13 Perception to detect when they are within 20 feet of it). The other the sighting of a green bird wyvern moving out of site into a different area. The true sign is the green scale; the green bird wyvern is actually a **qurupeco**. If they follow the quru, add it to the next area after rolling on the find signs table.

|A group of 4 **grimalkyne** have captured a **viper tobi-kitachi** in a net. They might be willing to share the spoils if the price is right, or perhaps they attack the party depending on their attitude. | **Exhaustion sets in** as the party travels through the desert. Have each member of the party make a DC 15 perception check. On a failed save, they see a large oasis off in the distance. The oasis has crystal clear waters, and is surrounded by a couple feet of vegetation. It's all a mirage, though, and the lake is actually quicksand. *I suggest you say the check is for finding a sign in the area. Don't let onto the mirage just yet, let the players who succeed still play as if they were in the mirage until danger strikes and then ask what they are really doing.* |A **kulu-ya-ku** runs by with an egg in hand (it might be worth something to the guild) |A lone **genprey** sits out in the open, perhaps laying down or feeding on something. A **gendrome** (*alpha call already used*) and 1d4 **genprey** are waiting to ambush (roll stealth checks) whatever approaches the lone genprey.

Major Challenges

A **Tzitzit-Ya-Ku**

Massive sandstorm. Until the next morning, the hunting grounds is heavily obscured . When the sandstorm passes over an area, each creature in the area takes 1d8 bludgeoning damage and an additional 1d8 bludgeoning damage for every hour the creature remains in it. The Trailblazer makes its survival checks when heading to a new area at disadvantage while in the sandstorm, and the DC is increased by 2 once the sandstorm subsides.

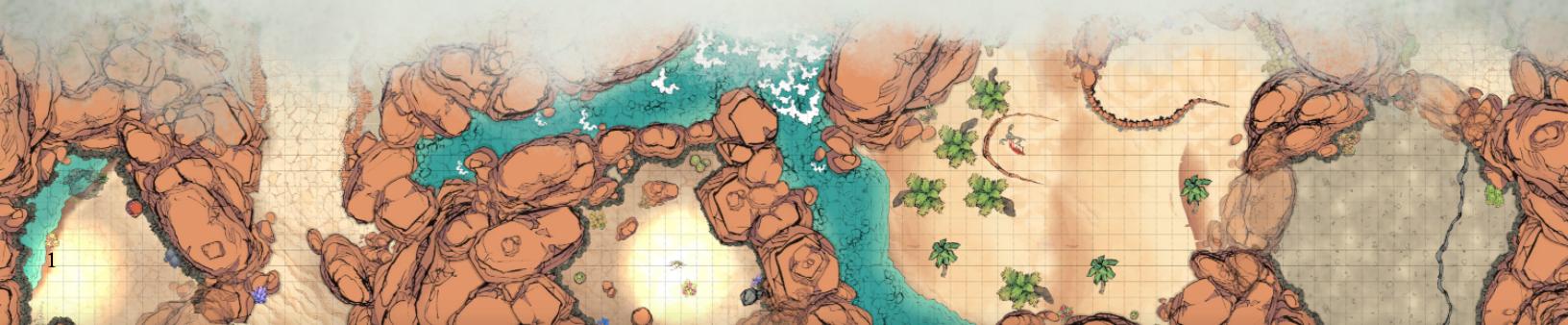
Sudden Heavy Rain. Clouds roll in and over the next hour rain pours down in the hunting area, heavily obscuring it while it rains. When the rain stops, a quicksand pit (DMG p.110) appears in each area for the duration of the hunt.

Benefits

Abandoned Camp. DC 10 Perception or Investigation Group check or only one PC check to find an item. For every 2 or more they succeed by, they find one additional item in the following order (potion of healing, rations (2), antidotes (3), flash bomb, pitfall trap).

+2 signs

The corpse of a **volvidon** (2 carves).



The Dunes



Iso Known as the Old Desert, this is an unforgiving habitat that consists of either high, rocky canyons or low, sandy deserts, it has sparse plant life along with limited mining and fishing spots. The extreme heat necessitates the use of a cool drink, but there are also cooler sandy areas, as well as freezing cold caves.

Area Descriptions

STARTING LOCATION: A.

A small area on a rocky outcropping. It overlooks the vast desert below.

AREA 1.

A rounded canyon with high walls. There is a small ledge in the South-East and various plants can be gathered here.

AREA 2.

A giant, sandy desert. The extreme heat here demands a Cold Drink. cephalos can commonly be seen swimming the sands of this area.

AREA 3.

A small, sandy area surrounded by high cliffs. There is a small oasis here, many herbivores, as well as felyne and melynix gather here to drink. This is where many large wyverns come to sleep when injured.

AREA 4.

A large canyon with high walls and a pond hidden in the cliff side. Creatures commonly travel through this area when heading to the watering hole in area 3. there are some plants in this area, fishing point along the edge of the pond.

AREA 5.

A wide open section in the canyons that contains ancient roads and long abandoned mining equipment. An entrance to a long caved in mine can be seen along the northern wall.

If the group finds some way into the mineshaft, at the very end of the shaft is the bones of an ancient najarala and the bones of many different humanoid creatures can be found when sifting through the dust that covers the mines floor.

AREA 6.

A small, circular cave which provides shelter from the baking sun, felyne and melynix like to hide in here, a large ore vein can be found across the cave wall.

AREA 7.

A large, open desert filled with golden sand. cephalos often swim the sands of this area, and genprey can be seen scurrying about occasionally, there are two small caves which can be accessed from this area.

AREA 8.

A small circular cave off of area 7. There is a small nest in the center, apceros usually live in this cave, guarding their nest.

AREA 9.

Another small cave off of area 7, apceros typically come here to drink, but at times it may be filled with melynix, there's a small pond in the north western corner that a few fish dwell in.

AREA 10.

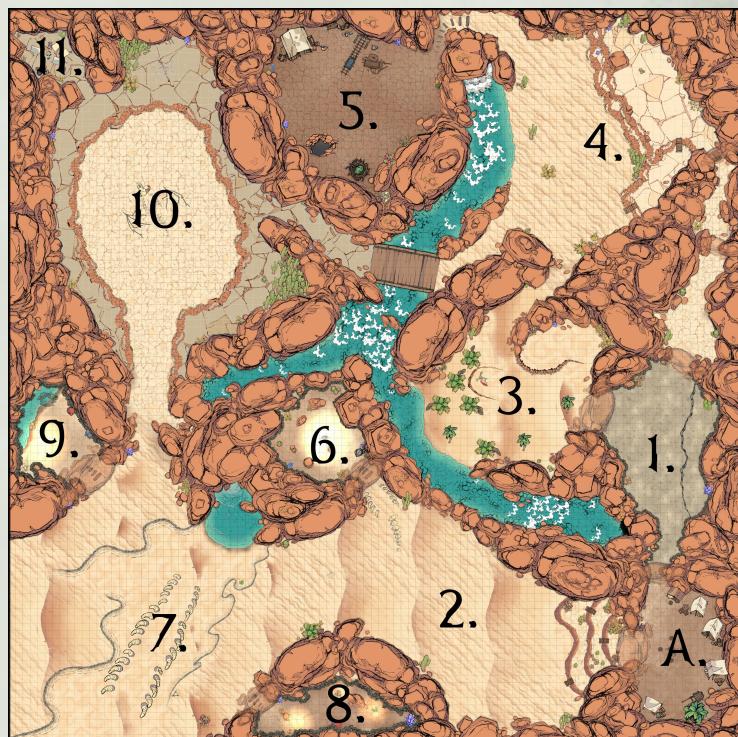
A big, open canyon with high walls and a ledge, perfect for ledging diablos or monoblos, apceros, genprey and felynes usually roam here. vespooids are also common here, numerous plants line the outer edges of the area.

AREA 11.

A tiny area that contains a felyne and melynix colony. Here they live in strange mud houses. Items stolen by lynians can be found here.

[GET THE DUNES ROLL20 99x99 MAP HERE](#)

[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.