Monster Hunter Monster Hunts

HOMEBREW

A collection of monster hunts using the monster found in the MHMM made by /u/Amellwind | patreon.com/amellwind

Table of Contents

Hunt Rules
Going on a Hunt 1

Ancestral Steppes
Area Map and Information 2
Dance of a Thousand Blades *(Four 5th-level PCs)* 3
Feathered Frenzy *(Four 6th-level PCs)* 4
Field Trip *(Four 1st-level PCs)* 5
Gargwa Round-Up *(Four 1st-level PCs)* 6
My Kirin for a Horse *(Four 7th-level PCs)* 7
Swing into Action *(Four 4th-level PCs)* 8
Tusked Tantrum *(Four 2nd-level PCs)* 9
The Tyrant's Banquet *(Four 17th or 18th-level PCs)* 10
Wingdrake Roundup *(Four 2nd-level PCs)* 11

The Dunes
Area Map and Information 12
Dune the Honors *(Four 3rd-level PCs)* 13
The Desert Gourmand *(Four 5th-level PCs)* 14
The Land Sharq *(Four 7th-level PCs)* 15
Skiff Competition *(Four 9th-level PCs)* 16

Frozen Seaway
Area Map and Information 17
Cold Stones *(Four 7th or 8th-level PCs)* 18
Fin Finder *(Four 3rd-level PCs)* 19
The Seat of a God *(Four 13th-level PCs)* 20
Snow with the Occasional Lagombi *(Four 4th-level PCs)* 21

The Great Ocean
Area Map and Information 22
A Light From the Abyss *(Four 9th or 10th-level PCs)* 23
Accidental Investigation *(Four 5th or 6th-level PCs)* 24
Fishing with Dynamite *(Four 12th-level PCs)* 25

Jungle
Area Map and Information 26
Earn Your Gear *(Four 5th-level PCs)* 27
Fly in the Ointment *(Four 9th-level PCs)* 28
Nocturnal Enchanter *(Four 5th-level PCs)* 29
Swirling Gale *(Four 2nd or 3rd-level PCs)* 31

Random Village
All Hallow's Eve *(Four 6th-level PCs)* 32

Snowy Mountains
Area Map and Information 33
All That Glitters is Furious *(Four 16th-level PCs)* 34
Can't Stomach the Thought *(Four 6th-level PCs)* 35
Lost in the Snow *(Four 4th-level PCs)* 36
The Mountain Roughrider *(Four 2nd-level PCs)* 37

The Tower
End of a Dark History *(Four 20th-level PCs)* 38

Verdant Hills
Area Map and Information 40
A Bone to Pick *(Four 13th or 14th-level PCs)* 41
A Thanksgiving Kulu *(Four 4th-level PCs)* 42
The Beating of Royal Wings *(Four 1st-level PCs)* 43
Bird-Brained Bandit *(Four 3rd-level PCs)* 44
Forest Fears *(Four 5th or 6th-level PCs)* 45
The King's Domain *(Four 7th or 8th-level PCs)* 46
Scratching the Itch *(Four 9th or 10th-level PCs)* 47
Secret Request: Hypnocatrice *(Four 3rd-level PCs)* 48
Sly Swooper *(Four 5th-level PCs)* 49
Stomping Grounds *(Four 2nd-level PCs)* 50
Trespassing Troublemaker *(Four 5th or 6th level PCs)* 51
Wrath of the Rathian *(Four 5th-level PCs)* 52

Volcano
Area Map and Information 53
Can't Bring Yourself to do it *(Four 5th-level PCs)* 54
Disruptive Eruption *(Four 4th-level PCs)* 55
The Empress's Blazing Throne *(Four 13th-level PCs)* 56
The Eternal Gold Rush *(Four 20th-level PCs)* 57
Rumble in the Volcano *(Four 3rd-level PCs)* 58
Steam and Smoke *(Four 11th-level PCs)* 59

Wetlands
Area Map and Information 60
Marshlands Horror Story *(Four 5th-level PCs)* 61
Marshlands Mission *(Four 7th or 8th-level PCs)* 62
Robbed Blind *(Four 4th-level PCs)* 63
Royal Spit Take *(Four 4th-level PCs)* 64
The Wetland's Nightmare *(Four 6th-level PCs)* 65

Old Hunts before Restructure
Field Trip *(Four 1st-level PCs)* 66
Trespassing Troublemaker *(Four 5th or 6th level PCs)* 68
The Wetland's Nightmare *(Four 6th-level PCs)* 69

Index
Monster Hunts by Level 71

Going on a Hunt

The hunts below tell 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 take the highest roll, on a nat 1 the GM rolls 2d10 and take 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*)
The artisan is the person who creates the initial meal at the start of a hunt. For now, they can make a DC 10 cooking check and on a success the group all gains inspiration at the start. On a fail, the GM can reroll once on the finding signs table.

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 hunter. 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 creatures 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 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 noncombat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium diffculty encounter). In general, a 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 parties ability to kill, or anything else the GM might come up with.

Ancestral Steppe

The Ancestral Steppe features vast, wide open fields of yellow grass, rocky outcroppings, deciduous forested areas, and subterranean caves, with towering mountain peaks seen in the distance. This area is home to many species of monsters, such as seltas, kecha wacha, gore magala, and many others. Hunters can take advantage of the uneven terrain to give themselves a height advantage over their target and gain the upper hand during battle.

Area Descriptions

Starting Location: A.

As the Hunter's start their hunt read the text below:

You arrive at camp in the Ancestral steppes. The camp is hidden in an area surrounded by rocky outcroppings. There is a small blue chest next to yellow cloth tents that holds your supplies given to you by the guild as part of this hunt. Beyond that you see large red stone arches leading out to the great jaggi's hunting grounds.

Area 1.

As you leave the camp, you travel through the red stone arch. Wide open fields of yellow grass spread out in all directions, off in the distance you see the canopy of a deciduous forest with towering mountain peaks beyond.

Describe small animals and what not in the area. (insects and Kelbi for instance).

Area 2.

The yellow fields of grass give way to red dirt with patchy grass. In the center of the area is a large (10-20 foot tall) tree trunk that supports the canopy of green vines, along with the other smaller tree trunks in the area. This area has an abundance of insects.

Area 3.

The field of grass continues eastward between the hills and mountains of the ancestral steppes. The area is quiet with few insects to be heard and the silhouette of some creatures far off in the distance. Small depressions can be seen in the grass in random directions in front of you.

Area 4.

From Area 3, *The fields of grass slowly begin to fade and you journey further into the ancestral steppes.*
From Area 7. *The forest gives way as you travel south.*
From Area 5. *The valley funnels you west, twisting and turning you continue you on your way.*

The ground turns to dirt and other vegetation begin to take hold. Rocky outcroppings form from the earth and trees of old lie on the ground.

Area 5.

A small clearing in the forest hidden behind dense brush. The canopy is broken here letting the light shine down a grassy hilltop. Wyverns are known to nest in this area.

PATREON HIGHER QUALITY MAPS FOUND HERE

Area 6.

The watering hole of the ancestral steppes. Creatures of all sizes come to this are to drink and bask in the sun. The water is shallow, no more than a foot deep at its lowest point. In the water, an entrance to a small cave can be found (Area 10). It is too small for a large creature to fit in, but a Medium one could squeeze into it.

Area 7.

A small cave, no more than 150-200 feet by your guess. The walls are jagged and dust is kicked up It reminds you of a tunnel more than your standard cave. From the entrance you can see the light at the exit.

Area 8.

A very sandy area, not like a beach, the ground still holds firm; but you can see why the yellows fields of grass end here in this valley. Very little vegetation grows here and the ground cracks from the lack of water.

Area 9.

A heavily forested section of the ancestral steppes. It is filled with ancient deciduous trees creating a thick canopy, making it difficult to see for those who can't see in the dark. Animal trails and tracks are abundant giving you the sense that many creatures live or travel through this forest constantly.

Area 10.

This small cave is home to one of the many lynian races of the old world. It could be a peaceful felyne & melynx village, or perhaps the home of a group of shakalaka that worship one of the monsters in the area. The area itself is mostly water due to the small waterfall that streams in from a crack in the ceiling. Plants are abundant in the area.

Hunts

Dance of a Thousand Blades

Requested by: Wasteland Warriors

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 3000 gp
- **Character Levels.** A group of four 5th level characters.

Warning! A ferocious and rare wyvern covered in razor sharp scales was spotted in the ancestral steppes! Witnesses report it packs a mean kick. All able-bodied hunters, report to the site immediately!

Goal. Hunt down the **seregios** (3 signs).
False Creature. A **gypceros,** (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 on the hunt)*, 2 days rations each.

Final Encounter

Add in a few **vespoids** (3-6) to distract the group or at least force some attacks away from the sergeios in the early rounds of combat. Alternatively, a group of shakalaka, wearing seregios scales as necklaces, come to aid the seregios in battle (replenish them as they die).

Minor Challenges

3-4 **seltas**

False Signs +1

Strangling Vines (Area 2 & 9): Strangling vines wrap around a creature in an attempt to restrain and suffocate the creature. DC 15 Athletics check to escape. On a failed save the creature remains restrained and suffocating. If they fail by 5 or more, they lose 1/3rd of their breath they can hold.

1 **rhenplos** + 1 **tzitzi-ya-ku**

In area 1, 2, or 3 Lynians have dug 10 foot deep pitfall traps hidden by the fields of grass throughout the area. The DC to spot the pitfall traps is 10. Upon 3 successful saves, the group successfully navigates around the pitfalls

1 **yian garuga** + 1 **vespoid queen** + 4 **vespoids**

A herd of dead **kelbi** lie on the ground (they are infected with magala parasites) 2 **young magala** burst from the kelbi and attack. *(or two CR 5 attack from a hidden area if you can't access the young magala stat block)*

The area is filled with obvious frenzy virus, but it is also littered with an abundance or resources. For every 1 minute in the area a creature gains a frenzy charge and touching anything the area gives 1 frenzy charge.

Major Challenges

An **Apex State Yian Garuga**

Cursed Shrine of the Feeble. (DC 12 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura) When touched, all creatures within 30 feet of the shrine are cursed for 24 hours or until the end of the hunt, whichever takes longer. While cursed, the creature has disadvantage on Strength checks and saving throws.

+2 false signs

Benefits

Felyne community willing to offer two to assist on the hunt.

Corpse of a **najarala** (2 carves)

Research fleet cache (one machalite, one Med Monsterbone, one thunderbug, and one blue mushroom)

Feathered Frenzy

Requested by: Buddy Handler Iori

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 2,500 gp
- **Character Levels.** A group of four 6th-level characters.

I'm sorry Hunter... Those Buddies heard that there were "ghosts" at the Shrine Ruins and ran off. I'm so worried about them with that aknosom around. Can you hunt it while I go look for them!?

Goal. Kill or capture the **aknosom** (3 signs to encounter).
False Creature a **malfestio** (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.

The final encounter

The aknosom is a paragon monster, meaning it has 2 hit point pools. Both hit point pools have 208 hit points. At the start of combat, the aknosom has 1 turn per round. When its first hit point pool is reduced to 0; it enrages and 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 XP provided from the aknosom is doubled and it can be carved 3 extra times.

Shrines

Many of the challenges in this hunt are based on shrines and trying to determine what they might do. A great way to handle this is to have other creatures or npcs being affected by the shrines. These could even be Iori's buddies that are searching for 'ghosts'. At the hypnocatrice shrine, one of them could be sleeping nearby, or one could feel inspired and humming a tune after touching the qurupeco one, while someone that touched the khezu shrine is talking constantly at different volumes.

Minor Challenges

A **seregios** with a **young seregios**

Shrine of the Qurupeco. *(DC 12 arcana check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* A creature that touches this shrine gains bardic inspiration (1d6), but its duration is 4 hours instead of 10 minutes.

1d8 **vespoids** plus a **gypceros**

Cursed Shrine of Khezu. *(DC 12 religion or arcana check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* A creature that touches this shrine can not control the volume at which it speaks. When it does roll a D6, 1-2 rolls are spoken in a whisper, 3-4 are spoken at a normal volume, 5-6 rolls are shouting.

2 **volvidon**

+1 false sign

4 **tobi-kitachi** on their first hunt chasing after 1d4 **shakalaka**

Shrine of the Hypnocatrice. *(DC 12 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* A creature that touches this shrine falls asleep for 10 minutes. Upon waking up it gains the benefits of a short rest. If the creature is woken up early, it takes 11 (2d10) psychic damage.

2 **young arzuros**

Mimic Shrine. The shrine is actually a **mimic**, it has a symbol representing some other creature on it.

Major Challenges

A **rathalos**

+2 false signs

Cursed Shrine of the Shared (Pain). *(DC 14 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* When a creature touches this shrine, it and all other creatures with 60 feet of it, is linked together for the duration of the hunt. While linked, whenever a linked creature takes damage, the damage is split evenly between all linked creatures.

Benefits

Dead **hypnocatrice, khezu, and qurupeco** (1 carve each) long dead in a sacrificial pit.

Shrine of the Endemic Life. *(DC 14 arcana or nature check to determine it is a beneficial shrine. On a failed check, the shrine gives off a neutral aura)* When this shrine is touched for the first time in a day 1d4 of a random endemic life appears around it. For the next 24 hours, 1d4 random endemic life appears in each area and the number of resources the party can gather on this hunt is doubled.

Shrine of the Shared (Life). *(DC 14 arcana or investigation check to determine it is a beneficial shrine. On a failed check, the shrine gives off a neutral aura)* When a creature touches this shrine, it and all other creatures with 60 feet of it, is linked together for the duration of the hunt. While linked, whenever a linked creature regains hit points, all linked creatures regain half as many hit points.

Field Trip

Requested by: Your Handler

- **Where.** Ancestral Steppe
- **When.** Asap
- **Guild Reward.** 1,000 gp
- **Character Levels.** A group of four 1st level characters

The next generation of hunters needs help! Lets check your skills and see if you are just wannabe hunters? Bag the Great Jaggi that leads the Jaggi pack.

Goal. Hunt a **great jaggi.** (3 signs to encounter)
False Creature. Vespoid queen. (2 false signs to encounter)

Guild Supplies Recommendation: 1 potion of healing each, 2 rations each

Final Encounter

This is a deadly fight much like the bugbear fight in the d&d starter kit. The great jaggi hits hard and on a crit with its body slam could potentially 1 hit ko a level 1 player. So be cautious and adjust as needed.

Where ever the great jaggi is located, it is surrounded by 1d4 jaggi and 1d2 jaggia. Make a stealth check for them as they attempt to remain hidden from sight. These are the creatures that join the fight from the great jaggi's alpha call.

Minor Challenges

4 **kelbi** graze in the field and a **melynx** steals a gargwa egg and heads to a different area. The kelbi are most likley to flee if attacked, but will fight if cornered.

3 **jaggi** are engorging themselves on a creature (the melyx if the group chased after it) while a fourth **jaggi's** head is inside a broken gargwa egg

False Signs +1

3 **altaroth** are foraging for mushrooms, if the group follows the altaroth it leads them to a parashroom

1 **felyne,** 2 **melynx,** and 4 **wild melynx** are scavenging the area. They do not attempt to attack the party, but if the party has felvine on them the lynians will attempt to steal it at all costs. If the party attacks, the wild melynx attempt to steal what they can before running away.

(Area 6 only). On the ground are three large golden balls. A few are rocking back and forth, but don't seem to be moving other than that. These are **konchu** who feed off the minerals in the cave. They are none too friendly to creatures who enter their territory.

Major Challenges

False signs +2

A **bulldrome**

Cursed Shrine of the Feeble. *(DC 12 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* When touched, all creatures within 30 feet of the shrine are cursed for 24 hours or until the end of the hunt, whichever takes longer. While cursed, the creature has disadvantage on Strength checks and saving throws.

Benefits

Old Hunter's Cache. (Meat (Poisoned), Sm barrel bomb)

Corpse of a **yian kut-ku.** (2 carves)

Shrine of Combat Prowess *(DC 12 Region or Arcana check will determine this is a beneficial shrine)* When a creature touches this shrine on a hunt, it gains the following effect: When you miss with a weapon attack, you can choose to hit instead. Once used, you can't use this effect again until you finish a short or long rest.

Gargwa Round-Up

Requested by: Wyvernian Rancher

- **Where.** The Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 100 gp per Gargwa saved
- **Character Levels.** A group of four 1st-level characters.

Some monster broke through my fence freeing all of my gargwa. Can you help me collect all of my missing gargwa?

Goal. Collect up to 8 **gargwa** (3 signs to encounter).
False Creatures a **bulldrome** (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, and ten 10-foot long ropes.

Gathering of the Gargwas

The mission is to gather and return the gargwa to camp. This could be done all at once or in separate trips. When the group returns to camp before collecting all 8 gargwa, roll a d4. The number rolled is the number of signs the party needs to find before locating the next gargwa.

The party is also provided with 10 ropes to capture the gargwa and the wyvernian rancher (use the **guard** stat block) joins the party on the hunt.

The party is not only tasked with keeping the gargwa alive or from running away during encounters, but also keeping the wyverian rancher alive, adding an extra challenge to this hunt.

Minor Challenges

The foot prints of a **gargwa** lead up to a small boulder. That boulder turns out to be a **baby basarios.** *(This gargwa appears in the next area closest to where the basarios was found).*

A **gargwa** chasing after a **wild melynx** that has stolen its egg.

(Area 1 or 2 Only) 1d2 **gargwa** are hidden in the area due to its tall grass. The scout or spotter can see 1d10 spaces in the grass that a gargwa (or something else) might be resting in. Choose two spots the gargwa are located, and fill the remaining spots with (2 **jaggi**, 1 **jaggia**, 1d4 **bnahabra**, 1d4 **konchu**, or a **great maccao** repeating as needed)

1d6 + 1 **baby nargacuga** attempt to ambush and kill a **gargwa** or two the party is escorting.

1d2 **gargwa** are unwilling to go back with the group and will run to other areas if it detects even one member of the party. If captured it will try to wander off if able.

A **gargwa** is grazing in the middle of the area, when the party catches the gargwa or they take too long, a **young seregios** swoops down and picks it up.

+1 false sign

1d2 + 1 **remobra** harass a gargwa that entered its territory.

Major Challenges

A gargwa is laying down *(sleeping)* in the middle of a field of daisies that fills a 60-foot radius center in the middle of the area. A creature exposed to this field for longer than 1 minute must succeed on a DC 15 Wisdom saving throw. On a failed save, it is charmed and will sit down and smell the daisies. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. If the creature fails any save by 5 or more, it falls unconscious the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. A **dyrad** set this trap and reveals herself if one party member falls asleep. She's willing to bargin for two of the gargwas.

A **king shakalaka** plus 3 **shakalaka** that have two **gargwa** trapped.

+2 false signs

Benefits

The corpse of **great izuchi** (2 carves)

+2 Signs

1d4 **gargwa** are grazing in the area and seem happy to see the rancher.

My Kirin for a Horse

Requested by: Old Knight's Squire

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 6,000 gp
- **Character Levels.** A group of four well-geared 7th level characters or four 8th level characters.

My meowster is a tad...deluded. He thinks he's this famous knight, you see. Just earlier he spied a Kirin, said, "that seems like a suitable mount" and tried to drag it off! Could you just slay it so he'll give up already?

Goal. Kill a **kirin**.
False Creature A **rajang** (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, 1 hot drink each, two torches, two antidotes.

Final Encounter

The Kirin is a solo fight, it has 292 hit points.

False Creature

The rajang is almost a death sentence to a group that choses to fight it at the recommended level for this hunt, but lore wise makes sense for it to be the false creature to be around. So if the group decides to flee the kirin shows itself and distracts the rajang allowing them to get away, or perhaps it sees a lightning bolt in the distance and runs off after it. Unprepared this fight will most likely be a tpk, so let them discover that and run when they need to. Reward them an amount of XP equal to its XP divided by 8 (-1 for each round they remain in combat with the rajang before fleeing).

Minor Challenges

Multiple Signs: *True Sign* A lightning bolt strikes the ground in one area (DC 15 nature check determines it was not a natural lightning strike). *False Sign* kirin fur near one of the areas exits, it has a mild amount of stat to it (DC 15 Survival check to determine its old) *Choosing the wrong direction causes the group to lose 1 sign.*

A thunderstorm rolls in and lasts for 1d2 days. The group may need to find a place to wait out the storm. (See Thunderstorm on next page)

A **seltas queen** plus 1 **seltas**

A **enraged seregios** (2 hit point pools, when the first pool is reduced to 0, the sergios gets an extra turn per round, roll initiative again to determine when. (XP is doubled for this encounter)

False Signs +1

A **bishaten** plus 4 (1d8) **congas**

Strangling Vines (Area 2 & 9): Strangling vines wrap around a creature in an attempt to restrain and suffocate the creature. DC 15 Athletics check to escape. On a failed save the creature remains restrained and suffocating. If they fail by 5 or more, they lose 1/3rd of their breath they can hold.

Game of Chance. Lightning strikes down in rapid succession in this area. Choose 20 (1d20+10) spaces on the battle map. When a creature moves through the area and touches a space you picked, they are struck by lightning taking 11 (2d10) lightning damage and their movement is 0 until the start of their next turn. A creature can use its action on its turn to try and discern the lightning strikes pattern (DC 15 perception check) on a success, the creature gains 1 insight charge. They can expend this charge to avoid a lightning strike and move into a different space of their choosing (which might also have a lightning strike). The area remains like this for the duration of the hunt and this challenge cannot be picked again, until the next day.

3 **young odogaron**

When the scout enters the area, they hear a rumble off in the distance. A DC 15 perception check with hearing determines that it is not thunder, but something else. On a failed save, it just seems like thunder. When the party arrives, a stampede of aptonoth enter in the area from a different entrance and head in the groups direction. Each PC gets 1 turn before they arrive to do something. A creature that remains in the path of takes 22 (4d10) bludgeoning damage. This damage is reduced by 1d10 if an area of effect ability or spell like fireball targets the stampede. Hiding behind cover also reduces the damage by 2d10.

Major Challenges

A massive thunderstorm rolls in (if there isn't one already) lightning flashes and crashes to the ground for the duration of the hunt. When a creature rolls a natural 1 on a skill check, lightning strikes that creature. Additionally during combat, on initiative 20 roll a d100 for each creature (or groups if there is a large amount of creatures) On a 20 or lower, lightning strikes that creature.
A creature struck by the bolt isn't immune to lightning damage in the area must make on a DC 15 Constitution saving throw, taking 11 (2d10) lightning damage and be paralyzed until the end of their next turn on a failed save, or half as much damage and isn't paralyzed on a successful one.

+2 false signs

A **glavenus** with maximum hit points + 50% more.

Benefits

Three additional mining node (does not count to maximum resource count)

Shrine of the blessed ones (+2 to all saving throws and +1 AC for the duration of the hunt)

The corpse of a **mizutsune** (3 carves)

Thunderstorm

A thunderstorm causes the following effects:

- **Strong Winds:** (DMG 110).
- **Poor vision:** The storm, lightly obscures the area with a 50% chance to heavily obscure each area they enter, after the first.
- **Lightning:** Every 10 minutes, lightning strikes one creature under the open sky (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed on a DC 18 Dexterity saving throw, taking 2d10 lightning damage on a failed save, or half as much on a successful one.
- **Strong waves** See the *control water* spells flood text (save DC 17).

Swing into Action

Requested by: Disgruntled Merchant

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 1,700 gp
- **Character Levels.** A group of four 4th level characters

That danged dirty primate, swinging all over the place, knocking over my cart, hocking up mucus everywhere! I'll be looking for a new line of work if this keeps up. Help me out, Hunter!

Goal. Hunt a Kecha Wacha (4 signs to encounter).
False Creature. Congalala (4 false signs to encounter).

Guild Supplies Recommendation: 1 potion of healing each, 2 rations each, 1 dash juice, 1 armor pill.

Minor Challenges

8 **melynx** are attempting to steal the eggs from 6 **gargwa.**

A **kulu-ya-ku** runs past with an egg in hand.

In area 1, 2, or 3 Lynians have dug 10 foot deep pitfall traps hidden by the fields of grass throughout the area. The DC to spot the pitfall traps is 10. Upon 3 successful saves, the group successfully navigates around the traps.

3 **jaggia** feeding on the carcass of a aptonoth. A **jaggi** keeps watch as they feed.

Cave-in seals all entrances and exits to **area 6**

A member of the research fleet is in the area and needs assistance in finding an *Emperor Locust* (very rare insect). They will offer materials or gold for assistance.

False Sign +1

Multiple signs of the creature, some old, some new. If they choose they wrong path -1 to signs.

Major Challenges

A trap set by a large amount of poachers (4 **bandit captains** & 10-20 **bandits**) demand resources from the group. Examples would include, potions, rations, low rank materials, gold (enough to hinder but they wont take everything, they have standards)

A **great maccao** and its pack of 8 **maccao** hunt the party. *(Alpha call is already used)*

Cursed shrine of the feeble. (Disadvantage on strength saving throws and ability checks for the duration of the hunt or 1d7 days whichever happens first)

False Signs +2

Benefits

Research fleet cache (one earth crystal, one small goldenfish, two herbs, and one adamant seed)

A recently deceased **Sergios.** 3 carves available

Shrine of the blessed ones (+1 to all saving throws and +1 AC for the duration of the hunt)

Additional mining node (does not count to maximum resource count)

Tusked Tantrum

Requested by: Bherna Chief

- **Where.** The Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 900 gp plus four Earth Crystals
- **Character Levels.** A group of four 2nd-level characters.

Thanks to the tetsucabra running loose within the Ancestral Steppes, the Wycademy's research of the area has ground to a halt. If you could, we'd like you to rid us of it.

Goal. Hunt a **tetsucabra** (3 signs to encounter).
False Creature a **blue yian kut-ku** (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, and a shock trap.

The Final Encounter

The tetsucabra doesn't have any minions and a group of 2nd-levels won't do super well vs an enraged tetsu. So it will have its maximum hit points (169) and you will want to add 50% more if the party is is in great shape.

Minor Challenges

A **juvenile zinogre**

The party comes across a clearing full of mushrooms. If any PC tries to pick one, a number of **altaroth** equal to the total amount of mushrooms picked emerge from the ground around near them and attack. *Picking mushrooms in this area counts against the maximum number of resources for the hunt.*

Two **jaggi** patrol back and forth from one end of a dead aptonoth to the other. They are keeping watch and waiting for their turn to feed, after the **jaggia** is done.

1d6+1 **konchu** roll into the area.

When at least two creatures for a line, a **paolumu pup** decends from the sky and uses *wind burst* on them, before flying away. Roll for a recharge, on a 5 or 6. The paolum makes one additional pass before flying away.

1d4+1 **conga**

+1 false sign

Heavy Rain. The weather changes over the next hour. Clouds roll in and it begins to rain heavily for the duration of the hunt. While it rains, the areas are lightly obscured and trailblazer check DC increases by 2.

Major Challenges

Endemic Bloom. Each time the party enters a new area roll a d6. The number rolled is the number of endemic life that is currently in the area. The endemic life (located at the end of the MHMM) is choosen at random and any that can't fly are hidden. *(If you are using battle maps, mark the location of this life).*

A **blue yian kut-ku**

+2 false signs

Mudslide. Choose one side the area that is nearest to a mountain side, A landslide of mud and water originates from that side, which crushes, buries, and mires those caught in its path.

When an mudslide occurs, all nearby creatures must roll initiative. Twice each round, on initiative counts 10 and 0, the mudslide travels 300 feet until it can travel no more. When an mudslide moves, any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

When an mudslide stops, the mud and other debris settle and bury creatures. A creature buried in this way is blinded and restrained, and it has total cover. The creature gains 1 level of exhaustion for every 5 minutes it spends buried. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

A creature that is not restrained or incapacitated can spend 1 minute freeing a buried creature. Once free, that creature is no longer blinded or restrained by the mudslide.

Benefits

The corpse of **congalala** (2 carves)

+2 Signs

A **druid** is in the area picking resources. If the party assist the druid in gathering the resources *(doesn't count against their own)* the druid restores the group to their maximum hit points and provides a goodberry to each of them.

The Tyrant's Banquet

Requested by: Cowardly Biologist

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 8,000 gp
- **Character Levels.** A group of four 17th-18th level characters.

I s-s-saw a... No, I c-c-can't! It was at the Ancestral St-t-teppe, a...a D-D-Deviljho! It just...ate the other animals! Nature is the w-w-worst! What kind of circle of l-l-life is this!? I want no p-part in it. And I d-d-don't want that Deviljho to have a p-p-part in it either!

Goal. Hunt a **savage deviljho** (3 signs).
False Creature. A **shagaru magala** (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 on the hunt)*, 2 days rations each, and 2 torches.

Final Encounter

The savage deviljho is a solo fight and assuming they are going against 4 PCs we want to maximize its hit point and then add 50% hit points to it, so 546 hit points total. This should provide the deviljho more than enough hit points to survive 2-3 rounds at a minimum. If the party is going into the fight fairly weakened you may want to adjust the hit points.

Minor Challenges

A **chameleos**, but a **bazelgeuse** enters combat from the skies above after 1 round

A member of the research fleet is in the area and needs assistance in finding an *Ancient Fish*. They will offer materials or gold for assistance.

False Signs +1

A **leshen** controlling 3 **odogaron**

2 **adolescent magala** + 2 **young magalas** that burst from the corpse a recently killed creature ***or*** 2 **rajang**

2 **scarred yian garuga** *(one had a wing eaten by the deviljho and can't fly, and is missing half its hit points)*

Multiple signs of the creature, some old, some new. If they choose they wrong path -1 to signs.

The area is filled with obvious frenzy virus, but it is also littered with an abundance or resources. For every 1 minute in the area a creature gains a frenzy charge and touching anything the area gives 1 frenzy charge.

A **brute tigrex**

Major Challenges

A Nergigante

Cursed Shrine of the Deviljho *(DC 16 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* When touched, all creatures within 30 feet of the shrine are cursed for 24 hours or until the end of the hunt, whichever takes longer. While cursed, the creature needs to eat 1 lb. of food per hour instead of each day of suffer one level of exhaustion. Creatures who don't normally need to eat, now must consume 1 lb. of food each day.

+2 false signs

A **crimson qurupeco** calls for help summoning two **deviljho**, then runs off.

Benefits

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

Corpse of an **ancient leshen** and a **silverwind nargacuga** (2 carves each) both partially eaten.

Three additional mining node (does not count to maximum resource count)

Wingdrake Roundup

Requested by: Stablehand

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 1,200 gp
- **Character Levels.** A group of four 2nd-level characters.

Our wingdrake farm was struck with a disease. We need to replace the ones we lost and begin their training. I have provided the food and ropes needed to catch them for the request. Please bring back ten.

Goal. "Gather" 10 **Wingdrakes**.
False Creature a **pukei-pukei** (3 false signs to encounter).
Guild Supplies Recommendation: 10 animated ropes, 20 scatternuts, 1 potion of first aid each *(potion of healing that is returned to the guild if not used)*., 2 days rations each.

The Wingdrakes

Whenever the DM rolls a 10-17 on the find signs table, the PCs find a wingdrake in the next area they enter. If you roll a 18-20, they find 1d4 wingdrakes in addition to whatever challenge or benefit the PCs may encounter in the area.

Attracting the Wingdrakes
The wingdrakes in this part of the world are **Mernos** (they still use the wingdrake stat block). Their primary food is scatternuts, which the hunters have been provided 20 of to use.

Capturing the Wingdrakes
The PCs have been provided 10 animated ropes, each of which is 20 feet long. The PCs can use an action to speak the ropes command phrase "loop and knot" to have the rope lash out at a wingdrake within 20 feet of it and tie around its neck, or feet. The wingdrake will most likely try fly away which will require a contested Strength (Athletics) check between the PC holding the rope and the wingdrake. On a successful check the wingdrake is captured. On a failed check, the wing drake flies up to its speed (or half its speed if the PC continues to hold onto the rope). The checks continue each round with PC successes lowering themselves 20 feet towards the ground. Failed checks will have the wingdrake traveling away and higher into the air. A successful check while the PC is on the ground, will capture the wingdrake.

Minor Challenges

Nothing in this area, but 1d4 **paratoads**, 1d2 **vigorwasps**, and 1d2 **sleeptoads** are hidden in the next area where the PCs encounter other creatures. Stepping in a space where one of these endemic life is located, causes its to die and use its deathburst trait.

A **yian kut-ku**

1d4 **vespoids** plus 5 (1d8) **hornetaur**

Rain that lasts for 1d8 hours or 1d4 areas. It lightly obscures the area, and increases the trailblazer's survival check by 2.

+1 false sign

3 **remobra**

2 **altaroth** are foraging for mushrooms, if the group follows the altaroth it leads them to a location where they can gather two mushrooms, but it only counts as 1 against the number of resources they can gather on a hunt.

2 **young arzuros**

1d4 **bandits** have hold of one of the parties ropes that is tied to a wingdrake that escaped, or got away from the PCs. They are attempting to capture it to bring to town to sell, or use for their own nefarious deeds.

Major Challenges

1d10 **wingdrakes** spread out around the area. They flee as soon as they detect danger.

+2 false signs

Shrine of the Arzuros (+2 AC and 10 temp hit points till the end of the hunt)

Benefits

A dead **blue yian kut-ku** (1 carve)

Emergency Supply Drop. Back at camp the scouts have dropped new supplies, which the party is informed of by the sending spell. The chest contains 2 potion of healings, 1d4 animated ropes, and 4 rations.

Shrine of Offense. +1 to attack & damage rolls, +1 to all DC saves for 24 hours or the duration of the hunt.

+2 Signs

The Dunes

Also 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 melynx 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 melynx 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 melynx, 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. vespoids are also common here, numerous plants line the outer edges of the area.

Area 11.

A tiny area that contains a felyne and melynx 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

Hunts

Dune the Honors

Requested by: Cautious Bodyguard

- **Where.** The Dunes
- **When.** Asap
- **Guild Reward.** 1,700 gp
- **Character Levels.** A group of four 3rd level characters.

My liege lord certainly has a lot of possessions... All of them necessary, I'm sure, but they do slow things down a tad. Not to mention the Hermitaurs and Barroths that plague the Dunes! Could I prevail upon you to clear the way for us a smidgen?

Goal. Hunt a **barroth.** (3 signs to encounter)
False Creature. A **tetsucabra.**

Guild Supplies Recommendation: 1 potions of healing and 2 days rations each.

Final Encounter

When the group first enters the area where the barroth is located it might be covering its self in muck, wandering about, eating, etc. If the party has had a recent rest add in a couple vespoids or konchu.

Minor Challenges

A **cephalos** + 3-4 **delex**

2 **rhenplos**

2 **cephalos**

False Signs +1

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

Extreme heat for the next 1d4 areas (con check for each area that isn't a cave)

A 25 ft-square-area that is 10-feet deep quicksand pit. (DMG 110)

Sandstorm for 1d4+1 areas (disadvantage on Wisdom (Perception Checks) and the areas are lightly obscured.)

Major Challenges

Enormous sandstorm that deals 1d8 bludgeoning damage per hour a creature is in it and they must make a extreme heat save. Continues into the next day. survival DCs increased by 2.

False signs +2

A **young nibelsnarf**

Cursed Shrine of the Heavy Footed. A creature that touches this shrine is cursed for the duration of the hunt or 24 hours, which ever comes first. While they remain cursed the creature sink 1d2 feet into the ground.

Benefits

Buried Cache. (2 sonic bombs, 2 potions of healing)

Corpse of a **seregios.** (2 carves)

A **grimalkyne** pack (4) offers their assistance if the group gets them a gendrome material (They will provide an area where a gendrome is, if the party doesn't have any)

The Desert Gourmand

Requested by: Master Cooper

- **Where.** The Dunes
- **When.** Asap
- **Guild Reward.** 3,000 gp
- **Character Levels.** A group of four 5th level characters.

One minute I was rattlin' along the Dunes in me barrel buggy, mindin' me own. And then, RAAARRR! Cart goes flyin' -- and me with it! What gives!? The barrel business is s'pposed t'be safe, by gum!

Goal. Hunt a **nibelsnarf.** (3 signs to encounter)
False Creature. A **najarala.**

Guild Supplies Recommendation: 1 potions of greater healing and 2 days rations each.

Final Encounter

The nibelsnarf as a solo fight is a hard encounter for a group of four 5th level characters. Unless the group is severely low on resources minions should be added to this battle. Konchu, Vespoids, and Genprey are all common in the area and can be used as minions that have no allegiance to the nibelsnarf. 1d4+1 of these creatures join the battle.

Minor Challenges

4 **cephalos** hunt the group from under the sand.

A 25 ft-square-area that is 10-feet deep quicksand pit. (DMG 110)

False Signs +1

A pack of **hermitaurs** (10) unburrow from the sands.

Extreme heat for the next 1d4 areas (con check for each area that isn't a cave)

1 **Volvidon** and 4 **konchu** roll up on the party.

Sandstorm for 1d4+1 areas (disadvantage on Wisdom (Perception Checks) and the areas are lightly obscured.)

A **felyne** is being chased by a pack of **genprey** (8) lead by a **gendrome**.

Major Challenges

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 is 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.

False signs +2

A **plesioth**

Cursed Shrine of the Heavy Footed. A creature that touches this shrine is cursed for the duration of the hunt or 24 hours, which ever comes first. While they remain cursed the creature sink 1d2 feet into the ground.

Benefits

Buried Cache. (2 sonic bombs, 2 potions of greater healing)

Corpse of a **monoblos.** (2 carves)

A **grimalkyne** pack (4) offers their assistance if the group gets them a gendrome material (They will provide an area where a gendrome is, if the party doesn't have any)

The Land Sharq

Requested by: Oasis Village Chief

- **Where.** Dunes
- **When.** Asap
- **Guild Reward.** 2,800 gp
- **Character Levels.** A group of four 7th level characters.

Argh, my wagon just got marooned in the Dunes! Now, I haven't seen anything fishy out here -- yet -- but I just know there's something waiting to get at my stuff! Find it and let 'em have it!

Goal. Kill one **cephadrome** (3 signs to encounter).
False Creature a **nibelsnarf** (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, 1 hot drink for those who need it, and 2 sonic bombs.

Final Encounter & Creature Info

The **cephadrome** has three **cephalos** in the area during its fight. They may or may not show themselves prior to the PC's engaging with the cephadrome. The cephalos *(84 HP)* and cephadrome *(262 HP)* all should have their maximum hit points. For the most part the creatures will burrow through the terrain and pelt the PCs with sand blasts, unless they get within 10 feet of a creature. At that point they will move into melee to attack for a turn before attempting (if possible) to burrow back underground.

Minor Challenges

A group of lost humanoids are found by the scout or spotter slowly walking in the direction of the group. They are dehydrated and starving.

A marooned wagon, in the middle of the area. Four **felynes**, four **melynx**, and four **grimalkyne** are "procuring" some boxes and oddities from it. They or may not be willing to make a deal.

Two **barroth** with two **baby barroth**

In a cave, inscribed on bones, or maybe on the side of a mountain is a large mural depicting three humanoid figures worshipping a large creature *(a jhen mohran or perhaps the Odibatorasu)*. If they touch the mural, three **mummies** burst from the mural (where the humanoid pictures are located) and attack.

1d4 **kelbi** being chased by a **gendrome** and 1d6 **genprey**

A **volvidon** that is followed by 6 **konchu** that it has adopted.

(Area 3,4,7, or 9) A **gynosphinx** guards this area. Protecting all native creatures from predators as they drink. *The PCs may even see the cephadrome here.* The gynosphinx offers a riddle to the PCs. Should they succeed, they are put under the protection of the sphinx in this area and allowed to rest safely at any point. Should they fail though, they are required to leave the area and never return *(gynosphinx attacks should they return). A riddle can be found at the end of the minor challenges*

A **seregios**

Riddle

I build up castles.
I tear down mountains.
I make some men blind,
I help others to see.
What am I?

Answer: Sand

Major Challenges

Waking Up. A jhen mohran wakes from its slumber underneath the area the PCs are in. As it burrows away, the area begins to sink into the open cavern left by the jhen mohran. This is a skill challenge for each PC to describe how they prevent themselves from being buried alive. The DC to succeed is 20 (which could be a skill check or saving throw, DM's decision based on the CPs description of how they are trying to succeed), but the PC can reduce this DC by 2 for each resource (item, class feature, spell slot) they use to make it easier to escape. On a failed save, the PC is buried 10 feet under the ground + 5 more feet for every 2 they fail their saving throw by. On a success the creature is above the terrain after it settles.

+2 false signs

Cursed Shrine of the Heavy Footed. A creature that touches this shrine is cursed for the duration of the hunt or 24 hours, which ever comes first. While they remain cursed the creature sink 1d2 feet into the ground.

A **daimyo hermitaur**

Benefits

Buried Cache. (1 Ancient Potion)

Shrine of the Odibatorasu. After touching this shrine, you gain a burrow speed of 20 feet and can breathe under the ground for the duration of the hunt.

+2 Signs

Skiff Competition

Requested by: Caravan Driver

- **Where.** The Dunes
- **When.** Asap
- **Guild Reward.** 3,000 gp
- **Character Levels.** A group of four 9th level characters.

T-terrible news! A Monoblos has appeared in the dunes. Even a crack pilot like me can't outmaneuver that thing's charge! I need a seasoned hunter on the job before my skiff is destroyed!

Goal. Hunt a **monoblos.** (3 signs to encounter)
False Creature. A **teostra.**

Guild Supplies Recommendation: 1 potions of greater healing and 2 days rations each.

Final Encounter

The monoblos as a solo fight is a deadly encounter for a group of four 9th level characters, but that is assuming minimal magical materials. If the party is low on resources, it might be ok to send just the monoblos out, but if the party is well rested, I would suggest adding 1-2 cephalos to the fight.

Minor Challenges

A **cephadrome** plus 2 **cephalos**

Strong winds cause the sands to shift in the area, covering any tracks the party may have been following. In some cases, the sand drifts are so large they threaten to swallow a medium or smaller creature.

False Signs +1

3 **barroth** aggressively protect their nesting ground

After spending a period of time under the hot sun, the party begins to see things. Each PC will need to make an Arcana or Insight check. On a 20+ The PC can tell the difference between what is real and what is not. On a 15-19, The PC occasionally sees something in the distance and rushes off, only to find nothing there. They must make a DC 10 Constitution saving throw or suffer a level of exhaustion. On a 14 or lower, every few hours they go running off after an illusion, to the confusion of their allies. They must make a DC 14 Constitution saving throw or suffer a level of exhaustion.

A sandstorm kicks up on the horizon, the next area the group enters a group of felynes and Melynx are slowly sinking into quicksand. They need help, but the sandstorm is closing in. *On a battle map, the sandstorm moves 20 feet across the map on initiative 20, starting on the second round. A creature in the sandstorm is blinded and takes 1d8 bludgeoning damage at the start of each of their turns*

A **nightshade paolumu** plus 4 **grimalkyne**

2 **tzitzi-ya-ku**

Major Challenges

False signs +2

A **lunastra**

Cursed Shrine of the Eclipse. *(DC 20 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura)* When touched, all creatures within 30 feet of the shrine experience a change in visual acuity for the duration of the hunt. Sunlight now acts as darkness. Darkness now acts as bright light. Low-light vision remains unchanged.

A **jhen mohran** emerges from the dunes directly below the party. They must all make a DC 25 Strength saving throw or be knocked prone on its back. The jhen mohran pays no mind to the creatures on its back so long as they don't attempt to attack it or mine the patches of ore that are scattered about its back (four DC 24 mining spots, that allow two mining attempts each. They can drop only carbalite ore or royal armor spheres). If they do attack or mine it, the jhen mohran uses its shake off legendary action every round and its rock toss until all creatures are removed. If it takes more than 200 damage, it burrows underground sending any remaining creatures crashing into the ground as if by the shake off legendary action.

Benefits

Buried Cache. (2 potions of greater healing, shock trap+, 2 bounce bombs)

Corpse of a **tigrex.** (2 carves)

A **Traveling Merchant** in need of rescue from a **daimyo hermitaur**. They sell their products for 50% off to the group. They also carry some of the lower CR elder dragon materials

Frozen Seaway

This hunting ground is set along an arctic coastline, where the glacial ice sheets meet the freezing sea. This area is inhabited by a wide variety of monster types, including lagombi, kushala daora, and zamtrios. A massive whirlpool can be seen in the ocean not far from the coast.

Area Descriptions

Warm clothing, or hot drinks are required for any creature traveling in the frozen seaway due the extreme cold (DMG p.110) climate. A creature that is resistant to cold damage does not require warm clothing or hot drinks.

Starting Location: A.

The basecamp is located on a part of the frozen seaway on a glacial ice sheet that has been broken up for easier walking. The camp still has the standard amenities. A tent for each hunter, the blue supply box, and a bbq split for cooking.

Ice Covered Areas

Most area's in the frozen seaway are glacial ice sheets covered by a light flurry of snow. These areas are not perfectly flat, some have terrain of different heights. some have uphill or downhill angles making travel extremely difficult or slow. The ice in these areas range from clear, to a deep blue depending on what is below it.

Areas: 1, 3, 4, 5, 6, and 9

Caves

Caves in the frozen seaway have been carved out by large monsters over the years. There are no stalactites or stalagmites due to the area always remaining extremely cold. The walls are smooth, except for the marking from creatures that use the caves as lairs or to mark their territory.

Areas: 2, 7, and 8

Frozen Seaway 3500x1969

Hunts

Cold Stones

Requested by: Woman Geologist

- **Where.** Frozen Sea Way
- **When.** Asap
- **Guild Reward.** 500 gp for each bloodstone obtained
- **Character Levels.** A group of four 7th-8th level characters.

Frozen and fascinating land! A geologist like me would love to explore this area, but I can't do it on my own as it's too dangerous! Could you bring me 8 bloodstones? Thank you and be careful.

Goal. Gather 8 *Bloodstones*.
False Creature A **Banbaro** (3 false signs to encounter).

Guild Supplies Recommendation: 1 potion of first aid & hot drink each, 2 days rations each, two torches, and three pickaxes.

Collecting Bloodstones

1 bloodstone can be found in each area the group enters *(DC 16 Investigation check)*. The bloodstones are coverd in snow and ice, making it difficult to locate them. Up to two DC 18 Strength (Athletics) checks can be made to mine the bloodstone. On a single successful check, they obtain a bloodstone. On two failed checks, the bloodstone shatters.

Breaking a Pickaxe

A pickaxe breaks when three Strength (Athletics) checks made with it fail.

Final Encounter

The final bloodstone is located in the lair of a **gigginox**. In the lair are 4 **hidden giggi hatcheries** *(DC 16 Perception check made within 20 feet of the hatchery)*. A giggi hatches from each hatchery on initiative 20 and the giggi's initiative is 19.

This can be a very deadly encounter if the giggi's continue to amass, but they are slow and should be easy to dodge while numbers are low. A party may need to retreat and rest if the initial fight goes poorly. The giggi don't leave the lair.

Minor Challenges

2 **zamtrios**

False Signs +1

2 **young gammoth** throwing a bloodstone back and forth.

Snow Blindness. Creatures are blind while out in the sun for the next 1d4 hours.

A **blangonga** plus 3 **blango**

Hail Storm. Rock-hard ice pounds to the ground in the area and continues for the next 1d2 hours. A creature that begins its turn in the area and isn't under cover, must make a DC 10 Dexterity saving throw. A creature takes 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one. After the first round, the area is considered difficult terrain.

A **khezu**

Event: Thin Ice! The bloodstone is located in the center of the area. What the PCs don't know is that they are currently walking on thin ice with the frozen sea below it. When a creature(s) reaches bloodstone, the ice begins to crack in a 30-foot radius around the bloodstone (except in the bloodstones space). The thin ice continues to break, expanding the radius by 10 feet per round for another three rounds. Once off the thin ice and out of the expanding radius, the creature is safe.
Roll for initiative and on a creatures turn ask them what they do. Based on their description or plan, set the DC from Easy (DC 10) to Hard (DC 20+). Laying Prone and making themselves as wide as possible while they slowly move across the ice would be easy, running or jumping would be hard or even higher. On a failed save, the creature falls into the freezing water *(see In the Water!)*. On a successful save, the creature can move up to the distance its movement allows.

Major Challenges

Curse of the Frozen Clover. *(DC 16 arcana or investigation check to determine it is a cursed artifact. On a failed check, the clover gives off a positive aura.)* When touched, the creature is cursed until they are targeted by the remove *curse spell* or similar magic. Destroying the clover causes a new one to grow in its original location, but fails to end the curse. While cursed, the creature no longer gains the benefits of effects that grant immunity to the effects of extreme cold, such as cold weather clothes or the acclimated racial trait. Additionally the creature no longer gains the benefits of traits, properties, or effects that grant resistant or immunity to cold damage.

+2 false signs

6 **boaboa** *(Only one can have a petrified spear)* riding wulgs charge into the area and ask for assistance scaring off a **gammoth** from trampling their village in the next area. **They offer two bloodstone for assistance.** *(Reduce the gammoth to half its maximum hit points to cause it to flee, or inflict the frightened condition)*

Benefits

Old Geologists's pack. (4 hot drinks, 2 machalite ore, 2 hard armor spheres)

Shrine of the Artic. Resistance to cold damage for the duration of the hunt.

Corpse of a **Beotodus**. (2 carves)

Fin Finder

Requested by: Fleet Researcher

- **Where.** Frozen Seaway
- **When.** Asap
- **Guild Reward.** 2,000 gp
- **Character Levels.** A group of four 3rd level characters.

The uneducated masses call it a "monster sharq." What nonsense! It's a most magnificent creature, able to shift into so many forms... I must have a specimen for my research. Dead or Alive!*

Goal. Hunt a **zamtrios.** (3 signs to encounter)
False Creature. An **enraged lagombi.** (3 false signs to encounter)
This Lagombi has double its maximum hit points and gains 2 turns per round while below half its maximum hit points. Roll initiative to see where its 2nd turn occurs in the round.

Guild Supplies Recommendation: 1 potion of first aid & hot drink each, 2 days rations each, two torches, and three tranq bombs.

Final Encounter

This fight should be fine as a solo fight if the players aren't at full strength, if they are I would suggest tossing in a **giaprey** or three.

Minor Challenges

False Signs +1

Snow Blindness. Creatures are effectively blind while out in the sun for the next 1d4 hours or areas. The reflection of the sun's ultraviolet rays off a snow-covered area causes this condition. The symptoms of snow blindness are a sensation of grit in the eyes, pain in and over the eyes that increases with eyeball movement, red and teary eyes, and a headache that intensifies with continued exposure to light.

Slippery Ice *(DMG p.110)*. On a fail, the creature begins to slip towards the freezing cold water.

6 **zamite**

Thin Ice! *Skill Challenge.* The area the players walk onto is ice with a light covering of snow atop of it. As they travel across eventually the ice begins to crack under all the creatures that are grouped together. *Ask the players what they do and have them roll a skill check based on that (DC 10).* A creature automatically fails the check if they attempt to run.
A creature that fails the check falls into the icy water below. The ice continues to break for the next 3 rounds out to a 30-foot radius. Falling prone and moving grants advantage on checks to escape the area.

Hail Storm. Rock-hard ice pounds to the ground in the area and continues for the next 1d2 hours. A creature that begins its turn in the area and isn't under cover, must make a DC 10 Dexterity saving throw. A creature takes 1d8 bludgeoning damage on a failed save, or half as much damage on a successful one. After the first round, the area is considered difficult terrain.

4 **blango**

A **giadrome** plus 1d4 **giaprey**

Major Challenges

False signs +2

6 **blango**

The party spends the day wandering the icy terrain, and eventually determine they are lost and unsure where camp is.

Arcana Hail Storm. Same as normal hail storm, but deals 2d8 bludgeoning damage and 4d6 cold damage every other round.

Benefits

Old handler's pack. (4 hot drinks, 2 life dust, a shock trap)

Shrine of the Artic. Resistance to cold damage for the duration of the hunt.

Corpse of a **khezu**. (2 carves)

The Seat of a God

Requested by: Wycademy Official

- **Where.** Frozen Seaway
- **When.** Asap
- **Guild Reward.** 12,000 gp
- **Character Levels.** A group of four well-geared 13th level characters or four 15th level characters.

Memo to research team. Large-scale collapse of iceberg reported in Polar Field north of the Frozen Seaway. Dragonwatch reports collapse due to nesting Ukanlos. Research team requested to remove Ukanlos using all force at their disposal.

Goal. Kill a **ukanlos**.
False Creature A **tempered velkhana** (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)*, 2 days rations each, 1 hot drink each, two torches.

Finding Signs

The PCs will most likely not find certain types of signs of the ukanlos. It is not likely that it has traveled across the frozen seaway. Instead they may hear roars of the beast in its lair or catch glimpses of the iceberg in the distance.

Final Encounter

The Ukanlos is found roaming around the inside of a collapsed iceberg, possibly building its nest. It is a solo fight so the ukanlos should have 630 hit points (solo encounter = max hp + 50% more). A group at this level should be able to do anywhere from 80-140 damage every round, so it will at least live beyond round 2 or 3. If the group is weak it might be prudent to lower its hp by 100. 50x50 Lair Map HERE

Minor Challenges

The wind howls sending large chunks of ice crashing to the ground in the area. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) bludgeoning damage on a failed save, or half as much as on a successful one.

False Signs +1

A snow storm rolls in lightly obscuring the next 1d6 areas.

A **beotodus** plus 7 (2d6) **wulgs**

Two **Zinogre**

Slippery Ice. On the path to the next area, the ground slopes towards the water at some point on the trip (DC 17 Perception check to detect). When a creature enters into the area they must make a DC 14 Athletics or Acrobatics check. On a fail, the creature begins to slip towards the freezing cold water.

A herd of **moofa** (2d10) enter the area and flee towards the party. Shortly after, a **tigrex** rounds the corner.

Frosty. Wind infused with arcane energy blows through the area forming a snowman out of thin air in front of the scout. A successful DC 15 Arcana check determines that the area is magical. Succeeding the check by 5 or more determines it is the wind that is magical and the snow is a conduit for the magic. Succeeding by 10 or more determines the snow will change creatures into snowmen, but casting dispel magic or other magic nullifying effect will allow free passage for 1 minute.
A creature that enters the area while the arcana energies are active, must succeed on a DC 15 Wisdom saving throw every 30 feet it travels or be polymorphed into a snowman (AC 10, 1 hit point) for 1 hour. While in this form the creature cannot attack or use spells, and has its movement speed reduced by 10 feet. The creature may repeat its saving throw at the end of its turn, ending the polymorph on a success. If the polymorphed creature ends its turn in a space next to a campfire or larger flame it automatically succeeds on its saving throw.

A **deviljho** with maximum hit points

Major Challenges

Temperatures drop below -50 degrees Fahrenheit for the next 24 hours. Rendering Hot Drinks useless. Unless the creature is wearing heavy clothes.

+2 false signs

A **rajang** and a **adolescent rajang** (or a **rathian**)

Curse of the Frozen Clover. *(DC 16 arcana or investigation check to determine it is a cursed artifact. On a failed check, the clover gives off a positive aura.)* When touched, the creature is cursed until they are targeted by the remove *curse spell* or similar magic. Destroying the clover causes a new one to grow in its original location, but fails to end the curse. While cursed, the creature no longer gains the benefits of effects that grant immunity to the effects of extreme cold, such as cold weather clothes or the acclimated racial trait. Additionally the creature no longer gains the benefits of traits, properties, or effects that grant resistant or immunity to cold damage.

Benefits

Experienced Geologists's pack. (1 pickaxe, 2 Carbalite Ore, 2 Royal Armor Sphere)

Shrine of the Frost Queen. Each creature that touches this shrine gains resistance to cold damage and difficult terrain composed of ice or snow doesn't cost it extra moment for the duration of the hunt.

A large broken golden scale is trapped behind 1 foot thick ice. When freed from its prison, the scale crumbles revealing 4 **gold nuggets** (valued at 3,000 gp each)

Snow with Occasional Lagombi

Requested by: Eagle-eyed Observer

- **Where.** Frozen Seaway
- **When.** Asap
- **Guild Reward.** 2,100 gp + double carves (from the lagombi)
- **Character Levels.** A group of four 4th level characters.

[REPORT BEGINS] *Lagombi spotted in the Frozen Seaway* [STOP] *Requesting support from all qualified hunters* [STOP] *We are snowed in and cannot render assistance* [REPORT ENDS]

Goal. Hunt a **lagombi** (3 signs).
False Creature. A **zamtrios,** (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 on the hunt)*, 2 days rations, and 1 hot drinks each.

Final Encounter

This lagombi encounter is a little different than a normal encounter. Using the suggestions found in AGtMH, this lagombi has two hit point pools and when one hit point pool is reduced to 0, it enrages and gains a second full turn per round. The encounter is built as if the PCs were fighting two lagombi and as such you double the xp they gain when it is killed or captured.

In the Water!

At some point during this hunt the PCs may fall into the water (DC 15 Athletics check to climb back out). When a creature falls into the water, they must make a DC 10 Constitution saving throw, or reduce the time they can hold their breath by half their maximum and take 1d4 cold damage.

After the second round being in the water, **zamite** attack with their bite from below (+1 each round up to a 5 zamite).

For every minute in the water, a creature must make a DC 10 constitution saving throw or gain a level of exhaustion. the DC increases by 1 for each minute that passes.

Minor Challenges

A white **arzuros** *(normal arzuros, just white fur)*

Hail Storm. Rock-hard ice pounds to the ground in the area and continues for the next 1d2 hours. A creature that begins its turn in the area and isn't under cover, must make a DC 10 Dexterity saving throw. A creature takes 1d8 bludgeoning damage on a failed save, or half as much damage on a successful one. After the first round, the area is considered difficult terrain.

False Signs +1

Snow Blindness. Creatures are blind while out in the sun for the next 1d4 hours.
The reflection of the sun's ultraviolet rays off a snow-covered area causes this condition. The symptoms of snow blindness are a sensation of grit in the eyes, pain in and over the eyes that increases with eyeball movement, red and teary eyes, and a headache that intensifies with continued exposure to light. Prolonged exposure to these rays can result in permanent eye damage. To treat snow blindness, bandage your eyes until the symptoms disappear.

A **giadrome** plus 1d4 **giaprey**

6 **boaboa** *(Only one can have a petrified spear)*. Encounter could potentially start with something in the area that is already petrified to give a clue to the PCs about the boaboa

4 **blango**

Event: Thin Ice! The area the PCs are currently walking on is actually thin ice with the frozen sea below it. When the group is about halfway across the area, the ice begins to crack under each PC in a 10-foot radius. The thin ice continues to break, expanding the radius by 10 feet per round for another three rounds. Once off the thin ice and out of the expanding radius, the creature is safe.
Roll for initiative and on a creatures turn ask them what they do. Based on their description or plan, set the DC from Easy (DC 10) to Hard (DC 20+). Laying Prone and making themselves as wide as possible while they slowly move across the ice would be easy, running or jumping would be hard or even higher. On a failed save, the creature falls into the freezing water *(see In the Water!)*. On a successful save, the creature can move up to the distance its movement allows.

Slippery Ice. On the path to the next area, the ground slopes towards the water at some point on the trip (DC 17 Perception check to detect). When a creature enters into the area they must make a DC 14 Athletics or Acrobatics check. On a fail, the creature begins to slip towards the freezing cold water.

Major Challenges

The party is lost is the frozen wastes for 24 hours

Arcana Hail Storm. Same as normal hail storm, but deals 2d8 bludgeoning damage and 4d6 cold damage every other round.

+2 false signs

Benefits

Shrine of the Artic (resistance to cold damage for the duration of the hunt)

Corpse of a **khezu** (1 carve)

Two additional mining node (does not count to maximum resource count)

The Great Ocean

The Great Sea makes up the deep waters between the continents of the old world and the new world, with the Moga Village and Deserted Island at its center. The ocean is ripe with fish and other terrifying monsters. It is so vast and cold you will most likely be eaten before you can swim any significant distance. In order to cross it, the Hunter's Guild primarily uses boats to cross the sea, but the Wycademy prefers airships. The sea god Persana is said to dwell in its depths.

Guild Supplies Recommendation

Two rowboats; 1 potions of greater healing, 2 days rations, and 1 potion of water breathing each.

Area Descriptions & Other Info

There currently is no information for the different areas as this map was just recently created, but the map provided should give you enough to make up your own descriptions as you look at it.

Underwater Map 99x99 tiles

A Light From the Abyss

Requested by: Guild Scout

- **Where.** Ocean
- **When.** Asap
- **Guild Reward.** 4,000 gp
- **Character Levels.** A group of four 10th level characters or four 9th level characters *(for a bit more difficulty)*.

The guild has discovered a never-before-seen elder dragon in the ocean. No solid info to go on, other than reports of an ominous light radiating from depths...

Goal. Kill a **namielle** (3 signs to encounter).
False Creature A **kushala daora** (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.

Final Encounter

This fight is going to take place in the water or shoreline, it's namielle's territory, so besides giving it maximum hit points + 50% more (384 hp), it shouldn't need much else. If it seems to be going south, it should be ok to add in a lower CR single creature (5 or less) or a few minion like monsters that are taking advantage of the situation.

Minor Challenges

Strong Current: A 15 foot wide current attempts to pull whoever is in the current into another area (roll a d20 to determine what is in that area). A creature can make a DC 15 Athletics check. On a successful save they are only moved halfway through the area

A whirlpool forms in the area. See the *Control Water* spell's whirlpool text (save DC 17) for more information

A **lagiacrus** roams the ocean floor, what does the party do?

6 **gobling's** hiding in the reeds. Their lures resemble underwater flowers.

False Signs +1

Something is glinting about 30 feet below the water on the sea floor. The spotter or scout can make a DC 15 Wisdom (Perception) check. On a successful check, they recognize it as the glint of a large pearl (Crab Pearl MHMM p.50). If they succeed the check by 5 or more, the pearl is a Black Pearl (MHMM p.50). If they fail the check, it looks like a large pearl, but it is actually a **gobul** lure.

A large coral reef covers this area making it extremely difficult to navigate by boat or swimming. A creature steering a vehicle can make a DC 15 Navigator's tools check, or DC 20 Wisdom (Survival) check. Three successful checks are needed to successfully navigate the area. On a failed save, the vehicle's hull takes 10 points of damage (ignoring its damage threshold). A creature that doesn't have a natural swim speed, traveling through the area by swimming can make a DC 15 Wisdom (Survival) or DC 20 Wisdom (Perception). On a failed save, the creature takes 7 (2d6) slashing damage. If they fail the save by 5 or more, they are also poisoned for 1 hour.

A false sign and the next area the party travels to has a large sand bar across most of the area. A school of gajau have beached themselves on it. Why? maybe a creature in the next area, or they are diseased. Its up to you!

2 **young lagiacrus** attacking a merchant vessel.

3 **zamtrios**

Overcast. The sky is overcast for 1d4 areas, reducing visibility in the water. Water between 20 and 30 feet below the surface is dim light, and water 30 feet below the surface is complete darkness.

Major Challenges

A pirate captain, that is actually a **weretiger** and his crew (2 **veterans**, 30 **bandit**) are on their ship celebrating a recent kill, some sort of pirating, etc. If the group is not being stealthy when they enter the area, the crewmate keeping watch notices the group

+2 false signs

A **scarred yian garuga** swoops down from the sky

Benefits

Shipwreck A creature that makes a Intelligence (Investigation) or Wisdom (Perception) check to search the wreckage. On a 10-14, they find 1 item. On a 15-19, they find 2 items. On a 20+ they find 3 items. These items are chosen by the DM from the ocean reources & any item located in AGtMH under 100 gp.

Shrine of the Dark Depths. A creature that touches this shrine can see underwater the same as they can above for 24 hours. During a sunny day, it can see in the water as far as its eyes can see, in the dark, its vision is still limited to its dark vision.

The corpse of a **almudron** (1 carve)

Accidental Investigation

Requested by: Trader Joe

- **Where.** The Ocean
- **When.** Asap
- **Guild Reward.** 2800 gp
- **Character Levels.** A group of four 5th - 6th level characters.

It's hard to say exactly what happened... The fog was just so thick. I remember a flash and then the ship crascked open. We lost every head of cattle! The culprit must still be out there... Mind taking a look?

Goal. Hunt down the **gobul** (3 signs).
False Creature. A **plesioth** (3 false signs to encounter).

Final Encounter

When the group first enters the area where the gobul is located, the area will be covered in glowing sea plants that give off light much like the gobul's lantern. The sea itself is a clear blue making it easy to see the lights. The gobul itself is hiding underwater and more than likely will attempt to attract the group with its lure ability to begin the fight as it remains hidden underwater while it doesn't move.

As a note If the party has water walking on, they can't swim down to the gobul and instead will place their head underwater until the minute wears off.

Underwater Rules

There are plenty of rules found within the DMG and from doing a bit of googling, but here is a few rules that may save you some time.

- Underwater Combat Rules
- Holding your Breath / Suffocating rules
- A creature that doesn't have a natural swim speed cannot go below a depth of 100 feet. If they do they must succed on a DC 10 Constitution saving throw at the end of each of their turns or gain one level of exhaustion. The DC is increased by 1 for every turn they remain under that depth *(it is up to you as the DM to determine which areas, if any, that have a depth lower than 100 feet).*
- Shallow water is considered difficult terrain

Minor Challenges

royal ludroth + 3 **ludroth** attacking a large ship

False Signs +1

6 **gajau** (or 8-9 with if the party has an aoe effects)

2 **pukei-pukei**

Strong Current: A 15 foot wide current attempts to pull whoever is in the current into another area (roll a d20 to determine what is in that area). A creature can make a DC 14 Athletics check. On a successful save they are only moved halfway through the area

Fog: The next 1d4 areas are covered in fog, heavily obscuring all areas above the water. The water also acts as if darkness during this time. It lasts for the Duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A **lagiacrus** roams the ocean floor, what does the party do? (The party will notice the lagiacrus before it sees them, giving them time to do something, like swim away, before it reacts)

A bazelguese flies 1000+ feet above dropping explosive scales on the waters surface and land in a line that is 30 feet wide. The scales can sink up to 15 feet below the waters surface before exploding. Each creature in that area must make a DC 21 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails the save by 5 or more, they take an extra 10 (3d6) fire damage as they are hit by more than one explosion.

It then lands and begins to eat fish in the area|

Major Challenges

A **daimyo hermitaur**

Permanent Fog. Fog remains for the duration of the hunt

+2 false signs

Benefits

The weather clears and remains clear for the duration of the hunt

Shrine of the Deep (creature's swim speed equals their movement speed if it is not already higher, they can cast the water breathing spell once within a week, and melee and ranged weapons no longer attack with disadavantage even beyond their normal range.)

Corpse of an **lagiacrus.** (1 carve remaining)

+2 Signs

Guild Supplies Recommendation

1 scroll of waterwalking, 1 potions of greater healing each, and 2 days rations 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 herbalism kit.

Fishing with Dynamite

Requested by: Well-informed villager

- **Where.** The Sea
- **When.** Asap
- **Guild Reward.** 20,000 gp
- **Character Levels.** A group of four 12th level characters.

There I was, out on my boat when all of the sudden the sea erupted in pain. To my horror, a bazelgeuse was dropping its scales into the sea and eating anything that comes to the surface. Please take care of it before it hurts someone or my boat!

Goal. Hunt down the **bazelgeuse** (3 signs to encounter).
False Creature. A **tempered namielle** (3 false signs to encounter).

Final Encounter

If the party has used up most of their resources, the fight should just be against the **bazelgeuse.** that has had its hit points maximized. If the group is well rested or have most of their resources, then add a **lagiacrus** (we need something to use up some of their resources) that flees the battle field once it hits half its hit points.

Underwater Rules

There are plenty of rules found within the DMG and from doing a bit of googling, but here is a few rules that may save you some time.

- Underwater Combat Rules
- Holding your Breath / Suffocating rules
- A creature that doesn't have a natural swim speed cannot go below a depth of 100 feet. If they do they must succed on a DC 10 Constitution saving throw at the end of each of their turns or gain one level of exhaustion. The DC is increased by 1 for every turn they remain under that depth *(it is up to you as the DM to determine which areas, if any, that have a depth lower than 100 feet).*
- Shallow water is considered difficult terrain

Minor Challenges

A whirlpool forms in the area. See the *Control Water* spell's whirlpool text (save DC 17) for more information

False Signs +1

2 **plesioth**

Overcast. The sky is overcast for 1d4 areas, reducing visibility in the water. Water between 20 and 30 feet below the surface is dim light, and water 30 feet below the surface is complete darkness.

The bazelguese flies 1000+ feet above dropping explosive scales on the waters surface and land in a line that is 30 feet wide. The scales can sink up to 15 feet below the waters surface before exploding. Each creature in that area must make a DC 21 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails the save by 5 or more, they take an extra 10 (3d6) fire damage as they are hit by more than one explosion.

2 **zamtrios** and 13 (2d12) **zamite**

A larger ship is underseige by a **lagiacrus** *(this could be the one in the final battle if used)* and 5 (2d4) **ludroth**

3 **gobul** are hiding in shallow water or on the sea floor, waiting to ambush whatever food gets close

Major Challenges

A **tempered dire miralis**

A thunderstorm rolls in and lasts for 1d2 days. The group may need to find a place to wait out the storm.

Thunderstorm

A thunderstorm causes the following effects:

- **Strong Winds:** (DMG 110).
- **Poor vision:** The storm, lightly obscures the area with a 50% chance to heavily obscure each area they enter, after the first.
- **Lightning:** Every 10 minutes, lightning strikes one creature under the open sky (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed on a DC 18 Dexterity saving throw, taking 2d10 lightning damage on a failed save, or half as much on a successful one.
- **Strong waves** See the *control water* spells flood text (save DC 17).

Benefits

Shrine of the Deep (creature's swim speed equals their movement speed if it is not already higher, they can cast the *water breathing* spell once within a week, and melee and ranged weapons no longer attack with disadavantage even beyond their normal range.)

The corpse of a long dead **ceadus**, with one carve available.

The weather clears and remains clear for the duration of the hunt

The Jungle

It is situated in and around a tropical coastline and is located near Jumbo Village. This location is characterized by white sandy beaches, turquoise seawater, lofty cliffs and subterranean caves. This place is inhabited by many types of monsters

Area Descriptions

Starting Location: A.

A shoreline enclosed by high cliffs, there is a vine that leads to an upper sector.

Area 1.

A wide area with major vegetation and a view of the jungle to the east far below.

Area 2.

A wide open area with some knee-high vegetation, there is a large tree at the cliff-border. The vines in the north provide a passage to a secret fishing spot.

Area 3.

A densely forested shoreline with multiple cave entrances and a sandy path to the northern ruins, which is cut off by the water during the night.

Area 4.

A clear narrow shoreline with high cliffs and a view to the wide ocean.

Area 5.

A large area of damp soft sand filled with debris from the sea. The waterfalls on the eastern side of the area create streams that flow into the ocean.

Area 6.

An open sector high in the cliffs with multiple cave entrances, the endless ocean to the west can be seen here.

Area 7.

A small cave used by some monsters as a resting spot, there is a crack in the ceiling where light comes down to illuminate the area.

Area 8.

A wide open stone path inside a large cove, there is many small nests and many littered bones, along with a crystal patch. A small passage to the southeast leads to a cave filled with ankle-deep water and a ceiling of crystals.

Area 9.

A cliff top inside the cove, small flows of water run down to the black depths

Area 10.

A narrow path between cliffs, it is highly dense in vegetation and there is a small body of water in one end.

Area 11.

An underground stream flows out from the eastern cliffside, draining into the ocean to the west. A large hole in the center of the area leads down into area 8

Area 12.

A smaller area with major vegetation and a view of the ruins to the north.

Area 13.

Minimal vegetation fills this area of small rocky cliffsides. A wyvern nest sits on the southeastern cliff, overlooking areas 1 and 6.

Area 14.

A bonepit sits at the center of this area, below the trunk of a long dead ancient tree. The roots of the central tree provide passage to the upper areas of the hunting ground.

Area 15.

A wide open field on the cliffs above the shoreline. Dense tree cover provides a safe place to rest.

Area 16.

An small island formation at the foot of long-abandoned ruins.

Area 17.

The ruins of an ancient civilization building surrounded on all side by cliffs leading into an underground lake.

The Jungle

Earn Your Gear

Requested by: Tanzia Gong Girl

- **Where.** Jungle
- **When.** Asap
- **Guild Reward.** 1,800 gp + four machalite ore
- **Character Levels.** A group of four 5th-level characters.

If you want new equipment...you have to prove...prove that you're strong enough... Duramboros...in the Jungle... If you're not strong enough... you'll fail.

Goal. Hunt a **duramboros** (3 signs to encounter).
False Creature a **rathalos** (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.

The Final Encounter

The duramboros is a solo boss fight. The duramboros has its maximum hit points +50% (331). If the party is fairly damaged, you could reduce its hit points to its normal maximum (221).

Minor Challenges

A **basarios** with 1d4 **baby basarios**

A young **bombadgy** foot is seen trapped between two fallen trees. It cries out for its herd. If left alone, it dies and explodes, attracting the attention of a **seregios** flying above.

A **rathian** that is nesting. Killing or capturing the rathian gives a +1 false sign.

(Caves). Two young **odogaron** are hunting a **slagtoth**. If they are killed, an **odogaron** tracks the party for 1d6 areas before appearing.

Coconuts fall from the trees above. Each creature in the area must succeed a DC 20 Dexterity saving throw or take bludgeoning damage equal to the difference of 20 - the creatures saving throw on a failed save.

+1 false sign

A **astalos**

A gnome projects the illusion (DC 15 investigation) of a giant emerald socketed into an ancient stone figure. He was raised by the melynx he is with and uses his magic to help set traps for unsuspecting creatures. He has 1d4 melynx and 1d4 wild melynx with him hidden in the bushes (DC 16 Perception to see).

Major Challenges

The next area has 1d10+5 hives with honey in it, but **vespoids** cover every space in the area (20-feet above the ground).

+2 false signs

A **tobi-kadachi**, but it has the enrage mythic trait:
Enrage (Mythic Trait). If tobi-kadachi is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains its full hit points. In addition, the tobi-kadachi 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 tobi-kadachi is 2x its standard XP value and the creature's number of carves is doubled.

Benefits

Corpse of a **mizutsune** (1 carve).

+2 Signs

As the party makes there way into this area they begin to encounter little bits of webbing. As they journey further in, the webbing eventually gets so thick, it almost covers the entire area. At the center of the area is four hanging cocoons. Below it is a nerscylla that has been dead for a day or two with a sword stuck in it. The one that struck the killing blow is partially cocooned hanging in the air and weakly asks for help if it can see the party. Upon helping them, the hunter (**gladiator** *with a sword and shield*) explains the story about their unsuccessful hunt, but offers to assist the group in exchange for some food and assistance returning his friends bodies back to the village.

Area is filled with a variety of mushrooms. The party can gather a number of mushrooms equal to the party size and it does not count against the maximum number of resources they can obtain on this hunt.

The Fly in the Ointment

Requested by: Data Hunting Party

- **Where.** Jungle
- **When.** Asap
- **Guild Reward.** 4,100 gp
- **Character Levels.** A group of four 9th-level characters.

We were investigating whether rumors of giant cooperative insects are true, and our specimens got away. They flew towards the Jungle. Rumors are true! Great day for science! Terrible day for scientists! HELP!

Goal. Hunt a **seltas queen**.
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, 1 hot drink each

The Final Encounter

When the party encounters the seltas queen, she is accompanied by 3 (1d6) seltas. One of the seltas is already attached to the seltas queen as her drone slave. In addition to this, the seltas queen has her maximum hit points +50% more (337). If the PCs are weak or she rolls 5-6 seltas you could drop its hit points to its maximum (225).

Minor Challenges

A **plesioth**

A **young kecha wacha** swings down from the trees and begs for scraps. If the party looks around the area is barren *(no resources for plants, insects, mushrooms in this area)*. Providing the kecha wacha food will cause it to run off and return 2 (1d4) areas later with another young kecha wacha that is frail and poisoned (a broken sea urchin spine is hidden in its fur (DC 19 Perception or Investigation check to find). Curing the kecha will cause both of them to fight with the party for the duration of the hunt.

Heat Wave The jungle grows extremely hot for the next 1d6 areas. Whenever the party enters an area that isn't underground they must succeed on a DC 10 Constitution saving throw, or gain one level of exhaustion. The DC increases by 1 for each consecutive area the party travels through that isn't underground. If the area the party enters into has tree coverage, they gain a +2 bonus to their saving throw.

A **crimson qurupeco** that uses call aid before the start of battle *(they may want to run if a **deviljho** enters the area. It also probably eats the qurupeco)*

A **nargacuga** stalks the party for 2 (1d4) areas, waiting for the opportunity to strike. If there is no danger by the final area, a **young nargacuga** joins the fight as well.

+1 false sign

2 **congalala** plus 5 (1d10) **conga**

Game of Chance *(seaside areas)*. Choose 20 (1d20+10) spaces on the battle map. When a creature moves through the area and touches a space you picked, a ceantaur or hermitaur makes a claw attack against the creature with advantage. A creature can use its action on its turn to try and discern subtle differences in the sand where a carapaceon is hiding (DC 15 perception check) on a success, the creature gains 1 insight charge. They can expend this charge to avoid the attack and move into a different space of their choosing (which might also have a different carapaceon). The area remains like this for the duration of the hunt and this challenge cannot be picked again, until the next day.

The area is covered in mushrooms, doubling the amount of mushrooms gained when gathering them in this area, but 10 (3d6) jungle violet fungus (**violet fungus** with the below trait) are hidden amongst the mushrooms.

Death Burst. The violet fungus explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny violet fungus that grow to full size in 7 days.

Major Challenges

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

+2 false signs

Cursed Shrine of the King. *(DC 14 arcana or investigation check to determine it is a cursed shrine).* On a failed check, the shrine gives off a positive aura) When a creature touches this shrine, it is cursed, but nothing visibly happens. While cursed, a shakalaka magically appears at the start of combat or any other time of the DM's choosing, from nearby foliage and fires a poison dart at the cursed creature before disappearing. The cursed creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Benefits

Corpse of a **mizutsune** (3 carves).

Data hunter's pack. (4 cool drinks, 1 deodorant, antidote horn, 2 dung bombs)

+2 Signs

The Nocturnal Enchanter

Requested by: Bherna Chief

- **Where.** Jungle
- **When.** Asap
- **Guild Reward.** 2,400 gp
- **Character Levels.** A group of four 5th-level characters.

The survey team ran into a Malfestio in the Jurassic Frontier. Before they knew it, everyone had either passed out or gotten so confused they don't remember a thing. Be on your guard, Hunter!

Goal. Hunt a **malfestio**.
False Creature a **zinogre** (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, 1 hot drink each

The Final Encounter

The malfestio stat block has been updated for this hunt, please check page 2 for its updated stat block. The malfestio is accompanied by 3 (1d6) young malfestio (**giant owl**). The malfestio is protecting its young, which is why it is so aggressive. The young malfestio will attack, but they flee once they are reduced below half their maximum hit points, or they all flee if one is killed. The malfestio has its maximum hit points +50% (351) and typically land only when at least one hunter is confused or asleep. If the party is fairly damaged, you could reduce its hit points to its normal maximum (234).

Minor Challenges

6 (1d12) **grimalkyne** charge head first towards the party, half riding on velciprey while the other half are riding on shamos. They are searching for resources the party has that can help cure their protector, a **duramboros.**

A magical mist creeps in from the center of the jungle, covering the entire area. Contact with this thin, grey, odorless mist can infect humanoids, except gnomes, with cackle fever. A *dispel magic* spell destroys the mist in a 20-foot square starting from a point chosen by the caster within the spell's range. A humanoid, except gnomes, that comes in contact with the mist must succeed on a DC 13 Constitution saving throw or become infected with cackle fever *(see page 2)*.

A **adolescent rajang**

A **vespoid queen**, 4 (1d8) **vespoid princess**, and 9 (2d8) **vespoids** hiding in the area

Coconuts fall from the trees above. Each creature in the area must succeed a DC 20 Dexterity saving throw or take bludgeoning damage equal to the difference of 20 - the creatures saving throw on a failed save.

+1 false sign

2 **great jagras**

A snobby **noble** lead an expedition of several **commoners**, two **knights**, and a missing **scout** and they are now lost.

A weathered leather journal covered in small scratch marks is located near the edge of an area next to ground the resembles the shape of a humanoid body. Insides is the diary of a treasure hunter. The writing quickly turns into ineligible scribbles after the hunter thinks they're into something. The last word you can make out is "cave". Inside one of the caves is a sleeping **bloodsoaked arzuros**, a large pile of bones that look vaguely humanoid from a distance, and a small treasure chest.

Major Challenges

The next 3 (1d6) areas are filled with poisonous flora and it is allergy season. When a creature enters an area filled with pollen for the first time, it must succeed on a DC 13 Constitution saving throw or be poisoned until it leaves the area. If a creature fails its save on subsequent areas, it also gains one level exhaustion (to a maximum of 3).

+2 false signs

Mold covers the area. If the area is outdoors the area is covered in brown mold (DMG p.105). If the area is a cave or underground, the area is covered in yellow mold (DMG p.105).

Benefits

Corpse of a **coral pukei-pukei** (3 carves).

Veggie Elder. The party happens upon a veggie elder who is willing to trade his mega versions of the bugnet, fishing pole, pickaxe, and herbalism kit. Each tool gives advantage on checks when used to gather resources, but breaks a skill check is failed using them. The veggie elder is looking for any material CR 5 or higher, or anything extremely shiny.

Blessed Shrine of the King. When a creature touches this shrine, nothing visibly happens. For the duration of the hunt a shakalaka magically appears at the start of combat or any other time of the DM's choosing, from nearby foliage and fires a poison dart at the creature target before disappearing. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

+2 Signs

Malfestio

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Skills Perception +7, Stealth +9
Senses darkvision 120 ft., passive Perception 17
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
Challenge 9 (5,000 XP) **Proficiency** +4

Flyby. The malfestio doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The malfestio has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Actions

Multiattack. The malfestio makes two Talon attacks and two Wing attacks.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Wings. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Sonic Wave (Recharge 5-6). The malfestio releases a sonic wave in a 30-foot cone. Each creature in that area must succeed a DC 15 Wisdom saving throw or be confused for 1 minute.

While confused, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the saving throw fails by 5 or more, the creature instead falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. When a creature wakes up it is still confused until it succeeds on its saving throw or 1 minute has passed since it first fell asleep.

Cackle Fever

While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its Common name and its morbid nickname: “the shrieks.” Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of Exhaustion that can’t be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering Combat, Taking Damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes Incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, Ending the mad laughter and the Incapacitated condition on a success.

Any Humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each Long Rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an Attack of mad laughter drops by 1d6.

When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these Saving Throws gains a randomly determined form of indefinite Madness, as described later.

The Swirling Gale

Requested by: Woman Living By the Ruins

- **Where.** The Jungle
- **When.** Asap
- **Guild Reward.** 900 gp plus four Earth Crystals
- **Character Levels.** A group of four 2nd or 3rd-level characters.

For crying out loud! I moved near the Shrine Ruins because it was a nice and quiet neighborhood... Now there's a Great Izuchi and its little gang making a ruckus. I tried to give 'em a piece of my mind but they pulled their blades on me! Hunter, please get rid of 'em!

Goal. Hunt a **great izuchi** (3 signs to encounter).
False Creature a **arzuros** (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, a flash bomb.

The Final Encounter

The great izuchi final fight is one with minions (**izuchi**) thanks to its alpha call. For a group of 2nd level PCs, the recommended hit points for the great izuchi is its average, or feel free to roll it. For a group of 3rd levels, it should have its maximum hit points.

If the fight is looking rough for the PCs don't be afraid to have the normal izuchi's run away when they are weakened.

Minor Challenges

A **seltas**

The party comes upon an older wyverian that is gathering resources in the area. They are willing to give directions to the great izuchi (+1 sign) if they provide him with some of their resources the party has collected. There is a 40% chance that the wyverian is old and grumpy and just wants the party gone and will just send them in a random direction (-1 sign).

Three **izuchi**

Three **rachnoid** crawl out of the ground within 15-feet of a party memeber as they reach the center of the area.

A poison dart trap setup by shakalaka (DC 10 Perception to detect). Select an area where the trip wire is in the area. When a creature enters that area while the trap is still active, it must succeed on a DC 10 Dexterity saving throw or be poisoned for 1 hour. There is a 50% chance that 3 (1d6) **shakalaka** are in the area when the trap goes off.

1d6 + 2 **great thunderbugs** attack anything that comes near them.

+1 false sign

Game of Chance. 5 (1d10) quicksand pits *(DMG 110)* litter the area. Place down the number of tokens or mark them on a map for yourself and then have the players decide on a turn order of who moves first to last. A creature can spot a sinkhole within 15 feet of them by succeeding on a DC 16 Wisdom (Perception) or Intelligence (Investigation) check.

Major Challenges

A stampede of bullfango (20+) run through the area (DC 15 passive Perception check to recognize it early enough to react). If the party is aware of the bullfango's they get one round before they arrive. When the bullfango arrive, each creature in the bullfango's path must make a DC 11 Dexterity saving throw, taking 8 (2d6 + 1) bludgeoning damage on a failed save, or half as much on a successful one.

+2 false signs

Cursed Shrine of the Ododgaron *(DC 12 arcana check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura).* A creature that touches this shrine begins to weep tears of blood uncontrollably, reducing its hit point maximum by 1 for every hour the curse remains active. The cursed dies if this effect reduces its hit point maximum to 0. The curse ends when the cursed creature strikes the killing blow on a CR 3 or higher creature.

A **blue yian kut-ku**

Benefits

The corpse of **young odogaron** (2 carves)

+2 Signs

Lush Resources The area is filled with an abundance of plants, mushrooms, insects, and fish (if applicable). Each PC can attempt to gather one of each resource (that doesn't count against the maximum resources for the hunt).

Random Village

There is no area map with this hunt, find a town map and mark off your own areas for running like a hunt as they travel around it. I would also find a pumpkin patch battle map

All Hallow's Eve

Requested by: Superstitious Researcher

- **Where.** Random Village
- **When.** Asap
- **Guild Reward.** 2,800 gp
- **Character Levels.** A group of four 6th level characters.

It has been said that on All Hallows' Eve, a pumpkin uragaan appears in a great pumpkin patch on the outskirts of one of the many villages in the old world. By dawn, the village is left burning, broken, and covered in pumpkin; and the pumpkin uragaan vanishes, until the next All Hallows' Eve. We believe we have found the village, please slay it and save them all.

Goal. Kill the **pumpkin uragaan** (3 signs to find its summoning location).
False Creature a **nargacuga** (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).*

Start of the Adventure

This hunt takes place in one of the many villages of the old world. It could be a known or unknown one. The Hunt begins with the party arriving in the town around 5 pm so, as the festivies begin. They can spend time speaking with villagers to gather information (they can find up to 2 signs during this time to determine the location of its summoning. You can also give them the option to play some of the harvest festival events (AGtMH p.101).

At 11 pm all hell breaks loose. Screams are heard and the town lights up in the distance from the fires. The village is in danger as monsters and others invade the village the hour before the pumpkin uragaan is supposed to arrive.

Timed Hunt and the Final Encounter

The 'hunt' takes place in the the village as the PC's have to choose between rescuing the villagers and tracking down the location on the outskirts where the pumpkin uragaan is being raised. Should the party choose to ignore the dangers of the village and head to the pumpkin patch (if they know its location). If they arrive before midnight, they find a necromancer in orange garb performing a ritual to summon the pumpkin uragaan. They are protected by four knights in black armor.

The **necromancer** cannot fight due to the ritual casting, but should his **knights** fall, he will attempt to finish the ritual, should it be close to completion. Otherwise he fights the party.

If the party does not make it in time, they either fight the pumpkin uragaan in town or in the pumpkin patch. If they arrive as the ritual completes in the pumpkin patch, they witness the pumpkin uragaan kill his summoners before moving towards the town.

Undead Creatures

In this hunt, your PCs may encounter some undead creatures. These undead stat blocks are not provided, but the following changes are made to the originals:

- They gain the undead fortitude trait: (See zombie in the Monster Manual)
- They are immune to poison damage and cannot be poisoned or paralyzed

Minor Challenges

A teenage villager encounters the group and begs for their help (Their brother distracted a large Uragaan to protect him). In reality its a bunch of cultists (6 **cultists**, 2 **priests**, 2 **cult fanatics**) trying to raise the pumpkin uragaan and disposing of the hunters will make that an easier task.

A **necromancer** raised a **gendrome** from the dead

A building is on fire, a lantern was knocked over by panicked citizens or maybe an attacking creature. Someone is still inside.

2 **young nargacuga**

Undead viper tobi-kadachi

+1 false sign

A **nerscylla** + 3 **baby nerscylla** (giant spiders)

Major Challenges

An **undead nargacuga** (possibly one they already killed).

+2 false signs

Cursed Shrine of the Lord of Bones. Each creature in a 60-foot radius is cursed, weakening them in some way. Roll a d6 to determine which ability score is affected. 1: Strength, 2: Dexterity, 3: Constitution, 4: Intelligence, 5:Wisdom, 6: Charisma. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

Benefits

A dead hunter with 4 monster fluid on them

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

+2 Signs

Treat Bags (4 Well-done Steaks, 1 bad meat each (Chilled, Drugged, Hot, Poisoned, Tainted)

The Snowy Mountains

The Snowy Mountains is situated in and around an expansive mountain range located near Pokke Village. This hunting ground features temperate lowlands, a clear freshwater lake, frozen caves, and snowbound peaks. It is inhabited by many monsters adapted for low-temperature life, such as blangonga, khezu, and giadrome.

Area Descriptions

Starting Location: A.

The starting area is a thin passage set between cliffs, one can see a large meadow with many rivers and streams. The hunters tents are set up next to the cliffs with a large blue chest along the path to towards the base of the snowy mountains.*

Area 1.

Upon leaving camp, the hunters follow the path between the cliffs, after a time opens up into a large open grassy field, its southern portion is bordered by a giant lake. Along the northern side of the area, atop a 10-foot tall cliff, a cave (**Area 4**) leads into the core of the mountain.

Area 2.

The grassy fields lead up and away from the giant lake (**Area 1**) and deeper into the mountains. It eventually leads to another large grassy area, with a giant cliff that can be scaled to reach the upper areas that lead to the peak of the mountain (**Area 7**).

About midway up the cliff side is a cave entrance leading to (Area 3). Herbivores are sometimes seen here, along with packs of Giaprey and Bullfango on the top.

Area 3.

A small cave with a large tree stump to one side of it. The remnants of an old wyvern nest lay scattered about. This area is used by wyverns to keep their eggs safe, large wyverns and other large creatures come here to rest when injured.

Area 4.

If coming from Area 1: *The cave leads you up further into the mountain along a twisting path. The walls slowly turning from a grey stone, to an opaque icy blue. Just when the thoughts of turning back creep into your head, the path opens up to a crescent shaped cave. The walls are lined with a thick layer of ice with hints of ore trapped in the stone behind it.*

If entering from another area: *You continue to travel through the heart of the mountain. Exploring and searching you come upon a crescent shaped cave. The walls are lined with a thick layer of ice with hints of ore trapped in the stone behind it.*

Area 5.

Area 5 is a long, sloped, thin cave basked in sunlight, with a massive pit on the western side of the cavern. At the top of the sloped path is a large cave entrance (**Area 6**) leading out to the mountain top above. While at the bottom of the slope forks into two pathways each leading to the east and west.

Area 6.

Area 6 is a large flat open cove with large peaks surrounding it. The wind howls and sends drifts of snowing flying in different directions. Wide valleys between the peaks provide ample space for creatures to travel between.

Area 7.

A long cliff top covered in snow, there is a destroyed Base Camp near the entrance from Area 2.

Area 8.

The top of the mountain, its northern most section provides a flat surface covered in snow drifts. A flag sit atop its peak surrounded by smooth wind sheered walls of ice.

There is a hidden way to the peak of the mountain that is hidden in plain sight by the white snow. A 15 foot long small tunnel has been carved out on the eastern wall of the icy peak. A medium sized creature would have to crawl through it to make it through. On on the other side of the wall is a pathway with old ladders each leading up to a carved out flat area that eventually leads to the top.

Along the path to the top, in one area are old destroyed supplies, on another platform is the shedding of a kushala daora which is so brittle no materials could be gathered from it. At the top is a ragged flag.

The Snowy Mountains

Hunts

All That Glitters is Furious

Requested by: Analytics Director

- **Where.** Snowy Mountains
- **When.** Asap
- **Guild Reward.** 15,000 gp
- **Character Levels.** A group of four 16th level characters.

We know of the Furious Rajang, but only just that. Do you know why? Because when it spots you, it's already over. Can your party stand up to the golden fury?

Goal. Kill the **furious rajang** (3 signs to find its summoning location).
False Creature a **savage deviljho** (3 false signs to encounter).
Guild Supplies Recommendation: 1 potion of superior first aid each, 4 hot drinks *(potion of superior healing that is returned to the guild if not used).*

The Final Encounter

There is nothing special for this hunt when the final encounter occurs. It can appear in any area and the Furious Rajang has its maximum hit points + 50% more.

Minor Challenges

Blizzard picks up reducing visibility to 5 feet in front of a creature for 1d4 areas.

A **silverwind nargacuga**

2 **blangonga** with 5 (1d10) **blango**

Snowball Fight. A group of 11 (2d10) **gajalaka** children ambush the party from under the snow. Make a ranged weapon attack (+2 to hit) for each gajalaka against a member of the party of its choice. On hit, the target is covered in snow. Should the party join in on the fun, another 11 (2d10) gajalaka children join in on the fun. Getting hit by the snowball means you are out. If the party defeats the gajakala children in the snowball fight, the gajalaka take them to a cave filled with one of every resource type in the snowy mountains as a reward.

+1 false sign

Cave-in blocking all passages in the area they are in.

4 (1d10) **paolumu**

2 **beotodus**

Avalanche. The loud snoring of a rajang can be heard echoing off the mountain peaks causing an avalanche. When an avalanche strikes an area, each creature has one turn to prepare for it. (They might run for a cave, try to brace themselves for the avalanche to hit, find something to climb etc) Depending on what they do, you as the DM will determine the saving throw they need to make. The DC for the save is 12. A creature that fails the saving throw takes 1d10 bludgeoning damage plus 1d10 cold damage and is pushed 20 feet in the direction the avalanche is going. On a success or fail, the character may still find themselves trapped under the 1d20 feet of snow that remains in the area. The characters are restrained and suffocating (PHB pg.183) while trapped (Escape DC 12, must succeed three times, each fail consumes 30 seconds of breath remaining) under the snow.

Major Challenges

2 **goss harag** *(they should probably run away from this, make sure to describe it as such)*

+2 false signs

Sink Hole (Areas 6,7,8). A large sink hole is hidden under packed snow. A DC 30 Wisdom (Perception) check is required to see the slight displacement of sinking snow in the area. A creature that falls into the sinkhole falls anywhere between 100 to 1000 feet into an area lower in the snowy mountains, but does not take damage due to being cushioned by the snow.

Benefits

A dead **brute tigrex** (2 carves)

Buried Supply Cache. 2 hot drinks, 4 tranq bombs, and a potion of cold resistance

Additional mining node *(does not count to maximum resource count)*

+2 Signs

Can't Stomach the Thought

Requested by: Unflappable Biologist

- **Where.** Snowy Mountains
- **When.** Asap
- **Guild Reward.** 3,300 gp
- **Character Levels.** A group of four 6th-level characters.

During a survey of the Frost Islands, I was attacked by a Tetranadon and found myself inside its gut! I managed to escape, but others might not be so lucky. Please hunt it before someone gets eaten!

Goal. Hunt a **tetranadon**.
False Creature a **blangonga** (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, 1 hot drink each

The Tetranadon

A tetranadon would normally be an easy fight for a group of 6th level characters, but this is no ordinary tetranadon, this is a mythic enraged tetranadon. This tetranadon has its maximum hit points +50% (210) and it has this trait:

Enrage (Mythic Trait). If (insert creature) is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains its full hit points. In addition, the (creature) 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 2x its standard XP value and the creature's number of carves is doubled.

This will provide a deadly challenge for your 6th level players while also allowing a CR 6 to be a real threat in any d&d game.

The Snowy Mountains

The snowy mountain map remains the same as it always has, except the areas at the top of the mountain are inaccessible (6,7,8) unless your players really way to try for some reason. The tetranadon will be found in the caves or down near the base of the mountain. This may cause your players to traverse the same areas more than once.

Minor Challenges

A **viper tobi-kadachi**

Cave-in blocking all passages in the area they are in.

The party stumbles upon a small camp of travelers. They are friendly, but upon closer inspection (DC 20 Perception check) they notice body parts sticking out of the snow underneath each traveler. These travelers are actually drow in disguise that attack if discovered. Use the following stat blocks for each drow (1 **priest**, 2 **bandit captain**, 1 **berserker**, 1 **cult fanatic**)

2 **great baggi** plus 1 **zamtrios**

+1 false sign

3 **arzuros** plus 3 **baby arzuros**

Blizzard picks up reducing visibility to 5 feet in front of a creature for 1d4 areas.

1d10 **zamite** with a **zamtrios**

A **frost giant** is throwing giant snowballs (change rock attack's damage to cold) in the direction of the party from the other end of the area. He is trying to keep them away from his most recent kill, a young gammoth

Major Challenges

Very Deadly Challenge. A portal to the stygia is open on one side of the area and a stream of ice mephits are running out of it (2 at a time) and into a wall before exploding. The wall is partially damaged with 90 hit points left with the scout arrives in the area. When it reaches 0 hit points, the **ice devil** inside is freed. To prevent this, the portal can be attacked and destroyed (10 AC; hp 50; immunity to bludgeoning, piercing, slashing from nonmagical attacks). Destroying the portal releases 16 (3d10) ice mephits into the area before vanishing.

+2 false signs

A **khezu** lands in the middle of the area

Benefits

Corpse of a **banbaro** (1 carve).

Three additional mining node (does not count to maximum resource count)

Old hunter's pack. (4 hot drinks, 1 dash juice, spellscroll *(tiny hut)*

+2 Signs

Lost in the Snow

Requested by: Dundorma Chief

- **Where.** Snowy Mountains
- **When.** Asap
- **Guild Reward.** 2,800 gp
- **Character Levels.** A group of four 4th level characters.

Avalanches are occuring at an unnatural rate in the Snowy Mountain and villagers in pokke village are spreading rumors of an almost pure white creature roaming nearby. They believe it to be an omen of death. Our scouts haven't been able to get a good look due to the ongoing blizzard. We need you to investigate and handle this creature.

Goal. Find out what is causing the avalanches (3 signs to encounter).
False Creature. Zamtrios (3 false signs to encounter).

Running this Hunt

The goal of this hunt is to find out what is causing the avalanches and stop it. It turns out the creature is a baby gammoth who got separated from its herd *(Baby gammoths live with popo. When the group first sees the baby gammoth, they can make a DC 25 Wisdom (Nature) check to see if they are aware that they live with popo).* It was separated when the Zamtrios attacked from the river scattering the popo herd.

Since then, the baby gammoth has been stomping around causing the avalanches in the area. The group can kill the baby gammoth, capture it, or if someone can speak to animals using a spell or is a furbolg, convince it to let the party help them find its herd. The herd can be located in area 2 of the snowy mountains.

Ongoing Weather Event

Blizzard *(Ongoing for the duration of the hunt).* From the very start of the hunt the character will have to deal with a blizzard. The blizzard minimizes visibility reducing the distance a character can see to 30 feet. Any area that is outdoors (IE, not in a cave) is considered difficult terrain due to the ice and snow. The party is unable to take a short or long rest in any area that is outdoors due to the blizzard. Finally for each hour a creature remain in the blizzard they suffer from extreme cold (DMG p.110), unless they have consumed a hot drink or are resistant to cold damage.

Final Encounter

The final encounter is just the baby gammoth. It hits like a truck, and can potentially 1-hit kill a creature if it critically hits.

Minor Challenges

Avalanche, When an avalanche strikes an area, each creature has one turn to prepare for it. (They might run for a cave, try to brace themselves for the avalanche to hit, find something to climb etc) Depending on what they do, you as the DM will determine the saving throw they need to make. The DC for the save is 12. A creature that fails the saving throw takes 1d10 bludgeoning damage plus 1d10 cold damage and is pushed 20 feet in the direction the avalanche is going. On a success or fail, the character may still find themselves trapped under the 1d20 feet of snow that remains in the area. The characters are restrained and suffocating (PHB pg.183) while trapped (Escape DC 12, must succeed three times, each fail consumes 30 seconds of breath remaining) under the snow.

Cave-in blocking all passages in the area they are in.

False Signs +1

Large mounds of snow cover the area. Four **blango** hide within them

Blizzard picks up reducing visibility to 5 feet in front of a creature for 1d4 areas.

A veggie elder requests the use of the groups pickaxe so that he can free his precious item from the wall in his home. It breaks when he attempts to use it or if they refuse he follows and complains like an old man the entire time.

The floor collapses in front of them (choose how much of it does that will provide a challenge for the characters)

A **giadrome** that uses alpha call

A **lagombi** + a **khezu whelp** (Giggi that does lightning and doesn't heal)

Major Challenges

The only major challenge option in this hunt is false signs +2. This is due to the ongoing blizzard throughout the hunt.

Benefits

Buried supply cache. 2 hot drinks, an adamant pill, and a flash bomb

A dead **blangonga**, killed by a recent rock slide. 1 carve available

Additional mining node (does not count to maximum resource count)

Shrine of the Arcana grants the boon of undetectability (DMG p.232) for 24 hours.

Loot Table

Baby Gammoth has two materials, on a successful carve check, roll a d10. On a 1-6 they get a gammoth pelt; On a 7-10, they get a b.gammoth shell. It acts like a gammoth shell, but the weapon material effect only does an extra 1d4 cold damage.

The Mountain Roughrider

Requested by: Pokke Youngster

- **Where.** The Snowy Mountains
- **When.** Asap
- **Guild Reward.** 800gp & two Armor Spheres
- **Character Levels.** A group of four 2nd level characters

Y'know, the more I think about it, the more I wanna move to the snowy mountains. But I gotta find a way to stay warm. I bet a coat made from bulldrome pelts would be roasty-toasty! You game?

Goal. Hunt a **bulldrome**. (3 signs to encounter)
False Creature. A **lagombi**. (3 false signs to encounter)

Minor Challenges

Tracks leading to a large bullfango
Cave-in blocking passages
The floor collapses in front of them
4 **great thunderbugs**
1 **giadrome** and 1 **giaprey**
7 **anteka** and its mating season
False Sign +1
Slippery or heavy snow fall causing difficult terrain or obscuring the area

Major Challenges

Avalanche (DC 12 2d10 damage), changes terrain to heavy, potentially dragging creatures caught in it back to area 1 or 2 if it occurs at the top of the mountain. If it occurs in Area 1 or 2 they might be buried in the snow.
Two extremely aggressive blango
A veggie elder requests the use of the groups pickaxe so that he can free his precious item from the wall in his home. It breaks when he attempts to use it or if they refuse he follows and complains like an old man the entire time. (*Prevents their ability to mine any further in this area*)
False Signs +2

Benefits

Buried supply cache, 2 hot drinks, an adamant pill, and a flash bomb
A dead **blangonga**, killed by a recent rock slide. 1 carve available
A shrine of the Arcana grants the *boon of undetectability* (DMG 232) for 24 hours.
Additional mining node (does not count to maximum resource count)

The Tower

Hunts

End of a Dark History

Requested by: Woman Cloaked in White

- **Where.** The Tower
- **When.** Asap
- **Guild Reward.** 100,000 gp
- **Character Levels.** A group of four 20th level characters.

When I was a child, I heard stories about an empire that suffered a tragic fate. Now, everything is starting to happen as I was told. Please, stop this calamity from bringing ruin upon us all! This is not how our story ends!

Goal. Kill *Fatalis before midnight* (3 signs to encounter)
False Creature. none.

Information the Players know

The cult of fatalis is in the final phase of returning their master to this world. At midnight, a cosmic event will occur, free Fatalis from its imprisonment in the lower planes of existence. Fatalis' followers, human and monster alike, are defending the area around the tower in an attempt to provent the hunters of the world from interfering with the ritual.

What else they know.

- The ritual must be stopped before midnight or the hunt fails *(recommended time to reach the tower can be found on page).*
- The party is one of many hunting parties attempting to reach the tower
- Flying is basically out of the question due to the amount of monsters in the sky
- Long range teleportation is impossible due to the Towers regional effects, but short range teleportation magic - like dimension door or misty step - and other spells that increase movement are still available)
- The Tower defenses are still active even in its crumbling state.

Getting to the Tower

Expected Travel Time 4 1/2 hours
Time between areas 1 hour (30 minutes if the trailblazer succeeds on their check)

The party begins the hunt in a camp with the tower just above the horizon. The party must make it through 5 areas before reaching the tower.

Trailblazer The trailblazer check for this entire hunt is a DC 25. On a failed check, travel is slow going (due to too many monsters, having to back track, or any other narrative complication) which explains the hour long time between areas. A successful check reduces the travel time to 30 minutes due to finding the quickest and potentially safest path.

Scout. The scout roll is extremely dangerous during this hunt and the party may choose to forgo this role for the hunt and use a second spotter (gives +4 bonus to the original spotter).

Minor Challenges

A **half-red dragon veteran** goes running by the group in the distance screaming as he is being chased by a **injured alatreon**. He is running parallel to the party away from the tower. A **savage deviljho** enters the fight when alatreon dies, swallowing the alatreon whole. If rescued he offers his assistance after being healed or taking a short rest.

2 **seething bazelguese** carpet bomb an area. They never intend to land, unless attacked otherwise this is skill challenge to cross the area.

4 **nargacuga**, hidden in the shadows, wait in ambush.

3 **nerscylla** and 2 **crimson qurupeco** that use their *call for aid* before the battle begins

An attack from one of the creatures in the region, or a creature itself crashes into higher terrain than the group, sending massive boulders and other large debris down on them. (Skill challenge, 3 checks, or use of other spells/items to get themselves to safety, any failed checks or poor choice of spells/items results in 8d10 bludgeoning damage per check)

A large arcane sigil is cracked and releasing large amounts of magic into the air and continues to do so until repaired. While outside of the tower all spells are cast as if they were one level higher, but it also effects creatures. A creature that has a recharge ability, now has it recharge on a 4-6 instead of a 5-6.

Major Challenges

A **tempered teostra** and **tempered lunastra** descend from the skies.

The towers defense activates casting a 9th level-blight spell (13d8, DC 17) that covers the entire area *(Scout/Spotter might see some dehydrated husks of creatures in the area before entering).*

Benefits

An **archdruid** (VGM p.210) comes to your aid while you remain outside of the tower. They leave to assist other hunter parties once you arrive at the tower.

The Tower

Expected time to climb the tower: 1 hour
Number of Floors. 66 (30 ft. ceilings)
The Tower acts more like a normal dungeon. As the party travels up the ruined tower, they might see a few places where cultists made camp and other minor supplies, but most floors are in ruin. During the ascent, they will encounter 3 floors, each with a number of cultists and a shade of fatalis (information on each found below). To determine which floors they are on, roll a d20 for the first shade, roll a d20+20 for the second, and a d20+40 for the third shade. The number rolled is the floor they are located on.

A party running at full speed can reach the top of the tower in 16 minutes. Due to the distance they are traveling (1980+ feet) to get to the top, the party must make a DC 10 Constitution saving throw for every 10 floors they travel up. On a fail, the creature suffers a level of exhaustion. A creature can automatically succeed their saving throw by taking a 10 minute break before continuing on. Additionally if a creature doesn't take a break the DC is increased by 1 for each set of floors they go up.

Tower Entrance

On the ground floor lay dead hunter and cultist alike. The tower itself is fairly bare, having been stripped of whatever technology it had long ago. A large 15 foot wide stair way spirals up the towers wall leading to the each new floor.

Most likely the party will not have time to rest in the Tower and should they try, cultist may interrupt their rest by attacking from the floors above. Use your best judgement to determine if they need a rest.

Should the party chose to avoid these three fights, by flying to the top or otherwise, the shades and cultists all charge to the top of the tower. The cultists can travel up to 4 floors a minute, and the shades can travel up to 8 floors a minute.

First Shade

As the party moves up the tower they encounter a group of 1d8 + 1 **cultists** and a shade of Fatalis. This shade looks like Fatalis, but its scales are black.

Use the **Ancient Black Dragon** (MM p.87) stat block, but make the following changes:

- Its breath weapon is replaced with Fatalis' *Black Fire (Recharge 5-6)*.
- Its bite attack deals necrotic damage instead of acid.
- Change its damage immunities from acid to necrotic and bludgeoning.

Second Shade

As the party moves up the tower they encounter a group of 1d4 + 1 **cultists** and a shade of Fatalis. This shade looks like Fatalis, but its scales are red.

Use the **Ancient Red Dragon** (MM p.97) stat block, but make the following changes:

- Its breath weapon is replaced with Fatalis' *Crimson Demons Breath (Recharge 5-6)*..
- It is immune to both fire and slashing damage.

Third Shade

As the party moves up the tower they encounter a group of 1d10 + 5 **cultists** and a shade of Fatalis. This shade looks like Fatalis, but its scales are white.

Use the **Ancient White Dragon** (MM p.100) stat block, but make the following changes:

- Its breath weapon is replaced with Fatalis' *Emperor's Roar (Recharge 5-6)*.
- Its bite attack deals lightning damage instead of cold.
- Change its damage immunities from acid to lightning and piercing.

Top of the Tower

Arrival before midnight.
Should the group arrive before midnight they encounter two **war priests** (VGM p. 218), two **champions** (VGM p.212), one **warlord** (VGM p220), along with 1d10 **cultists** that are attempting to complete the ritual.

Upon the death of the final follower of Fatalis, the Fatalis awakens/emerges/revives (your choice of what type of ritual it is), but it is weakened depending on how much time was left before the ritual completed. It is weakened in the following ways:

- For every hour that remains before the ritual completes, the Fatalis has 100 less hit points.
- For every 2 hours that remain before the ritual completes, it loses one legendary resistance.

At or After Midnight
When the party arrives at the top of the tower, the Fatalis is either in the process of killing or melting its cultists to its body as armor *(listed in the arrival before midnight)*, it could be surveying the area, or raining down bolts of red lightning on the hunters around the tower.

The battle begins.

How much time to give the hunters?

Reaching the Tower
The fastest time the players can reach the tower entrance is 2 and 1/2 hours. On average the players will most likely make it in 4 and 1/2 hours *(assuming 2 failed checks and 1 short rest).*

Climbing the Tower
The fastest time the players can reach the top of the tower is 20 minutes *(no breaks, and 1 minute per fight).* Average time to reach the top is 50 minutes *(assuming three 10 minute breaks, and 1 minute per fight)*

Total Average Time to Reach the Top 5 hours and 20 minutes.

I personally, would start the hunt with the hunters only having 5 hours to stop the ritual.

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 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

Hunts

A Bone to Pick

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)*

A Thanksgiving Kulu

Requested by: Worried Spouse

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 2,800 gp
- **Character Levels.** A group of four 4th level characters.

Hunter's I need your help. A rathian swooped down and stole the kulu-ya-ku I was cooking for Thanksgiving. Please hunt down a new kulu-ya-ku and save my Thanksgiving dinner!

Goal. Kill the **tempered kulu-ya-ku** (3 signs to find its summoning location).
False Creature a **rathian** (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).*

Final Encounter

This is a fairly deadly encounter for a group of 4th-level PCs due the CR of the tempered kulu-ya-ku. If your playing with a group of min/maxers you should go with the usual max hit points + 50% more. If not, I would just give the tempered kulu-ya-ku its maximum hit points.

Minor Challenges

A corn maze sprouts up in the area. At the end of the maze is an ornate table with a plate of golden colored corn. Eating the corn grants the creature an additional random rank 2 food buff *(choose or roll for it on the artisan rank 2 food table).*

Two **druids** with two **mosswines** block the hunters path. They don't believe that it is right that the kulu-ya-ku die for this yearly feast.

Nothing in this area, but the next 1d4 areas has 1d6 **nitrotoads** each. The toads move on initiative 20 with no concern for their well-being.

A **blue yian-kut-ku**

+1 false sign

A **anjanath**

A **king shakalaka** with 1d20+10 **shakalaka** celebrating with their own Thanksgiving. In the center of their table is a large piece of meat *(On a closer look a DC 15 nature or survival check confirms it is not kulu-ya-ku meat. A fail by 5 more or and they think it most likely is kulu-ya-ku meat.)*

Creating Your Corn Maze

When creating your maze, outline your movable space in the area the party encounters this minor challenge. Draw your path through it (on the gm layer if are on VTT) and then place a corn icon in each square to act as a walls. I would also suggest limiting players sight to 5-10 feet around each token. Additionally when the maze forms, it also creates a ceiling to prevent flying, and instantly regrow if the walls are attacked. Allow your players to use insight, nature, and survival checks to help determine which way to go.

Major Challenges

An **gypceros**

+2 false signs

Cursed Shrine of the Famished. Each creature in a 60-foot radius is cursed when this shrine is touched. A cursed create is famished for 24 hours. During that time, the creature must eat a days worth of rations every two hours

Benefits

The corpse of a **bishaten** (3 carves)

Shrine of the Harvest. A creature that touches this shrine gains rolls on the artisan daily skill table immediately and gains that effect. Additionally whenever they eat food cooked by the artisan, they roll on the daily skill table again, replacing the current effect they gained from touching the shrine.

+2 Signs

Harvest Sac (4 Raw Meat, 1d6 Blue Mushrooms, 1d4 Herbs, 1d4 Hot Peppers, 1 Medium Monster Bone)

The Beating of Royal Wings

Requested by: Forest Researcher

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 600 gp
- **Character Levels.** A group of four 1st level characters.

It's no use. No matter where I look, I can't seem to find the Vespoid Queen! Perhaps if you slayed a large number of vespoids to make her feel that her swarm was in grave danger, she might appear...

Goal. Hunt down the **vespoid queen** (see below).
False Creature. A **bulldrome** (3 false signs to encounter).

Guild Supplies Recommendation 1 potion of healing and 2 days rations each

Signs to encounter the Queen

All the signs of the vespoid queen in this hunt are actually groups of vespoids. If they find a sign while encountering other creatures, they encounter 2 (1d4) vespoids along with them. If they encounter a sign with no other creatures, they find 5 (1d10) vespoids.

Once **16 vespoids** are killed, the **vespoid queen** enters the battle field immediately and attacks.

Make sure these vespoids aren't all appearing right on top of the group, otherwise you will most likely kill the party in the first round. They are squishy, but vespoids deal enough damage to 1 shot almost all level 1 PCs.

Final Encounter

During the final battle 2 **vespoid** appear on the edge of the map each round on initiative 20. If the group is struggling, feel free to reduce or remove these vespoids as needed.

Minor Challenges

2 **velociprey** attempt to ambush the group (or 3 **velociprey** if there are no vespoids)

False Signs +1

Rain. For 1d4 areas it rains and the area is lightly obscured. If this challenge is chosen again before the rain stops, it continues for an extra 1d4 areas and becomes **Heavy Rain** (creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

4 **aptonoth** are acting strangely in the area. A baby apotonoth is injured and without treatment, it will die. (ate a poisoned plant, or was wounded in an attack by some creature, etc)

2 **shakalaka** come charging in on **bullfangos** (perhaps they are running from a swarm of vespoids? or the group entered their territory?)

8 **hornetaur** roam the area, 4 flee if any are attacked.

A **mosswine** roams the area in search of mushrooms, just before reaching some it falls into a 10 foot deep pitfall trap. Who knows how many more are in the area.

Major Challenges

A **velocidrome** that uses *alpha call* before the encounter begins.

A Day of Rain. The rain never stops for the duration of the hunt. All areas are lightly obscured, and when the party attempts to take a long or short rest under the open sky, each must succeed on a DC 12 Constitution saving throw at the end of the rest, or they do not gain the benefits of the rest.

+2 false signs

Benefits

Old Researcher's Cache (2 antidotes, 1 flashbomb, 2 fishing lures (sushifish), and 1 poison smoke bomb)

The weather clears and remains clear for the duration of the hunt

Corpse of an **arzuros.** (1 carve remaining)

Bird-Brained Bandit

Requested by: Provisions Manager

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 1,600 gp + 1 armor sphere
- **Character Levels.** A group of four 3rd level characters

A kulu-ya-ku has been stealing supplies from one of our camps in the Verdant Hills. So far it has not run off with any crucial supplies, but if left to its own devices it will. Capture it for us so that we can relocate it to a better location for it and us.

Goal. Hunt a **kulu-ya-ku.** (3 signs to encounter)
False Creature. A **volvidon** (3 false signs to encounter)

Guild Supplies Recommendation: 1 potion of first aid each, 2 days rations each, two torches, and one tranq bomb.

Final Encounter

The **kulu-ya-ku** does not fight alone. Include an additional 2-3 CR 1/4 or lower creatures at the start of the fight. These might be vespoids, or velociprey, etc.

Minor Challenges

Multiple Signs: Multiple signs are found in this area, but some are extremely old or point the group in the wrong direction. *True Sign:* A recently broken egg shell and a trail of yolk. *False Sign 1:* kulu-ya-ku feathers old and new leading in a different direction. *False Sign 2:* old tracks.

Choosing the wrong direction causes the group to lose 1 sign.

1 **felyne,** 1 **melynx,** and 2 **wild melynx**

False Signs +1

7 **apceros** are protecting 2 **baby apceros**.

A **seltas**

Rain that lasts for 1d8 hours or 1d4 areas. It increases the survival check to traverse areas by 2 and lightly obscures the area.

2 **velocidrome** that use *alpha call*

A **rathian** has built a nest in this area. Her shadow can be seen on the ground as she flies above (she sounds distressed, one of her eggs has gone missing) She does not attack outright but may launch a fireball in their direction and blow up some trees with her fireball and if she see's them.

Rathian minor challenge note

The rathian will flat out destroy a party and not every person is going to know what she is or how dangerous she is to a low level party. In one of my games, a warlock succeed in casting earthbind on her to help them flee while one of the PCs raised their fists in to the air cursing the creature.

Her fireball has a 120 foot range and its 42 average damage could easily drop the level 3 paladins 32 hit points, but I didn't want to punish them for not knowing about the creature, so instead the fireball "grazed" them as it passed by, halving the damage automatically. If they succeed on the saving throw, then I reduced it by half once again.

Needless to say, they fled with their 12 hit points they had left after that fireball "grazed" them.

Major Challenges

False signs +2

A **hynocatrice** and 4 **vespoid**

Cursed shrine of the feeble. Disadvantage on strength saving throws and ability checks for the duration of the hunt or 1d7 days whichever happens first

Benefits

Miner's Cache (4 earth crystals)

Shrine of the blessed (+1 to all saving throws and +1 AC for the duration of the hunt)

Corpse of a **seregios** (2 carves)

Forest Fears

Requested by: Special Correspondent

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 3,500 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

two **blue yian kut-ku**

A **gypceros**

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.

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)

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.

The King's Domain

Requested by: Sharp-eyed Boy

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 3,200 gp
- **Character Levels.** A group of four 7th-8th level characters.

You hear that, Hunter? It's the roar of a Rathalos, a wyvern that puts fear into even our fearless mercs. We need that thing gone, and it looks like you're the best one for the job!

Goal. Kill a **rathalos**.
False Creature A **leshen** (4 false signs to encounter).

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

Final Encounter

The rathalos is found solo flying around the area scouting out some prey to eat. He has no need to hide being the king of his domain, but he is ever vigilant and isn't relying on his passive Perception. If the party is going into the fight after a long rest be sure to add in some minions (CR1-3) to help soak up some of the parties resources.

Minor Challenges

A *veggie elder* is wandering about the area collecting bones and other monster materials. He is willing to trade heal potions or other useful items to the party for the resources they have gathered during the hunt.

False Signs +1

A **rathian** defends her nest she built in the area. If the PCs return the egg to their camp, they recieve an extra 1d500 + 500gp

1d8 **mosswine** roams the area if followed for 1 minute, it will lead the PCs to either mushroom or plant resources.

A party member swears they can hear the crows mumble actual words from time to time. If the party quiets down enough the party member will hear that the words are cardinal directions. If heeded, the crows will continue to guide the party to a diamond-shaped totem made of bone with a deer like skull atop it. At its base lie the body of humanoid NPCs. Each PC can find 1-2 materials each on the bodies: *1 high CR material (CR 4-5) 1 low CR (CR 1/2-2).* **Each PC that takes two materials add 1 false sign to their hunt.** The false creature appears in the area if enough signs are found to find it.

A **malfestio** plus 1d8 **baby malfestio's (giant owls)**

A **yian garuga** + 1d4 **bulldrome**

A Day of Rain. The rain never stops for the duration of the hunt. All areas are lightly obscured, and when the party attempts to take a long or short rest under the open sky, each must succeed on a DC 12 Constitution saving throw at the end of the rest, or they do not gain the benefits of the rest.

Major Challenges

Earthquake!!! The ground quakes across all of the verdant hills as if each area was hit by the *earthquake* spell (spell save DC 15). Roll 1d6 to see how many creatures have a fissure open up under them in the area the party is currently in. After the earthquake ends, each area the group enters in will have 1d6 fissures where they might find dead or injured creatures. Each fissure is between 10 and 100 feet deep.

+2 false signs

A **chameleos**

Benefits

Geologists's pack. (3 hard armor spheres)

Shrine of Fortitude. Your gain 20 temporarty hit points after touching this shrine for the first time. For the duration of the hunt, you also gain 20 temporary hit points after a short or long rest.

Corpse of a **Nargacuga**. (2 carves)

Scratching the Itch

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 **anjanath** 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.

Secret Request: Hypnocatrice

Requested by: Selfish Mantled Girl

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 2,200 gp
- **Character Levels.** A group of four 2nd level characters (deadly) or four 3rd level characters (hard).

I told my mother that I wanted a hat adorned with a Hypnocatrice's tail feather, but she got mad and said I was being selfish. Therefore this is a secret request. You must tell no one, OK!?

Goal. Hunt a **hypnocatrice.** (3 signs to encounter)
False Creature. A **great jagras** that has one legendary action to make an attack action. (3 false signs to encounter)

Guild Supplies Recommendation: 2 potions of healing and 2 days rations each.

Final Encounter

This fight is an extremely difficult fight for a group of four 2nd-level PCs, but still doable unless they make poor decisions or are weak going into the fight. For a group of 3rd-level PCs this is a hard encounter and may require a few vespoids or other low CR creatures during the fight.

Minor Challenges

Area covered in spider webs. 2 to 3 **baby nerscylla** (aka giant spiders) lie in wait for someone to walk over them.

Rain Storm *(Trailblazer and Survival Check DC increases by 2 each time this complication is used).*

False Signs +1

4 to 5 *felyne's* are wrapped in coccoon's. some may be alive 50/50.

Crazed Bull Drome (Double HP and 2 actions per turn after half hp, double carves).

A **yian kut-ku** (+2 **velociprey** for a group of 3rd-level PCs)

A **rathian** lays sleeping ahead. As it breathes, a pale blue gas is exhaled. (hints that it was hit by the hypnocatrice's sleep gas) This creature will murder a low level party and as such, they should be made aware by intuition, or some type of check that it is best not to mess with this creature.

The gas is wearing off as the group arrives in the area, and the rathian is a light sleeper. If it wakes up, its fireball is on cooldown and takes a turn or two to get moving unless it is being attacked.

Baby Nerscylla

A baby nerscylla uses the *giant spider* stat block (see the Monster Manual for statistics).

When killed, a creature can carve the baby nerscylla (1 carve, and rolls a d10 on the nerscylla carve table).

Major Challenges

False signs +2

A **Nerscylla**

Cursed Shrine of Defense (-1 to AC)

Benefits

Hunter's Cache. (2 dash juice and 1 life powder)

Felyne encampment, offer a palico to assist on the hunt.

Corpse of a **paolumu.** (2 carves)

A party member swears they can hear the crows mumble actual words from time to time. If the party quiets down enough the party member will hear that the words are cardinal directions. If heeded, the crows will continue to guide the party to a giant crow sleeping on a nest of materials. Each PC can grab 1-2 materials each: 1 high CR material (CR 4-5) 1 low CR (CR 1/2-2).

Sly Swooper

Requested by: Peddler Man

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 2,400 gp
- **Character Levels.** A group of four 5th-level characters.

I was out peddling a little while ago when I saw a Yian Garuga swoop down! I'm scared what'll happen to my friends and everyone else if we leave it alone. Can you make it go away?

Goal. Hunt a **yian garuga** (3 signs to encounter).
False Creature a **rathian** (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, 2 antidotes.

The Final Encounter

The yian garuga is a solo boss fight, but a CR 7 vs a group of 5th-levels is far to easy, but too hard for a group of 4th-levels. Due to that the garuga has is maximum hit points +50% more (315 hp) and the following trait:

Enrage (Mythic Trait). When the yian garuga is reduced to half of its maximum hit points (157), 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 yian garuga is 1.5x its standard XP value (4,350 xp) and it can be carved 1 extra time.

Minor Challenges

Three **seltas**

The next 1d4 areas are difficult terrain due to being cluttered with foliage and steep hills.

A **kulu-ya-ku** stealing berries and other vegetation from a **pukei-pukei**, both conveniently use actions that end up hitting the PCs until they engage or flee the area.

A fire and smoke fill half of the area. If nothing is done, the fire spreads to a new area each time the PCs moves to a new area, but it does not have to be the one the PCs traveled to.

Two **blue yian-kut-ku** are in a stand off with the **yian garuga**. The garuga either flies away due to hearing another roar, or when the PCs engage or are discovered.

+1 false sign

A **malfestio** that was injured by the yian garuga strikes at anything it can see in the area. Its feathers are singed, its chest is bleeding, and it is missing 25% of its hit points.

Nothing happens in this area, but a ring of flowers appears in the middle of the next area where the PCs encounters at least one creature. The ring of flowers fits in a 15-foot squared area. When a creature enters that area for the first time on a turn or starts its turn in the ring, it must make a DC 15 Dexterity saving throw or be affected by the *faerie fire* spell for 1 minute.

Major Challenges

The PCs (or scout) stumble upon three old women sitting around a fire and singing songs about the old days. They are actually **green hags** who are casting a magical spell to summon a **vrock** into the world. They will try to stop the party from interrupting their ritual by attempting to cast a spell on them.

+2 false signs

The PCs stumble upon a **guild knight** that is in a sticky situation. They are about to execute a young "poacher" who killed a velocidrome, but the poacher is arguing that they did it to protect their sibling, who is currently no where to be found.

An **astalos**

Benefits

The corpses of an **aknosom**, a **paolumu**, and an **anjanath**. All look to have been killed by the yian garuga. Each can be carved once.

+2 Signs

Shrine of Fortitude. Your gain 20 temporarty hit points after touching this shrine for the first time. For the duration of the hunt, you also gain 20 temporary hit points after a short or long rest.

Handler's Pack. (1 Catalyst, 2 Disposable Earplugs, 1 Antidote Horn, 1 Paintball)

Stomping Grounds

Requested by: Frustrated Botanis

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 1,250 gp
- **Character Levels.** A group of four 2nd level characters

How can I study the flora out in the wilderness when the fauna keep stomping all over it? Can you hunt the yian kut-ku that is driving me cuckoo?

Goal. Hunt a **yian kut-ku.** (3 signs to encounter)
False Creature. An **blue yian kut-ku** (3 false signs to encounter)

Final Encounter

The **yian kut-ku** is typically a solo fight, but you might be able to add in a couple vespoid or velociprey if the group is level 3.

DMs should be wary of using its **charge trait** because if it hits a spellcaster it may instantly kill them due to its damage output. **Use it sparingly.**

Minor Challenges

8 **melynx** ambush

1 **velocidrome** and 1 **velociprey**

False Signs +1

1 **vespoid queen** and 2 **vespoids**

A **felyne** blocks the passage to an area and require some form of payment to pass

Multiple Signs: The cry of 2 similar creatures rings out one right after the other. *True Sign:* 1st cry coming from area 4 *False Sign:* 2nd cry coming from area 10 *Choosing the wrong direction causes the group to lose 1 sign.*

4 **velociprey**

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.

Major Challenges

False signs +2

A **Seltas**

Cursed shrine of defense -1 to AC for 24 hours or the duration of the hunt.

Area is littered with old pitfall and shock traps

Benefits

Hunter's cache (2 dash juice, 2 life powder, and one flash bomb)

Shrine of Offense +1 to attack & damage rolls, +1 to all DC saves for 24 hours or the duration of the hunt.

Corpse of a **yian garuga** (1 carve)

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

Trespassing Troublemaker

Requested by: Dundorma Researchers

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 2,000 gp
- **Character Levels.** A group of four 5th or 6th level characters

A captured anjanath has escaped into the forest and hills around Kokoto Village while being transported from the new world. Please capture it for us again so that we can continue our research.

Goal. Capture the **anjanath** and return it safely to Dundorma. (Killing the Anjanath results in a quest failure.)
False Creature. A **yian garuga** (3 false signs to encounter)

Guild Supplies Recommendation: 2 healing potion each, 2 days rations each, 4 tranq bombs.

Final Encounter

The **anjanath** fights alone, except for the 4 **shakalaka** that are observing it from the foliage. When the party attacks, the **shakalaka** attack the party in an attempt to protect their new found interest. When the anjanath drop to below half its hit points or the shakalaka's numbers dwindle, they call for reinforcements.

When found, the anjanath might be might be resting, eating a large wyvern egg, or perhaps it has just scared off a rathian and taken its nest.

Minor Challenges

A herd of **aptonoth** are grazing in the area. If they notice the scout or party, the aptonoth place themselves between you and their young. The closest one to them, lowers its head and raises its spiked tail. What do they do?

4 **velocidromes** wait in ambush. They each use their alpha call during the suprise round or 1st round of combat.

False Signs +1

A **bulldrome** plus 2d8 **bullfango**

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.

Multiple Signs: Smoke can be seen in the direction of one area (from the anjanath's fire breath), but tracks lead in another direction *True Sign:* 1st smoke coming from area 4 *False Sign:* tracks are old *Choosing the wrong direction causes the group to lose 1 sign.*

2 **arzuros**

A *veggie elder* is wandering about the area collecting bones and other monster materials. He is willing to trade heal potions or other useful items to the party for the resources they have gathered during the hunt.

Major Challenges

False signs +2

A **malfestio**

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

Hunter's cache (1 might pill, 1 adamant pill, and 2 lifepowders)

Shrine of Offense +1 to attack & damage rolls, +1 to all DC saves for 24 hours or the duration of the hunt.

Corpse of a **rathian** (2 carves)

A **veteran** (MM p.350) offers their services on the hunt for 10% of the reward money.

Wrath of the Rathian

Requested by: Caravan Leader

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 3,000 gp
- **Character Levels.** A group of four 5th level characters

Dang Rathian! Ambushed my caravan and tore my business a new one! But I ain't the gettin' mad type, I'm the getting' even type! Time for some ice cold revenge, and I want you to dish it out!

Goal. Hunt a **rathian.** (3 signs to encounter)
False Creature. An **astalos** (3 false signs to encounter)

Guild Supplies Recommendation: 2 potions of healing and 2 days rations each.

Final Encounter

The **Rathian** does not fight alone. As the encounter begins 2 **velociprey** enter the area and attack the party. They are not allies of the rathian. When a velociprey is killed, another one enters the area until the rathian dies.

Minor Challenges

The scream of a rathian is heard in the distance followed by a loud explosion, black smoke begins to billow up into the sky as the hills begin to burn.

Two **yian kut-ku** and 1d4 **velociprey**

False Signs +1

A **hypnocatrice** and a **kulu-ya-ku**

Multiple Signs: *True Sign:* A trail of destroyed wagon parts and supplies, leading off to one area. *False Sign:* The foliage in a large area is charred and burnt from a rathian's fireball. *Choosing the wrong direction causes the group to lose 1 sign.*

A **nerscylla** and 1d4 **hornetaur**

A felyne is wandering around the area, looking under rocks, in stumps, and up trees. It seems to be searching for something. (Perhaps a trinket it lost, a monster material, a cache of items) It rewards the group for assisting, but will run if threatened or attacked.

A **yian garuga**

Major Challenges

False signs +2

A **Rathalos**

A thunderstorm rolls in and lasts for 1d2 days. The group may need to find a place to wait out the storm.

Thunderstorm

A thunderstorm causes the following effects:

- **Strong Winds:** (DMG 110).
- **Poor vision:** The storm, lightly obscures the area with a 50% chance to heavily obscure each area they enter, after the first.
- **Lightning:** Every 10 minutes, lightning strikes one creature under the open sky (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed on a DC 18 Dexterity saving throw, taking 2d10 lightning damage on a failed save, or half as much on a successful one.

Benefits

Corpse of a **malfestio** with 3 carves left

Shrine of Fortitude. Your gain 20 temporarty hit points after touching this shrine for the first time. For the duration of the hunt, you also gain 20 temporary hit points after a short or long rest.

A wandering Veggie Elder will trade CR 6 or lower materials for generic items (1 per character)

Volcano

The volcano hunting ground is located in the volcanic belt of the north el de region. The area is harsh and inhospitable and often hunters may take on quests during eruptions. So they best tread lightly.

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

Hunts

Can't Bring Yourself to do it

Requested by: Chief Ecologist

- **Where.** Volcano
- **When.** Asap
- **Guild Reward.** 2,850 gp
- **Character Levels.** A group of four 5th level characters.

We're facing a rather unique issue at the moment. Research in the recess has come to a halt due to a rather rambunctious Dodogama. However, most of our hunters are refusing to hunt it because they think Dodogama are..."cute. So would you please capture one for me"

Goal. capture a **dodogama** (3 signs to encounter).
False Creature. A **odogaron** (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 on the hunt), 2 days rations each.

Final Encounter

Add in a 1d4 CR 1/2 or lower creatures to distract the group or at least force some attacks away from the dodogama in the early rounds of combat.

Minor Challenges

A **agnaktor** + 2 **uroktor**

False Signs +1

1 **iodrome** that uses alpha call at the start of the fight.

Ash heavily obscures the next 1d4 areas

A **uragaan** + 4 **vespoids**

10 **gajalaka** block the way, demanding an offering to pass

Volcanic Gas. A creature subjected to the poisonous gas must succeed on a DC 13 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 a another creature takes an action to shake it awake.

Seismic quake causing falling rocks (DC 14 Dex, 2d10 save for half)

Gravios enters the area from the lava, or perhaps its dug underground partially like a basarios. It fires its heat beam in the direction of the group 35 (10d6) DC 20.

(If there is AOE in the group) 2 iodrome that use alpha call, then a second wave of 1d8 ceantaur on the next round after killing the last of the ioprey and iodrome

Major Challenges

Lava spurts erupt in every area for the rest of the hunt but 1 and 2. (2d6 fire damage.)

False Signs +2

A **rathian**

Cursed Shrine of Lavasioth. When a creature effected by this cursed shrine moves in combat, the space they leave turns to lava for the duration of the hunt or 3 days (which ever happens first).

Benefits

Shrine of Teostra (+1 AC and +1d4 fire damage on melee weapon attacks for the rest of the hunt)

Corpse of a **rathalos** (2 carves)

Two additional mining node (does not count to maximum resource count)

Hunter's Cache (4 cool drinks, 1 greater potion of healing, 4 Gunpowder)

Disruptive Eruption

Requested by: Not-so-intrepid Explorer

- **Where.** Volcano
- **When.** Asap
- **Guild Reward.** 2,100 gp
- **Character Levels.** A group of four 4th-level characters.

What? Why, that's a... There's a Basarios after me!? I didn't sign up for this, you know. There's much to be said for staying indoors! You take care of the Basarios, Hunter. I'll deal with the, er... Mosswine!

Goal. Hunt a **basarios**.
False Creature a **uragaan** (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; 1 mega pickaxe, 1 shock trap, 3 tranq bombs.

The Basarios

The basarios hits like a truck. Due to that the party has been provided tools to trap the basarios or capture it once its hit points are low enough for the tranq bombs. Due to the threat against the hit points of a 4th level party, we are going to just maximize the basarios's hit points (208). The basarios will die faster, but it has the potential to 1-shot most d8 or lower die classes.

When the PCs find the basarios, it is hidden amongst a large collection 4 (1d8) of similar looking rocks in a high mineral area. The party can try mining each rock pile ignoring the resource maximum of the area (if they reach it) and gain a resource on successes. On striking the Basarios with the pickaxe, initiative is rolled and if the check is successful, they obtain one machalite ore.

Minor Challenges

A **Young (Ebony) Odogaron**

Ash heavily obscures the next 1d4 areas

Volcanic Gas. (A creature subjected to the poisonous gas must succeed on a DC 13 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.)

3 (1d6) **remobra** plus 3 (1d6) **uroktor**

+1 false sign

2 **juvenile uragaan**

Nothing happens in this area, but the next combat encounter has 3 (1d6) nitrotoads hidden across the area (roll for stealth). When combat begins, roll initiative for the **nitrotoads**, who move around on their turn.

1d6 **grimalkyne**

A hotspring is hidden in the a small crack in one of the walls of this area (DC . A creature that enters the hot spring and remains in it for at least 1 minute must make a DC 12 Constitution saving throw, regaining 10 (3d6) hit points on a successful save, or take 7 (2d6) fire damage on a failed save.

Major Challenges

When the party moves about a quarter of the way into the area, the ground rumbles and the area fills almost entirely with lava, while leaving walkable surface in a 15-foot diameter circle around the party. There are places to step that range anywhere from 5 to 10 feet apart all the way to the exit far end of the area.

+2 false signs

A cranky **dodogama** that was just woken up from a molten rock falling out of the sky onto it

Benefits

A recently killed **anjanath** (3 carves)

Two additional mining node (does not count to maximum resource count)

Two **veteran gajalaka** offer their assistance to the group for a price. The DC of their knives is increased to DC 15 and their hit points are doubled

+2 Signs

The Empress's Blazing Throne

Requested by: Elder Dragon Scholar

- **Where.** Volcano
- **When.** Asap
- **Guild Reward.** 10,000g
- **Character Levels.** A group of four 13th level characters.

We've received a communique from headquarters. An elder dragon has appeared in the Volcanic Belt. Fight the dragon and collect data on its behavior!

Goal. Hunt a **tempered lunastra** (3 signs).
False Creature. A **nergigante,** (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 on the hunt)*, 2 days rations each.

Final Encounter

The tempered lunastra is alone if the group has not rested recently. If they did though, they find the tempered lunastra, but with the teostra's lair actions.

Minor Challenges

A **bazelguese** + 8 **vespoids**

False Signs +1

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 i it takes damage or if a another creature takes an action to shake it awake.)*

3 **dodogama**

A **rathian** + a **rathalos**

A **teostra** + 2 **uroktor** that continually respawn as they die, until the teostra falls

Ash heavily obscures the next 1d4 areas

Caves only The cave trembles and seems unstable. The scout might see a stalactite fall and shatter. As the group crosses the area roll a d6. The number rolled is how many stalactites that fall. The first one falls in the a space close to the most PCs and acts as a 4th-level *shatter* spell. The other stalactites have a 60% chance to fall on the ground, and by and additional 10% determined by the DM based on their decision and checks (DC 16) on how well they chose try and avoid anymore falling on them as they cross the area.

Major Challenges

The volcano erupts, caves surface fills with lava. Only 1/3 to 1/2 of each area remains (determined by the DM). Ash heavily obscures areas that can see the sky for the duration of the hunt.

A **gravios** and a **basarios** enters the area from the lava, or perhaps its dug underground

+2 false signs

Cursed Shrine of Lavasioth. When a creature effected by this cursed shrine moves in combat, the space they leave turns to lava for the duration of the hunt or 3 days (which ever happens first) .

Benefits

Shrine of Teostra (+1 AC and +1d4 fire damage on melee weapon attacks for the rest of the hunt)

Corpse of a **tempered teostra** that was recently killed by a nergigante (2 carves)

Two additional mining node (does not count to maximum resource count)

Researchers Pack 4 cool drinks, 1 superior potion of healing, notes *(detailing the lunastra just recently gave birth. (bonus 1000 gp for revealing this information when returning to the guild)*

The Eternal Gold Rush

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 i it takes damage or if a 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 recieves this blessing has its darkvision is doubled if they already have it, or they gain darkvision out to 60 feet for the duration of the night.

+2 Signs

Rumble in the Volcano

Requested by: Well-informed villager

- **Where.** Volcano
- **When.** Asap
- **Guild Reward.** 1,600 gp
- **Character Levels.** A group of four 3rd level characters.

I saw a Volvidon attacked by a Agnaktor at the Volcano! It got away, and now it's roaming dangerously close to my village! Can you hunt it for us? Keep an eye out for the Agnaktor, too!

Goal. Hunt down the **volvidon** (3 signs to encounter).
False Creature. A **agnaktor** (3 false signs to encounter).

Final Encounter

If the party has used up most of their resources, the fight should just be against the **volvidon.** that has had its hit points maximized (maybe only 50% more if they aren't experienced with dnd). If the group is well rested or have most of their resources, then add in a few **uroktor** that flee the battle field if it gets to deadly.

Minor Challenges

Seismic quake causes falling rocks (DC 14 Dexterity saving throw, 2d10 save for half damage)

False Signs +1

1 **iodrome** that uses alpha call at the start of the fight.

Ash heavily obscures the next 1d4 areas

Volcanic Gas. (A creature subjected to the poisonous gas must succeed on a DC 13 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.)

4-5 **uroktor**

5 poachers (**bandit captain** and 4 **bandits**) are currently caving up a few *ioprey* they just recently killed.

3 **vespoid**, 4 **bullfango**

Major Challenges

Lava spurts erupt in every area for the rest of the hunt but 1 and 2. (2d6 fire damage.)

False Signs +2

A **basarios**

2 **yian kut-Ku**

Benefits

Shrine of the Bear (+2 AC and 10 temp hit points till the end of the hunt)

A dead **Agnaktor**, looks to have been crushed to death by something (mate of the false creature). 3 carve available.

Additional mining node (does not count to maximum resource count)

Hunter's Cache (3 Tranq Bombs, Shock Trap)

Steam and Smoke

Requested by: Bath Cattendant

- **Where.** The Volcano
- **When.** Asap
- **Guild Reward.** 5,000 gp
- **Character Levels.** A group of four 11th level characters.

To purrvide our patrons with a more soothing footbath experience, we need some Volcanic Ore. Unfortunately, an especially fierce Brachydios is in the way. Please help, Hunter!

Goal. Hunt a **brachydios.** (3 signs to encounter)
False Creature. A **deviljho.**

Final Encounter

The brachydios as a solo fight is a deadly encounter for a group of four 11th level characters, it remains a deadly encounter for a group of 12th level also, but at this stage in the game, we are assuming the group is well equipped with proper materials or magic items (if you are not using the full AGtMH rules).

During this battle you can use the *Red Dragon's Lair Actions (DMG p.99)* if the party is well rested. Even if they are in decent shape, it might be worth using a lair action every other turn to help balance the fight.

Minor Challenges

A **rathalos** and a **rathian** have made a nest in the area. Two of the three eggs are broken and they are extremely territorial due to it. Anyone who is holding an egg is targeted by both creatures wrath. The egg would also be quite valuable to the research fleet

The area has flooded with lava (roughly 2 feet high). Leaving the only visible ground at the entrance and one of the exits from the area (if there are multiple exits the furthest from the group is the exit without lava flowing through it)

1 **shogun ceanataur** and 1d8+2 **ceantaurs** emerge from underground. Their shells are blackened and they are immune to fire damage.

False Signs +1

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

Ash heavily obscures the next 1d4 areas

A **bazelgeuse**

Major Challenges

False signs +2

The Volcano Erupts! For the duration of the hunt, every area has lava pools in it now. Also During combat, on initiative 20, molten boulders fly down onto the battle field (if they are in caves, then part of the ceiling falls). Assign a number in order 1 to (the # of creatures) and roll a die equal to the number of creatures in combat or the next highest die. If the die rolls a creatures number, they must make a DC 15 Dexterity saving throw taking 11 (2d10) bludgeoning damage plus 3 (1d6) fire damage on a failed save, or half as much on a successful one.

A group from the *Cult of Fatalis* (2 **Kraken Priests** VGM p.215, 3 **Veterans** MM p.350, 2 **Cult Fantatics** MM p.345) is attempting to complete a ritual by sacrificing a **tempered lunastra.** The lunastra is unconscious at half its maximum hit points during the ritual, but wakes up if the cults ritual is interrupted. The lunastra attacks all, viewing any creature as an enemy in its weakened state.

Benefits

3 Additional mining nodes (does not count to maximum resource count)

Corpse of a **acidic glavenus.** (1 carve)

Shrine of Teostra (+1 AC and +1d6 fire damage on melee weapon attacks and all spell that deal fire damage gain a +2 to their attack roll or spell save DC for the rest of the hunt)

Two **veteran gajalaka** offer their assistance to the group for a price. The DC of their knives is increased to DC 15 and their hit points are doubled

The Wetlands

The Wetlands, also known as the Old Swamp, is a large swamp with numerous caves and a very wet landscape. Dense fog can make visibility low in some areas. In other areas, the ground is too mushy to lay down pitfall traps. The numerous caves, while freezing, hold large clusters of beautiful crystals. In the North-Western areas, the rolling thunder of a distant storm can be heard. The Wetlands is teeming with insect, as well as numerous plant and mushroom. In most areas of this environment a blue tinge is visible in the sky and fog.

Area Descriptions

Starting Location: A.

This area is dense with trees and hardpact ground making it the perfect place to camp. A small river flows steadily behind the tents which acts as a source of fresh water and fish.

Area 1.

A small forested area that is frequently filled with Herbivores such as kelbi and aptonoth. The sound of the river from camp can still be heard over the sounds of the swamp.

Area 2.

A tiny area with many gathering spots and insets, a Veggie Elder is known to wander this area.

Area 3.

A medium-sized clearing in the forest. Some stray trees grow throughout the clearing. Typically plants and insect resources can be found in this area.

Area 4.

A rounded, sunken, swampy area making it difficult to traverse.

Area is considered difficult terrain and areas of the swamp might give off a poisonus purple color in the swamp water.

Area 5.

A large field of 4-foot tall yellow grass. Ioprey and genprey like to make nests in the area, using the tall grass as cover.

Area 6.

A sunken marsh area, the ground here is very moist with lots of puddles that expel poisonous gas from below, and that make standing your ground difficult. To the north of the area, a small cave entrance can be seen.

Area 7.

A small cave with bright pink crystals in it. The crystals can be mined for normal mining materials, There is a small pond at the back of this cave. It is extremely cold in the cave, the area is usually filled with vespoids and hornetaurs. khezu like to hang out in here.

Area 8.

A weird, 20 foot tall doughnut-shaped cave. There are large red and green crystal formations here, the floor is damp and covered in bones of small creatures, and it is extremely cold. Vespoids, hornetaur, and khezu makes its lair here.

Area 9.

A small area that looks like a clearing in the forest, there is a pile of junk on the western wall where hunters can retrieve items that have been "misplaced". A large cave entrance can be seen to the south.

Area 10.

A large, open bog with big puddles of water, plants and mushrooms line the perimeter, numerous preys roam the area, and larger wyverns pass through often, the damp, muddy ground will not allow pitfall traps to be set.

Area 11.

A medium-sized cave. In the back, are bright white crystals, mushrooms can be found growing in here, and insects such as vespoids and hornetaur are known to fill the area. Larger creatures like to come here to rest.

GET THE WETLANDS ROLL20 99x99 MAP HERE

PATREON HIGHER QUALITY MAPS FOUND HERE

Hunts

Marshlands Horror Story

Requested by: A friendly neighborhood felyne

- **Where.** Wetlands
- **When.** Asap
- **Guild Reward.** 2,000 gp or a felyne sidekick
- **Character Levels.** A group of four 5th level characters

A Congalala is squatting in our hideout, gas and toxic breath all over! Pee-yew! The beast is too much for us to handle, but I'd be purrfectly willing to serve as a Palico to any hunter that can help.

Goal. Hunt a **Congalala** + 4 **Congas** (4 signs to encounter).
False Creature. A **Gypceros** + 4 **Vespoid** (4 false signs to encounter).

Guild Supplies Recommendation: 1 potion of healing each, 2 days ration each, and 1 antidote each.

Minor Challenges

Multiple Signs: *True Sign* Tufts of pink fur caught in the brush and trees leading off to one area while a *False Sign* mushroom patch has been picked almost clean. A trail of dropped mushrooms leads off in another direction. *Choosing the wrong direction causes the group to lose 1 sign.*

The smell of dung fills the next 1d4 areas. While in these areas a creature has disadvantage on concentration checks.

A group of **felyne** and **melynx** set multiple shock traps & pitfall traps in an area around their encampment to protect from the congalala. A DC 15 Wisdom (Perception) check spots the traps. They cannot be disabled, but they can be avoided. The pitfall traps are a 10-feet deep and restrain a creature within (escape DC 14). When a creature steps into a shock trap they must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

False Signs +1

Three **iodrome** & four **ioprey**

A **qurupeco**

Two **bulldromes** and Six **bullfangos**

Two **pukei-pukei**

Major Challenges

False signs +2

A **daimyo hermitaur**

Benefits

Corpse of a **duramboros** with 2 carves left

Shrine of the Swamplands. When a creature touches this shrine they ignore all difficult terrain from muddy or swampy terrain and become immune to the poisoned condition for the duration of the hunt.

Marshlands Mission

Requested by: Calculating Corporal

- **Where.** The Wetlands
- **When.** Asap
- **Guild Reward.** 4,000 gp
- **Character Levels.** A group of four well-geared 7th level characters or four 8th level characters.

New orders, priority one: Protect the villagers and increase our deployment options. We can't do either until you hunt that Shogun Ceanataur. This mission is classified, understood?

Goal. Kill a **shogun ceanataur**.
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, 1 hot drink each, two torches, two antidotes.

Final Encounter

If the final encounter takes place in a cave, the shogun ceanataur is hidden on the ceiling with 7 (2d6) ceantaurs wandering on the ground. If it the final encounter takes place outdoors, the shogun ceanataur enters into the area when the entire group arrives. When combat begins, 7 ceantaurs unburrow from underground.

Minor Challenges

Multiple Signs: *True Sign* An abandoned large gravios skull facing away from one of the areas exits. (DC 15 investigation check determines that their is fresh battle damage on the skull). *The shogun ceanataur has replaced its skull False Sign* A 10-foot or so wide partially filled in hole near one of the areas exits. The water doesn't fall into it, it has already filled with water a long time ago (Determine a check for the PC to figure this out if they ask) *Choosing the wrong direction causes the group to lose 1 sign.*

An aggressive **jyuratodus** protecting it soon to be hatching eggs. Every even numbered round a swarm of baby jyuratodus appear (**swarm of quippers**)

False Signs +1

A **viper tobi-kadachi** with its **viper tobi-kitachi** pup

The swamp water in this area is releasing noxious fumes that have a sweet smell to them. A creature that breathes in these fumes must make a DC 14 constitution saving throw or become infected with blight for 1d6+1 days. A creature infected with blight has disadvantage on survival and nature checks.

8 **congas**

A **khezu**

The plantlife in this area is all poisonous, everything has a smidgen purple coloring located on it. Creatures native to the area who aren't immune to the poisoned condition avoid this area. A creature that eats, or touches a plant in this area must make a DC 14 Constitution saving throw or be poisoned for 24 hours. A creature can repeat its saving throw every 8 hours that passes. On a successful save, the creature is cured of the poison. On a failed save, the creature feels like is imminent death. A creature still poisoned after 24 hours, dies.

A *veggie elder* is wandering about the area collecting bones and other monster materials. He is willing to trade heal potions or other useful items to the party for the resources they have gathered during the hunt.

Major Challenges

Fog lightly or heavily obscures each area for the duration of the hunt

+2 false signs

A **gravios**

Benefits

The area is the location where the swamps poisonous water is coming from. This might be a pit or pile of decaying creatures and other corpses, or perhaps a large patch of poisonous mushrooms. If this issue is dealt with, the poisonous waters of the swamp vanish for 4 (1d8) weeks

Shrine of the Swamplands. When a creature touches this shrine they ignore all difficult terrain from muddy or swampy terrain and become immune to the poisoned condition for the duration of the hunt.

The corpse of a **gravios** (3 carves)

Robbed Blind

Requested by: Gem-hunting Wanderer

- **Where.** Wetlands
- **When.** Asap
- **Guild Reward.** 2,100 gp and roll twice on each resource table for the wetlands level 5-10
- **Character Levels.** A group of four 5th level characters or four 6th level characters.

I hear that Gypceros take a real shine to shiny objects. They've been known to swipe stuff from people! If we can hunt one down, I bet we'll get our hands on some serious booty! Cha-ching!

Goal. Kill a **gypceros** (3 signs to encounter).
False Creature A **daimyo hermitaur** (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, 1 hot drink each, two torches, two antidotes.

Final Encounter

A gypceros encounter seems like a solo fight (It should still have its maximum hit points), but some melynx in the area have learned they can steal trinkets away from creatures that are blinded by it. Whenever a creature is blinded by the gypceros, 2 (1d4) wild melynx spawn at the edge of the area. They might attack, but their main goal is to steal something and get away with it.

Minor Challenges

Multiple Signs: *True Sign* A bright flash of light from the direction of one of the areas exits. *False Sign* A dead bullfango that died recently from poison (DC 15 medicine check will determine it was caused by a wroggi, not gypceros poison) *Choosing the wrong direction causes the group to lose 1 sign.*

The swamp water in this area is releasing noxious fumes that have a sweet smell to them. A creature that breathes in these fumes must make a DC 14 constitution saving throw or become infected with the swamp blight disease for 1d6+1 days. A creature infected with swamp blight has disadvantage on survival and nature checks.

A **yian garuga** plus 3 (1d6) **vespoids**

A false sign and the next area the party travels to is waist deep water (to the average human) and has reeds that grow another 4 feet above the water, heavily obscuring the party and any creatures in the area.

False Signs +1

A **blue yian kut-ku** and a **yian kut-ku**

2 **pukei-pukei**

(The group has some type of AOE) 6 (1d10) **vespoids**, plus 6 (1d10) **hornetaurs**, plus 4 (1d8) **great thunderbugs**

The next 2 (1d4) areas are filled with methane gas. Any fire lit in the area causes the entire area to explode in flames. Each creature in the area can choose to use their reaction to fall prone or take 9 (2d8) fire damage. On initiative 20, roll a d6. On a 5 or 6, the methane gas fills the area once again. If there's currently a lit fire in the area, the area explodes again.

Game of Chance. 5 (1d10) sinkholes that act as quicksand *(DMG 110)* litter the area. Place down the number of tokens or mark them on a map for yourself and then have the players decide on a turn order of who moves first to last. A creature can spot a sinkhole within 15 feet of them by succeeding on a DC 16 Wisdom (Perception) or Intelligence (Investigation) check.

Major Challenges

For the duration of the hunt, every single area is filled with at least 1 foot of muddy water and becomes difficult terrain if it wasn't already. Additionally whenever a creature rolls a natural 1 on a check or attack, an item (creature's choice that isn't a monster material or currency) from their inventory falls into the muddy water. If the item is not illuminating light or "flagged" in some other way (such as by brightly colored fabric), then before the end of the creature's next turn, it or another creature can search for the item with their hands by making a DC 20 Wisdom (Perception) check. On a successful save, the item is found. On a failed save the item is lost forever, unless they succeed on a DC 30 Wisdom (Perception) check. An item that has been found, can't fall into the water again, unless it is the last item on the creature.

+2 false signs

A **somnacanth**

Benefits

Poacher's Stash 1 **shock trap** and 2 **tranq bombs**

Shrine of the Swamplands. When a creature touches this shrine they ignore all difficult terrain from muddy or swampy terrain and become immune to the poisoned condition for the duration of the hunt.

The corpse of a **jyuratodus** (1 carve)

Royal Spit Take

Requested by: Middle-aged Fisherman

- **Where.** Wetlands
- **When.** Asap
- **Guild Reward.** 1,400 gp + 2 earth crystals
- **Character Levels.** A group of four 4th level characters

Ick! I got splattered with weird gunk that sapped my Stamina, so I couldn't even run! Luckily, a Felyne came by and saved me, but now whenever I see anything yellow...urgh!

Goal. Hunt a **royal ludroth** (4 signs to encounter).
False Creature. A **blue yian kut-ku** (4 false signs to encounter).

Guild Supplies Recommendation: 1 potion of healing each, 2 days ration each, and 1 antidote each.

Minor Challenges

Multiple Signs: True sign, sticky yellow ichor on the trees leading in one direction. Skid marks heading off into another area

The swamp water in this area is releasing noxious fumes that have a sweet smell to them. A creature that breathes in these fumes must make a DC 14 constitution saving throw or become infected with blight for 1d6+1 days. A creature infected with blight has disadvantage on survival and nature checks.

False Signs +1

3 **jaggia** feeding on the carcass of a aptonoth. A **jaggi** keeps watch as they feed.

A gigginox laid 2 egg sacs and a **giggi** spawns from each every round.

Two **bulldromes**

Poisonous bog spores that spurt up as you walk if you aren't careful (faster than a slow pace) poisoned condition for 1 hour on failed DC 10 con save

A **Iodrome** and **Gendrome** use alpha call

Major Challenges

False signs +2

Fog lightly or heavily obscures each area for the duration of the hunt

Benefits

Corpse of a **Basarios** with 3 carves left

Hidden Stash with 2 potions of healing and a antidote horn

The Wetland's Nightmare

Requested by: Tall Tale Aficionado

- **Where.** The Wetlands
- **When.** Asap
- **Guild Reward.** 2,500 gp
- **Character Levels.** A group of three 8th level characters, or four 6th level characters.

True horror lurks within the murky Wetlands... an airborne wyvern, its pallid hide gleaming in the dark skies, body sparking with electricity. Beware!

Goal. Hunt the **khezu** (3 signs to encounter).
False Creature. A **Gypceros** (4 false signs to encounter).

Guild Supplies Recommendation: 1 healing potion each, 2 days rations each, 2 antidotes, and 4 hot drinks.

Minor Challenges

A large bulldrome with a missing tusk lays dead on the ground, its body black and charred. Next to it another slightly smaller bulldrome morns its death. 2d8 **bullfango** wander the area searching for mushrooms to eat.

The area is also littered with sinkholes that act as quicksand (DMG 110). The DC 16 perception or investigation to spot them.

False Signs +1

A **tzitzi-ya-ku** hunts in this territory with its adopted pack of 1d4 **velociprey** and 1d4 **ioprey**.

A pack of 2d6 **wild melynx**, 1d4 **melynx**, and 1d4 **felynx** are scavenging the area and they love anything shiny.

A **rathian** plus 1d8 **vespoids**

The smell of dung fills the next 1d4 areas. While in these areas a creature has disadvantage on concentration checks.

A **green hag's** (MM p.177) has a hut in this area. She is obsessed with tragedy and will siphon any horrid memories or failings. All it costs is 10 gp for each memory. A creature that has its memories and failings siphoned is *cursed* until the *remove curse* spell is cast on them. While cursed, the memory is forgotten, and the creature has advantage on Charisma checks and saving throws, but disadvantage on Strength and Dexterity saving throws.

Major Challenges

False signs +2

A **Nargacuga**

For the duration of the hunt, failed skill checks that use Strength, Dexterity, or require the creature to touch something triggers the poisonous gas. A creature that fails the check, must make a DC 15 Constitution saving throw or take 7 (2d6) poison damage be poisoned for 24 hours.

Benefits

Corpse of a **kirin** with 2 carves left

Shrine of the Swamplands. When a creature touches this shrine they ignore all difficult terrain from muddy or swampy terrain and become immune to the poisoned condition for the duration of the hunt.

A large mining node is located in the area. The party can mine the node three times. On a successful check, they gain double the amount of ore they would normally have gotten.

Old Hunts before Restructure

These hunts were created prior to the creation of the complication and benefit system. I have already revamped these hunts and place them in their respective areas, but incase you feel like running a more dungeon like hunt I have left these ones here in their original form.

Field Trip

Requested by: Your Handler

- **Where.** Ancestral Steppe
- **When.** Asap
- **Guild Reward.** 1,000 gp
- **Character Levels.** A group of four 1st level characters

The next generation of hunters needs help! Lets check your skills and see if you are just wannabe hunters? Bag the Great Jaggi that leads the Jaggi pack.

Goal. Hunt the Great Jaggi and prove you are worthy of the title of Hunter.

Where is the Great Jaggi?.
The Great Jaggi is located in Area 5, a small clearing in the middle of the forested area of the Ancestral Steppes.

Starting Location: A.

As the Hunter's start their hunt read the text below:

You arrive at camp in the Ancestral steppes. The camp is hidden in an area surrounded by rocky outcroppings. There is a small blue chest next to a yellow cloth tent that holds your supplies given to you by the guild as part of this hunt. Beyond that you see large red stone arches leading out to the great jaggi's hunting grounds.
Guild Supplies Recommendation: *2 healing potion each, 2 days rations each, 3 antidotes, 1 Climbing gear, and 3 felvine.*

Area 1.

Your first steps into the ancestral steppes is breath taking, wide open fields of yellow grass spread out before you, off in the distance you see the canopy of a deciduous forest with towering mountain peaks beyond. In the fields you see life all around, insects buzz about, ***Kelbi*** *graze in the fields nearby, and a black* ***melynx*** *steals an egg from a* ***gargwa*** *that it just spooked.*

What else do they see?

- 2 pathways through the fields, one heading to the northwest ***(Area 2)*** and one heading towards the east ***(Area 3).***
- Perception check will show jaggia & jaggia tracks in the field leading to the northwest.
- A Nature check tell the hunter general knowledge of the great jaggi. It prefers forested areas for its lair, it hunts in the fields.

Area 2.

As your trip continues through the yellow fields of grass, it begins to grow longer. Eventually waist height for some of you, and lightly obscuring the vision of the shorter members of your group. Animal trails spread out in all directions ahead of you, some leading to smal depressions in the grass while others lead out of sight.

A successful DC 12 Perception check will notice the caws of jaggi's about 60 feet in front of them. *3 Jaggi's are ripping apart a black melynx while a 4th one has its 4th head inside the large egg it stole.*

If the group is not stealthing or if the Jaggi's detect the group, they stop what they are doing and spread out in an attempt to surround the group.

Area 3.

A few **Gargwa** in the area flee to the east at the sight of the group. The area is quiet with few areas along rocky outcroppings that are lush with foliage.

The path continues east, with rocky outcroppings funneling the group towards ***Area 5***, but there is a pass between hillsides that leads to ***Area 2***.

Area 4.

This area is filled with rocky outcroppings and fallen logs. Tracks of all sorts of creatures can be seen in this area.

- Three **Altaroth**, antlike insects with a large a large sac on their backs, are foraging for mushrooms.
- **Felyne** and **Wild Melynx** are scavenging the area. They will smell the felvine on the PCs if they brought it and do anything to get it. The Melynx will attempt to steal from the PCs if they get the chance.

To the north-east there is the entrance to a cave ***(Area 6)*** and to its left is a game trail that leads into the forest to the north ***(Area 7).***

Area 5.

The grounds turns to sand with little vegetation in area 5. The **Gargwa** that fled earlier lie dead on the ground.

If they get closer to the Gargwa:

- *While Stealthed:* As you cautiously walk towards the gargwa body, you hear the sounds of a creature eating it on the other side of its body. On the other side of the body is a small jaggia enjoying its meal, its face red with blood and guts as it continues munching on its kill without noticing you.
- *Not Stealthed or Jaggi notices.* A small jaggi looks up as you get close, its maw red with blood, it quickly looks around and begins to flee north towards the mouth of a cave.

A DC 10 perception check near the mouth of the cave shows tracks of the Great Jaggi has traveled recently into it within the last couple hours.

Area 6.

The cave is small, only about 200 feet in length with 3 entrances, one on the south end ***(Area 4)***, one in the middle of the the east wall ***(Area 8)***, and one on the northern wall ***(Area 5)***. The walls are jagged and dust is kicked up as the hunters walk through the area. On the ground are three large golden balls. A few are rocking back and forth, but don't seem to be moving other than that. These golden balls are **Konchu** who feed off the minerals in this area.

Area 7.

A darker, heavily forested section, commonly inhabited by herbivores. Tracks of the Great Jaggia are easy to find, as it seems to visit this forest frequently, but finding fresh tracks become more difficult to find. Following the wrong animal trail or path may lead the hunters into unknown dangers.

It is common to see **bullfango** and **vespoids** in addition to **jaggi** in the forest.

Area 8.

A small clearing in the forest hidden behind dense brush not far from the cave exit of area 7. The jaggi summoned by its call for help action sit in the tree line as guards while the great jaggi rests, eats its meal, or anything else it wishes to do in its lair.

Roaming Monster: Vespoid Queen

When the group enters a new area, roll a d8. The Vespoid Queen enters the area same as the number rolled. It is looking for a new place for its nest, it will not outright attack the hunters unless provoked.

Ancestral Steppes Resources

d4	Fish	Insect	Mining	Plants
1	Sushifish	Insect Husk	Stone	Herb
2	Sushifish	Bitterbug	Armor Sphere	Blue Mushroom
3	Pin Tuna	Carpenterbug	Earth Crystal	Paintberry
4	Goldenfish	Flashbug	Machalite Ore	Honey

Trespassing Troublemaker

Requested by: Dundorma Researchers

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 2,000 gp
- **Character Levels.** A group of four 5th or 6th level characters

A captured anjanath has escaped into the forest and hills around Kokoto Village while being transported from the new world. Please capture it for us again so that we can continue our research.

Goal. Capture the Anjanath and return it safely to Dundorma. (Killing the Anjanath results in a quest failure.)

Guild Supplies Recommendation: 2 healing potion each, 2 days rations each, 4 tranq bombs.

Potential Anjanath locations and what it is doing:

- Area 5 a large cave location where the anjanath might be resting, eating a large wyvern egg, or perhaps it has just scared off a rathian and taken its nest.
- Area 6, 7, or 8. The anjanath wanders the forest. It could be eating a **aptonoth** as its herd flees in terror, taking a drink in area 9's pond, or perhaps it is just wandering around.

Starting Location: A.

As the Hunter's start their hunt read the text below:

You set your basecamp in a caved in area complete with the standard amenities. The blue supply box, with the supplies given to you by the guild as part of this hunt, sits next to your yellow cloth tents. A small outdoor fireplace has been constructed around four logs that are used as chairs to sit on while you eat. Beyond are grassy fields bordered by a river and a forest.

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.

*Upon leaving camp, you follow the river deeper into the forest and hills. As you come around a bend, a herd of **Aptonoth** are grazing on large plants along the riverbank.*

If they are ***stealthing*** read below:
They do not notice you as you come into view.

If they ***fail the stealth*** check or are ***not stealthing*** read below:
The older Aptonoth, take notice of you and place themselves between you and their young. The closest one to you, lowers its head and raises its spiked tail. What do you do?

What can we find or findout in this area?

- Herbs along the riverbank can be gathered
- Heavy traffic in this going to and from the riverbank, it is a common area to drink from the river (Dung can also be collected here).
- The a couple of the bigger Aponoth upon closer look, have burn and teeth marks on their leathery hide (Anjanath attacked them at some point).
- Fish are very common in this area of the river.
- The heavy traffic from the creatures who visit the river lead deeper into the verdant hills

Area 2.

Over the next hour, as you continue deeper into the Verdant Forest, the path you follow breaks away from the river and leads into the hills. Eventually, you come to a flat grassy plain with two trees at either end of the area, a small cliff to the west oversees the area.

What is in this area?

- The cliff can be climbed (DC 13 Athletics).
- The 4 **velocidromes** and 10 **velociprey** wait in ambush on the cliffside
- Mineral veins can be seen on the rocky hillside when on top of the cliff that was not visible from below.

*When the group reaches the end of the area, they hear the roar of the **anjanath** a DC 12 Wisdom (Perception) check will determine the roar was quiet far away to the northwest.*

Area 3.

As they travel in the direction of the roar, they eventually come to a large grassy plain atop a cliff that overlooks the forested countryside. to the west side of the area is 3 pathways. The party at this point needs to determine which way to go and we can determine where the anjanath is located and what it might be doing.

Resources. A maximum of 3 Plants can be gathered in the field or near a large tree in the center of this area. Mushrooms can be seen growing just over the ledge of the cliff on the east side of the area.

Paths
The closest path, leads between 2 cliffsides further into the hills (area 4). While the middle path leads to a thin stretch of land that cuts through the forest (area 6). The farthest path leads to a serene pond surrounded by lush trees and shrubs (area 8).

Which way to go?
Finding the anjanath is the main goal of the hunt, but how does the party determine which way to go? Below are some suggestions:

- Fresh Tracks leading in the anjanath's direction.
- Territoy markings on sides of rocks and trees.
- It might roar again.
- Smoke might be seen above the forest canopy from the anjanath's fire breath.
- If all skill checks fail, a group of **aptonoth** flee from the area the **anjanath** is in into the area the group is in. *(other creatures may follow that are more dangerous to the party and more willing to attack. **Roll on the random encounter table to see what.**)*

Area 4.

Tracking the anjanath leads you up further up the hilly terrain and eventually the path leads you to a very large hilltop overlooking both the plains to the east and the forested area to the west. Loud buzzing can be heard behind a massive 10 foot wide boulder.

Vespoids fly about the area and provide an additional pain to hunters that fight in this area. They will attempt to use their stingers to paralyze the hunters. Additionally, a **bulldrome** and 2d8 **bullfango**'s are grazing in the grass behind the boulder.

On the other end of the area atop, a couple 10 foot tall climbable cliffsides is the entrance of a large cave **(Area 5)**. It is easily big enough for the anjanath to easily fit through.

Area 5.

The cave is dry and dark, the perfect home for wyverns and large creatures. These creature will often lay their eggs here.

If the Anjanath is here, determine what it is doing so that you can describe it as the group enters the area.
If they are well rested, a yian kut-ku will fly in from above and join the fight. Otherwise, 3 velociprey will enter the battle and as one falls another will appear at the entrance.

If the Anjanath is not here. A *veggie elder* is wandering about the cave collecting bones and other monster materials. He is willing to trade heal potions or other useful items for the hunt to the party for the resources they have gathered during the hunt.

Area 6.

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 in the southern end of the area.

There are 2 hidden areas in this area, a DC 16 Perception check is required to notice them. Each area can be found in the walls between the ancient tree trunks. Inside each area is a bee hive, where 1d4 honey can be collected. This honey can be combined with herbs found in the area to make potions of healing.

If the anjanath is here It is most likely drinking from the lake, with its tail sticking out into the pathway, or perhaps eating an aptonoth it killed earlier. A yian Kut-ku joins the battle if they party is well rested, otherwise 3 bullfango join in the fight against the hunters for invading their territory.

Area 7.

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. Heading in that direction leads to the *Veggie Elder's* hut. This is the same one that was in area 5.

If the group visited area 5 already, he provides the group a material for finding his hut, but he doesn't have anything else to trade right now. Otherwise, he offers the same trade as he would have if they visited area 5.

It is common to see **Mosswine**, **Bullfango**, **Velociprey**. in this area. None of these creatures can enter the area where the veggie elder's home is located.

If the anjanath is here, it is most likely traveling between area 6 and 8.

Area 8.

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.

If the Anjanath is here, it is most likely eating an aptonoth, drinking from the pond, or leaving the area. If the group engages the anjanath here, 4 **shakalaka** attempt to ambush the hunters, if their numbers dwindle and the anjanath is below half its maximum hit points, the shakalaka will call for reinforcements.

Roaming Monster: Yian Garuga

When the group enters a new area, roll a d8. The Yian Garuga enters the area same as the number rolled. It is looking for a new place for its nest, it will not outright attack the hunters unless provoked.

Verdant Hills 2010x2073

The Wetland's Nightmare

Requested by: Tall Tale Aficionado

- **Where.** The Wetlands
- **When.** Asap
- **Guild Reward.** 2,500 gp
- **Character Levels.** A group of three 8th level characters, or four 6th level characters.

True horror lurks within the murky Wetlands... an airborne wyvern, its pallid hide gleaming in the dark skies, body sparking with electricity. Beware!

Goal. Hunt the Khezu wreaking havoc in the Wetlands.

Where is the Khezu?.
During the day, the Khezu spends its time in the cold damp caves of the swamp sleeping or hunting vespoids and hornetaur. Typically it makes its lair in area 8, but it has been known to venture to other caves for food.
During the nights, the Khezu hunts flying through swamp using its nose to detect prey that it can single out and and take back to eat.

Starting Location: A.
The Hunter's begin their journey waking up in the early morning in area A of the map below. The area is dense with trees and hard ground making it the perfect place to make camp. A large tent for each hunter surrounds a smoldering campfire. A large blue chest sit to one of a tent with supplies provided by the guild. **Guild Supplies Recommendation:** *1 healing potion each, 2 days rations each, 2 antidotes, and 4 hot drinks.*

Area 1. A small forested area that is frequently filled with Herbivores such as **Kelbi** and **Aptonoth**. Areas of the grass are burned in jagged electric lines, but new growth can already been seen sprouting from the area.

Area 2. A medium-sized clearing in the forest. Some stray trees grow throughout the clearing, the fog *heavily obscures* the area here.

A Large Bulldrome with a missing tusk lays dead on the ground, its body black and charred. Next to it another slightly smaller **bulldrome** morns its death. 2d8 **bullfango** wander the area searching for mushrooms to eat.

Area 3. A small area that looks like a clearing in the forest, there is a pile of junk on the Western wall where hunters can retrieve items that have been stolen by melynx. A large cave entrance can be seen to the south.

Area 4. A rounded, sunken, swampy area with three entrances. There is dim fog that lightly obscures this area, the khezu that inhabits this area come here constantly to hunt, the ground here is considered difficult terrain due to its soggy nature. A large tusk (from the bulldrome in area 2) can be found here. This area is also littered with sinkholes that act as *quicksand (DMG 110)*. The DC to spot them is 16

Area 5. A large field of 4-foot tall grass. A **tzitzi-ya-ku** hunts in this territory with its adopted pack of 1d4 **velociprey** and 1d4 **ioprey**.

Area 6. A sunken marsh area, the ground here is very moist with lots of puddles that expel poisonous gas from below, and that make standing your ground difficult. to the North of the area, a small cave entrance can be seen. A pack of 2d6 **wild melynx**, 1d4 **melynx**, and 1d4 **felynx** are scavenging the area and they love anything shiny. *Failed skill checks in this area trigger the poisonous pools. A creature that fails a DC 15 Constitution saving throw takes 2d6 poison damage is poisoned for 24 hours.*

Area 7. A small cave with bright pink crystals in it. The crystals can be mined for normal mining materials, There is a small pond at the back of this cave. It is extremely cold in the cave, the area is usually filled with vespoids and hornetaurs. khezu like to hang out in here.

Area 8. A weird, 20 foot tall doughnut-shaped cave. There are large red and green crystal formations here, the floor is damp and covered in bones of small creatures, and it is extremely cold. Vespoids, hornetaur, and khezu makes its lair here.

Roaming Monster: Gypceros
When the group enters a new area, roll a d8. The gypceros enters the area same as the number rolled. The group may see a shadow pass over if it flies over the area they are in to reach the area they are in.

**For more information on the area for possible effects and resources you can gather, refer to* Amellwind's Guide to Monster Hunting *for the Wetlands stat block in the location section of the guide.*

Index

Monster Hunts by PC Level

The following tables organize monster hunts by the lowest recommended PC level.

Level 1

Hunt Name	Location
The Beating of Royal Wings	Verdant Hills
Field Trip	Ancestral Steppes

Level 2

Hunt Name	Location
Stomping Grounds	Verdant Hills
The Mountain Roughrider	Snowy Mountains
The Swirling Gale	The Jungle
Tusked Tantrum	The Ancestral Steppes
Wingdrake Roundup	Ancestral Steppes

Level 3

Hunt Name	Location
Bird-Brained Bandit	Verdant Hills
Dune the Honors	The Dunes
Fin Finder	Frozen Seaway
Rumble in the Volcano	Volcano

Level 4

Hunt Name	Location
A Thanksgiving Kulu	Verdant Hills
Disruptive Eruption	Ancestral Steppes
Lost in the Snow	Snowy Mountains
Royal Spit Take	Wetlands
Snow with the Occasional Lagombi	Snowy Mountains
Swing into Action	Ancestral Steppes

Level 5

Hunt Name	Location
Accidental Investigation	The Great Ocean
Can't Bring Yourself to do it	Volcano
Dance of a Thousand Blades	Ancestral Steppes
The Desert Gourmand	The Dunes
Earn your Gear	Jungle
Forest Fears	Verdant Hills
Marshlands Horror Story	Wetlands
Nocturnal Enchanter	Jungle
Robbed Blind	Wetlands
Sly Swooper	Verdant Hills
Trespassing Troublemaker	Verdant Hills
Wrath of the Rathian	Verdant Hills

Level 6

Hunt Name	Location
All Hallow's Eve	Random Village
Can't Stomach the Thought	Snowy Mountains
Feathered Frenzy	Ancestral Steppes
The Wetland's Nightmare	Wetlands

Level 7

Hunt Name	Location
Cold Stones	Frozen Seaway
The King's Domain	Verdant Hills
The Land Sharq	The Dunes
Marshland Mission	Wetlands
My Kirin for a Horse	Ancestral Steppes

Level 9

Hunt Name	Location
Fly in the Ointment	Jungle
A Light From the Abyss	Ocean
Scratching the Itch	Verdant Hills
Skiff Competition	The Dunes

Level 11

Hunt Name	Location
Steam and Smoke	Volcano

Level 13

Hunt Name	Location
A Bone to Pick	Verdant Hills
The Empress's Blazing Throne	Volcano
The Seat of a God	Frozen Seaway

Level 16

Hunt Name	Location
All That Glitters is Furious	Snowy Mountains

Level 17

Hunt Name	Location
The Tyrant's Banquet	Ancestral Steppes

Level 20

Hunt Name	Location
End of a Dark History	The Tower
Eternal Gold Rush	Volcano

Thank you for your Support

In this manual you will find a collection of monster hunts that can be used with the rules found in Amellwind's Guide to Monster Hunting. Each hunt was created either by the request of a patron, or choosen by me based on the CR range my patron's voted on. As the coming year progresses this manual will grow and eventually will have a hunt for each and every creature found in the Monster Hunter Monster Manual.

Thank you all again!

WWW.PATREON.COM/AMELLWIND

GM BINDER

WWW.GMBINDER.COM