

Gargwa Round-Up

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

Requested by: 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 wyvernian 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 melyn** 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 seregos** 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 bargain for two of the gargwas.

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

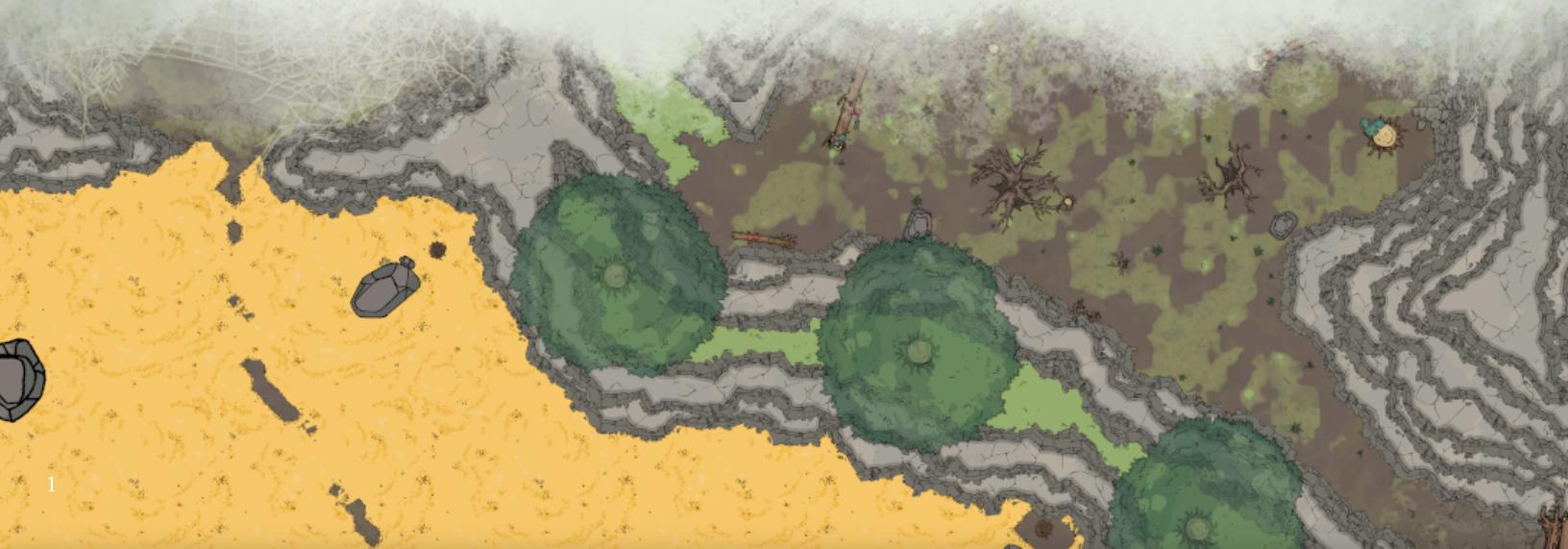
+2 false signs

Benefits

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

+2 Signs

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



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 area 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.

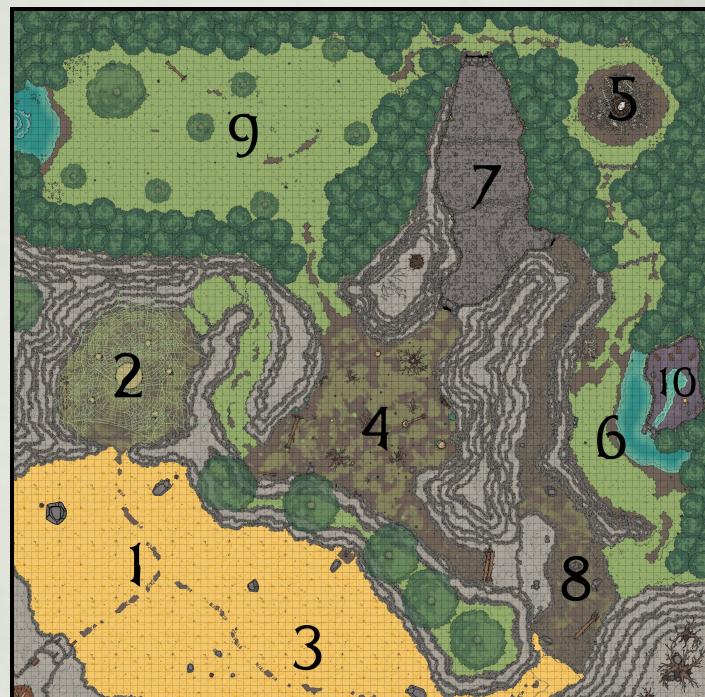
A very sandy area, not like a beach, the ground still holds firm; but you can see why the yellow fields of grass end here in this valley. Very little vegetation grows here and the ground cracks from the lack of water.

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 & melynix 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.



Going on a Hunt

The hunt above tells us what creature we are hunting, what territory it is located in, and what our areas within that territory look like. Below we will look into the roles our party members have and how you as the GM will help them track it down.

Setting Roles

When a hunt begins, the PCs choose between 4 different roles to take on. These roles are the Trailblazer, Scout, Spotter, & Artisan.

Trailblazer

Whenever the group enters an area, the trailblazer rolls a survival check vs the creatures carve DC. On a failure the GM rolls a d10 on the finding signs table, on a success the GM rolls a d20 instead. On a critical, the GM rolls a d20 and takes the highest roll, on a nat 1 the GM rolls 2d10 and takes the lowest roll.

Spotter

The spotter uses their passive perception to scope out for any ambushes or dangers missed initially by the scout. There can be 2 spotters, the 2nd spotter gives a +4 perception bonus to the other.

Scout

The scout is the initial person who enters an area, they get the lay of the land, potential resources, creatures in the area, potential hazards. When a scout notices a potential spot for an ambush it gives the spotter a bonus to their perception

Artisan (work in progress)

See Amellwind's Guide to Monster Hunting Chapter 2 for more information on the artisan.

Sometimes the party may split up, when split into groups of two. The only roles available are the trailblazer and the spotter.

If someone is alone, they are both the trailblazer and spotter, but they either have to choose to take disadvantage on their survival roll for finding signs or take a -4 to their passive perception.

Tracking down your prey

Tracking down the creature the party is hunting is the main goal of monster hunters. So how do we find the creature? As a GM, do we just put it down in an area and say that is where it is always going to be? do we put it in the last area and they eventually get to it, much like the end of a dungeon?

NO! This creature is in the wilderness; it travels around, leaves signs, and acts like any animal would. That is what the system below is designed to represent. The party travels around the creature's territory, dealing with environmental hazards, skill challenges, and other creatures while searching for signs of their prey.

Finding Signs

On the hunt, the party must discover signs of the creature: distant roars, tracks, marking, fresh kills, etc. **The party will need to typically find between 3 and 5 signs. Once they do they locate the monster and the final battle of the hunt begins.**

False Signs

When you are on a hunt, the creature you are looking for is not the only one in the area. One of the GM options in the minor and major challenges is finding false signs. These signs work the same as finding signs for the creature you are hunting. Once you find 3-5 of these false signs, a hard or deadly encounter occurs.

It is typically best to know what creature the PCs will encounter when they find these false signs. It wouldn't make much sense if they are finding tufts of fur and then end up fighting a rathalos.

How to Find Signs

Whenever the trailblazer rolls a survival check for entering an area, the GM rolls on the table below to determine what signs, challenges, or benefits they may find in the area.

Finding Signs Table

ROLL	RESULTS
1	major challenge
2-9	minor challenge
10-17	1 sign, minor challenge
18-19	1 sign
20	2 signs, benefit

Challenges and Benefits

If the trailblazer rolls anything less than an 18 on their Tracking Roll, they must overcome a challenge on their hunt. These challenges can be either minor or major, depending on the result. Likewise, if a group rolls a 20 on their Tracking roll, they come across a benefit that can seriously aid them in their hunt.

Minor Challenges include non combat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium difficulty encounter). In general, minor challenges should cost a few resources and be a minor setback, but shouldn't stop the PCs dead in their tracks.

Major Challenges are potentially deadly or severely hinder the party. A major challenge might include a dangerous environmental hazard, a deadly encounter, expending limited resources such as spell slots or items. They shouldn't be impossible to overcome but should require MUCH more effort from the PCs.

Benefits are a boon to the party. These could be a hidden cache of hunter supplies, the carvable corpse of a recently deceased monster that is normally outside the party's ability to kill, or anything else the GM might come up with.