

The Land Sharq

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: 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 **melynix**, 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.

(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*

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

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

A **seregos**

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

The Dunes



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

Area Descriptions

Starting Location: A.

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

Area 1.

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

Area 2.

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

Area 3.

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

Area 4.

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

Area 5.

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

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

Area 6.

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

Area 7.

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

Area 8.

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

Area 9.

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

Area 10.

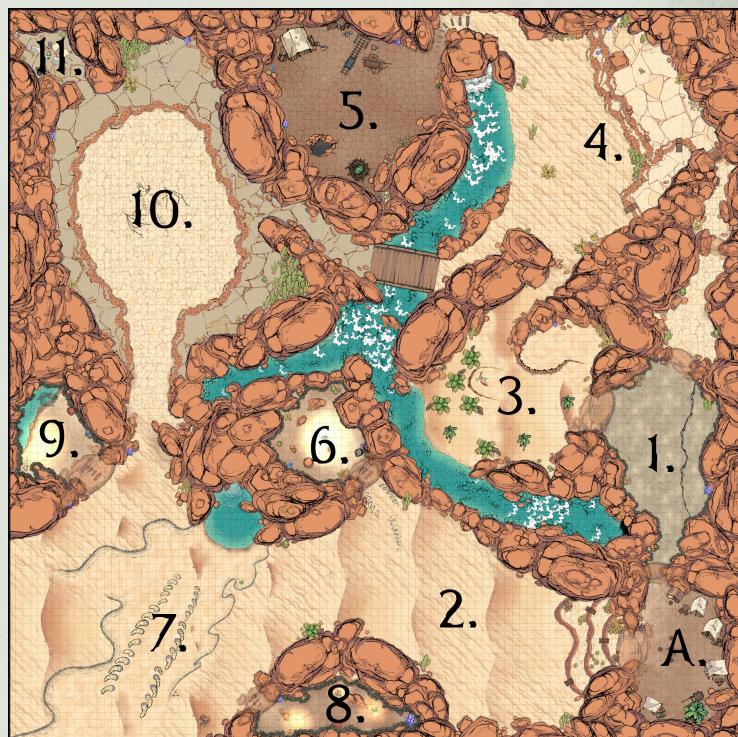
A big, open canyon with high walls and a ledge, perfect for ledging diablos or monoblos, apceros, genprey and felynes usually roam here. vespoids are also common here, numerous plants line the outer edges of the area.

Area 11.

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

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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.