

A Light From the Abyss

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: 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

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

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!

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.

3 **zamitrios**

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 resources & 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)

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.

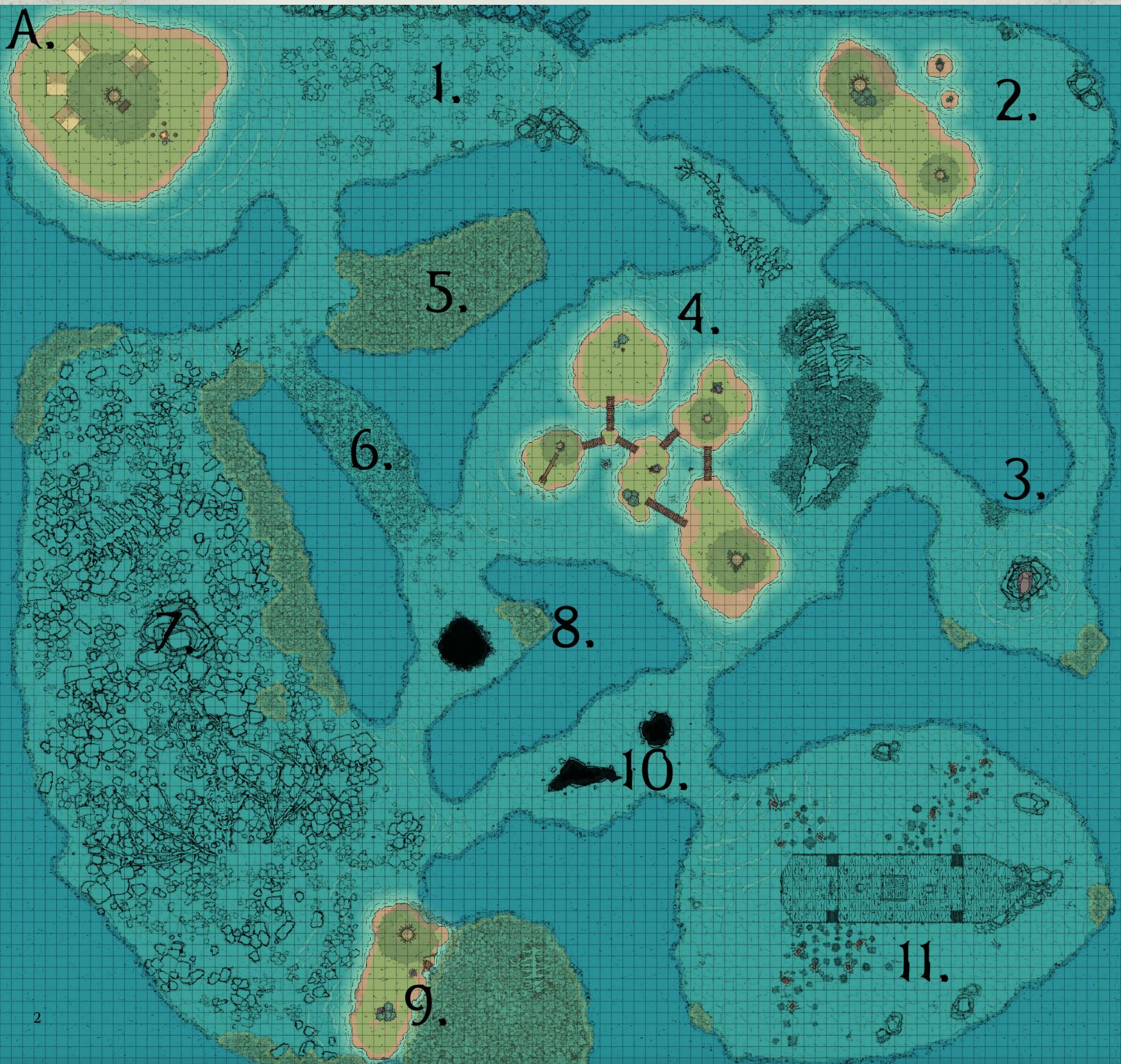
Guild Supplies Recommendation

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](#)



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.