

# All Hallow's Eve

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 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 festivities 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**

+1 false sign

**Undead viper tobi-kadachi**

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 receives 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))

## Area Map

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.



# 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.