Earn Your Gear

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: 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 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.
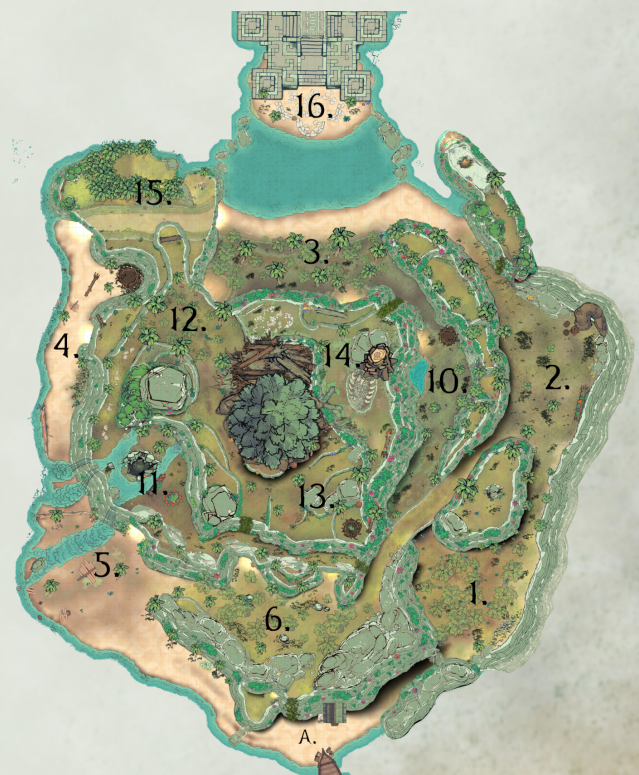
Area 16.

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

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.