

My Kirin for a Horse

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: Old Knight's Squire

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 6,000 gp
- **Character Levels.** A group of four well-geared 7th level characters or four 8th level characters.

My meowster is a tad...deluded. He thinks he's this famous knight, you see. Just earlier he spied a Kirin, said, "that seems like a suitable mount" and tried to drag it off! Could you just slay it so he'll give up already?

Goal. Kill a **kirin**.

False Creature A **rajang** (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 each, two torches, two antidotes.

Final Encounter

The Kirin is a solo fight, it has 292 hit points.

False Creature

The rajang is almost a death sentence to a group that chooses to fight it at the recommended level for this hunt, but logic makes sense for it to be the false creature to be around. So if the group decides to flee the kirin shows itself and distracts the rajang allowing them to get away, or perhaps it sees a lightning bolt in the distance and runs off after it. Unprepared this fight will most likely be a tpk, so let them discover that and run when they need to. Reward them an amount of XP equal to its XP divided by 8 (-1 for each round they remain in combat with the rajang before fleeing).

Minor Challenges

Multiple Signs: True Sign A lightning bolt strikes the ground in one area (DC 15 nature check determines it was not a natural lightning strike). **False Sign** kirin fur near one of the areas exits, it has a mild amount of stat to it (DC 15 Survival check to determine its old) *Choosing the wrong direction causes the group to lose 1 sign.*

A thunderstorm rolls in and lasts for 1d2 days. The group may need to find a place to wait out the storm. (See Thunderstorm on next page)

A **seltas queen** plus 1 **seltas**

A **enraged seregos** (2 hit point pools, when the first pool is reduced to 0, the seregos gets an extra turn per round, roll initiative again to determine when. (XP is doubled for this encounter)

False Signs +1

A **bishaten** plus 4 (1d8) **congas**

Strangling Vines (Area 2 & 9): Strangling vines wrap around a creature in an attempt to restrain and suffocate the creature. DC 15 Athletics check to escape. On a failed save the creature remains restrained and suffocating. If they fail by 5 or more, they lose 1/3rd of their breath they can hold.

Game of Chance. Lightning strikes down in rapid succession in this area. Choose 20 (1d20+10) spaces on the battle map. When a creature moves through the area and touches a space you picked, they are struck by lightning taking 11 (2d10) lightning damage and their movement is 0 until the start of their next turn. A creature can use its action on its turn to try and discern the lightning strikes pattern (DC 15 perception check) on a success, the creature gains 1 insight charge. They can expend this charge to avoid a lightning strike and move into a different space of their choosing (which might also have a lightning strike). The area remains like this for the duration of the hunt and this challenge cannot be picked again, until the next day.

3 young odogaron

When the scout enters the area, they hear a rumble off in the distance. A DC 15 perception check with hearing determines that it is not thunder, but something else. On a failed save, it just seems like thunder. When the party arrives, a stampede of apotonoth enter in the area from a different entrance and head in the groups direction. Each PC gets 1 turn before they arrive to do something. A creature that remains in the path of takes 22 (4d10) bludgeoning damage. This damage is reduced by 1d10 if an area of effect ability or spell like fireball targets the stampede. Hiding behind cover also reduces the damage by 2d10.

Major Challenges

A massive thunderstorm rolls in (if there isn't one already) lightning flashes and crashes to the ground for the duration of the hunt. When a creature rolls a natural 1 on a skill check, lightning strikes that creature. Additionally during combat, on initiative 20 roll a d100 for each creature (or groups if there is a large amount of creatures) On a 20 or lower, lightning strikes that creature.

A creature struck by the bolt isn't immune to lightning damage in the area must make on a DC 15 Constitution saving throw, taking 11 (2d10) lightning damage and be paralyzed until the end of their next turn on a failed save, or half as much damage and isn't paralyzed on a successful one.

+2 false signs

A **glavenus** with maximum hit points + 50% more.

Benefits

Three additional mining node (does not count to maximum resource count)

Shrine of the blessed ones (+2 to all saving throws and +1 AC for the duration of the hunt)

The corpse of a **mizutsune** (3 carves)

Thunderstorm

A thunderstorm causes the following effects:

- **Strong Winds:** (DMG 110)
- **Poor vision:** The storm, lightly obscures the area with a 50% chance to heavily obscure each area they enter, after the first.
- **Lightning:** Every 10 minutes, lightning strikes one creature under the open sky (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed on a DC 18 Dexterity saving throw, taking 2d10 lightning damage on a failed save, or half as much on a successful one.
- **Strong waves** See the *control water* spells flood text (save DC 17).

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.

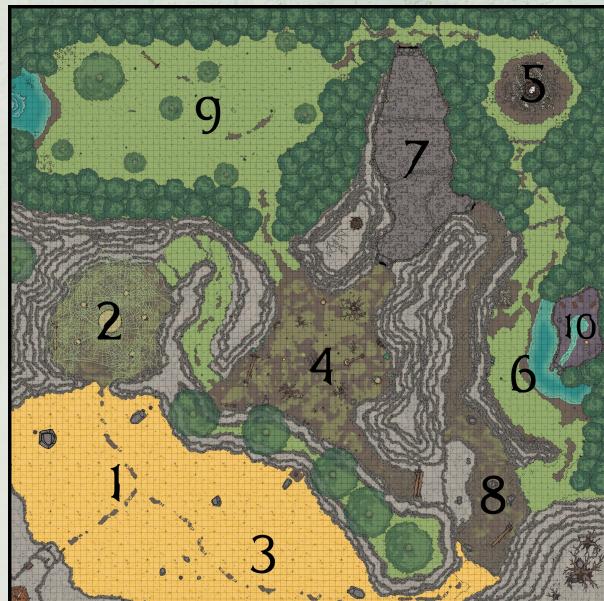
Area 4.

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.



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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.

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 take the highest roll, on a nat 1 the GM rolls 2d10 and take 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 hunter. 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 creatures 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 noncombat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium difficulty encounter). In general, a 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 parties ability to kill, or anything else the GM might come up with.