

Monster Hunt: Dune the Honors

Please note this hunt uses the rules for *going on a hunt* within [Amellwinds Guide to Monster Hunting](#). A reference can be found on page 3.

Requested by: Cautious Bodyguard

- **Where.** The Dunes
- **When.** Asap
- **Guild Reward.** 1,700 gp
- **Character Levels.** A group of four 3rd level characters.

My liege lord certainly has a lot of possessions... All of them necessary, I'm sure, but they do slow things down a tad. Not to mention the Hermitaurs and Barroths that plague the Dunes! Could I prevail upon you to clear the way for us a smidgen?

Goal. Hunt a **barroth**. (3 signs to encounter)

False Creature. A tetsucabra.

Guild Supplies Recommendation: 1 potions of healing and 2 days rations each.

Final Encounter

When the group first enters the area where the barroth is located it might be covering its self in muck, wandering about, eating, etc. If the party has had a recent rest add in a couple vespoids or konchu.

Minor Challenges

A **cephalos** + 3-4 **delex**

2 **rhenplos**

2 **cephalos**

False Signs +1

A pack of **hermitaurs** (4) unburrow from the sands.

Extreme heat for the next 1d4 areas (con check for each area that isn't a cave)

A 25 ft-square-area that is 10-feet deep quicksand pit. (DMG 110)

Sandstorm for 1d4+1 areas (disadvantage on Wisdom (Perception Checks) and the areas are lightly obscured.)

Major Challenges

Enormous sandstorm that deals 1d8 bludgeoning damage per hour a creature is in it and they must make a extreme heat save. Continues into the next day. survival DCs increased by 2.

False signs +2

A **young nibelsnarf**

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.

Benefits

Buried Cache. (2 sonic bombs, 2 potions of healing)

Corpse of a **seregios**. (2 carves)

A **grimalkyne** pack (4) offers their assistance if the group gets them a gendrome material (They will provide an area where a gendrome is, if the party doesn't have any)

*Battle map made with assets by 2-Minute Tabletop



The Dunes



Iso Known as the Dede Desert or Old Desert, the Dunes was once a sea in ancient times. It is now a desolate desert ruled by many different species of monsters, like Cephalos and Monoblos, with only a few oases around the widespread sea of sand. These oases are known to attract thirsty creatures.

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. Though the environment is harsh, this area is perfect for gathering some unique plants.

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.

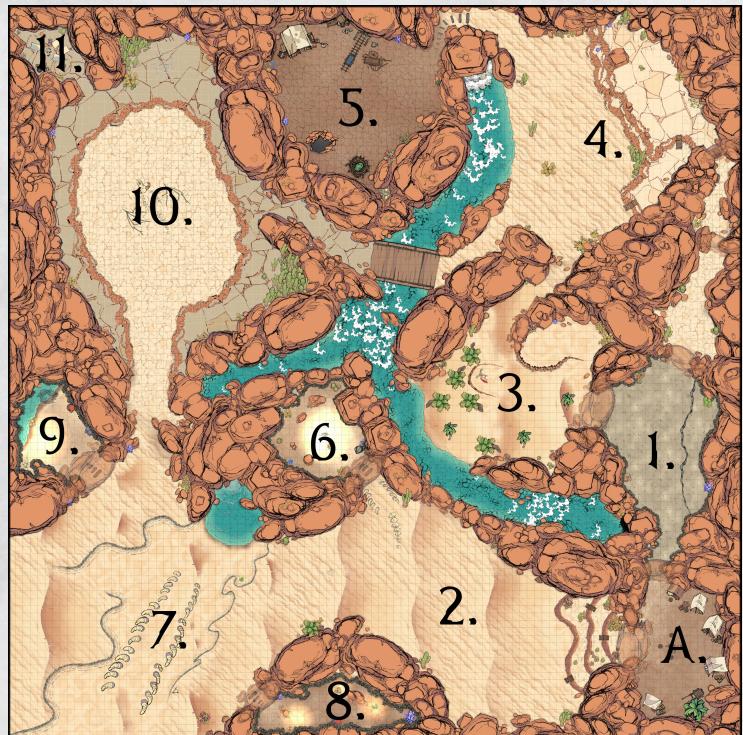
A big, open canyon with high walls and a ledge, perfect for ledging diablos or monoblos, apceros, genprey and felynes usually roam here. vespoids are also common here, numerous plants line the outer edges of the area.

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.

GET THE DUNES ROLL20 99x99 MAP [HERE](#)

PATREON HIGHER QUALITY MAPS FOUND [HERE](#)



Going on a Hunt

The hunts below tell 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)

The artisan is the person who creates the initial meal at the start of a hunt. For now, they can make a DC 10 cooking check and on a success the group all gains inspiration at the start. On a fail, the GM can reroll once on the finding signs table.

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.

Location Stat Block

There are many different environments and locations that these creatures dwell in. In the location stat blocks below you will find out information about the Dunes.

Biome. the biome tells what type of areas you would see in the location.

Navigation DC. Determines the difficulty of skill checks for finding safe passage through the terrain, the trailblazer DC if they are not hunting a specific monster, and any other checks related to navigating.

Encounter DC. The Encounter DC determines how often a random encounter may or may not occur. Roll a d20, if the roll equals or exceeds the Encounter DC roll on the encounter table within the stat block.

Investigation DC. When a character attempts to locate resources to gather from while on a hunt, they must make an Intelligence (Investigation) check against the locations Investigation DC. On a success, the GM determines what type of resources are nearby. typically ore will be found in caves, fish could be found in underground lakes or in rivers, etc.

[Full size Map](#) [Monster Hunter World Map 2000x1387](#)

Total Resources. The total resources number is the maximum amount of times a Resource check can be made on a Hunt.

Resources. When a character attempts to fish, mine, catch insects, or gather plants they must make a skill check against the Resources DC (*found next to the name in the resources section of the stat block*) in addition to having the proper equipment to gather the material with. A character must have *fishing tackle*. (PHB. 150) to fish, a *pick* (*mining*) (PHB. 150) to mine for ore, A *bug net* (2 gp) for catching insects, or an *herbalist kit* (PHB 154) to gather plants. A character can attempt to gather plants without a *herbalist kit*, but does so at disadvantage. *The skill check they need to make can be found in the resources section of chapter 3.*

If the character succeeds on the check, they roll a d6 and receive the item listed in the resources table on the location stat block.

Common Small Monsters. Typical smaller monsters seen in this area for the level range.

Common Large Monsters. Typical large monsters seen in this area for the level range.

Common Weather. the usual type of weather that occurs in the area.



The Dunes

Low Rank (Player Level 1-4)

Biome Old Desert

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	14	7

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynix, Apceros, Vespoind

Common Large Monsters Gendrome, Cephadrome, Rathian, Plesioth

Common Weather extreme heat (day) extreme cold (night), no wind, no rain

Sandstorm. For every 4 hours the party spends in the dunes roll a d20. On a 18-20, a 1 mile high sand storm rolls across the terrain, making the area within 60 miles heavily obscured for 1d12 hours. For each hour or portion thereof that a character is exposed to a sandstorm it must make a DC 16 Constitution check and a DC 16 Dexterity check.

- If a creature fails the Constitution check it suffers 1d10 points of slashing damage, mostly to its respiratory system and lungs, and if it fails by 5 or more then it also acquires one level of exhaustion.
- If the creature fails its Dexterity check then it is blinded until such time as this condition is reversed by appropriate magic (e.g., Lesser Restoration) or it is subjected to three successful daily DC 16 Wisdom (Medicine) checks. If three of these daily checks are successful the creature will have its sight restored and if three fail before this happens then it will remain blinded until this condition can be reversed magically. None of these successes or failures need to be consecutive, just to total three.

Wind. At the start of the hunt, roll on the table below to determine what type of wind is occurring in the dunes. Reroll each day or as you see fit.

d20	Weather
1	Strong wind.
2-5	light wind.
6-19	No wind.
20	Strong wind.

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 14) Fish (DC 14) Insect (DC 14)

1	Bone	Sushifish	Insect Husk
2	Bone	Whetfish	Insect Husk
3	Sm Bone Husk	Whetfish	Cricket
4	Lg Bone Husk	Whetfish	Firefly
5	Sm Bone Husk	Pin Tuna	Snakebee Larva
6	Sm Monsterbone	Pin Tuna	Flashbug

d6 Mining (DC 14) Plants (DC 14)

1	Stone	Herb
2	Earth Crystal	Tropical Berry
3	Earth Crystal	Cactus Flower
4	Armor Sphere	Cactus Flower
5	Armor Sphere	Fire Herb
6	Machalite Ore	Fire Herb

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1	1d6 wingdrake
2	2d4 konchu
3	1 velociprey
4	2d4 apceros
5	1 cephalos
6	A brass lamp lying on the ground
7	A hunter recently killed by a creature
8	1d4 cephalos
9	1 tetsucabra
10	1 cephadrome

