

Wingdrake Roundup

Please note this hunt uses the rules for *going on a hunt* within *A mellwinds Guide to Monster Hunting*. A reference can be found at the end of this hunt.

Requested by: Stablehand

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 1,200 gp
- **Character Levels.** A group of four 2nd-level characters.

Our wingdrake farm was struck with a disease. We need to replace the ones we lost and begin their training. I have provided the food and ropes needed to catch them for the request. Please bring back ten.

Goal. "Gather" 10 Wingdrakes.

False Creature a pukei-pukei (3 false signs to encounter).

Guild Supplies Recommendation: 10 animated ropes, 20 scatternuts, 1 potion of first aid each (*potion of healing that is returned to the guild if not used*), 2 days rations each.

The Wingdrakes

Whenever the DM rolls a 10-17 on the find signs table, the PCs find a wingdrake in the next area they enter. If you roll a 18-20, they find 1d4 wingdrakes in addition to whatever challenge or benefit the PCs may encounter in the area.

Attracting the Wingdrakes

The wingdrakes in this part of the world are **Mernos** (they still use the wingdrake stat block). Their primary food is scatternuts, which the hunters have been provided 20 of to use.

Capturing the Wingdrakes

The PCs have been provided 10 animated ropes, each of which is 20 feet long. The PCs can use an action to speak the ropes command phrase "loop and knot" to have the rope lash out at a wingdrake within 20 feet of it and tie around its neck, or feet. The wingdrake will most likely try fly away which will require a contested Strength (Athletics) check between the PC holding the rope and the wingdrake. On a successful check the wingdrake is captured. On a failed check, the wingdrake flies up to its speed (or half its speed if the PC continues to hold onto the rope). The checks continue each round with PC successes lowering themselves 20 feet towards the ground. Failed checks will have the wingdrake traveling away and higher into the air. A successful check while the PC is on the ground, will capture the wingdrake.

Minor Challenges

Nothing in this area, but 1d4 **paratoads**, 1d2 **vigorwasps**, and 1d2 **sleeptoads** are hidden in the next area where the PCs encounter other creatures. Stepping in a space where one of these endemic life is located, causes its to die and use its deathburst trait.

A yian kut-ku

1d4 **vespoids** plus 5 (1d8) **hornetaur**

Rain that lasts for 1d8 hours or 1d4 areas. It lightly obscures the area, and increases the trailblazer's survival check by 2.

+1 false sign

3 **remobra**

2 **altaroth** are foraging for mushrooms, if the group follows the altaroth it leads them to a location where they can gather two mushrooms, but it only counts as 1 against the number of resources they can gather on a hunt.

2 young arzuros

1d4 **bandits** have hold of one of the parties ropes that is tied to a wingdrake that escaped, or got away from the PCs. They are attempting to capture it to bring to town to sell, or use for their own nefarious deeds.

Major Challenges

1d10 **wingdrakes** spread out around the area. They flee as soon as they detect danger.

+2 false signs

Shrine of the Arzuros (+2 AC and 10 temp hit points till the end of the hunt)

Benefits

A dead **blue yian kut-ku** (1 carve)

Emergency Supply Drop. Back at camp the scouts have dropped new supplies, which the party is informed of by the sending spell. The chest contains 2 potion of healings, 1d4 animated ropes, and 4 rations.

Shrine of Offense. +1 to attack & damage rolls, +1 to all DC saves for 24 hours or the duration of the hunt.

+2 Signs



Ancestral Steppe

The Ancestral Steppe features vast, wide open fields of yellow grass, rocky outcroppings, deciduous forested areas, and subterranean caves, with towering mountain peaks seen in the distance. This area is home to many species of monsters, such as seltas, kecha wacha, gore magala, and many others. Hunters can take advantage of the uneven terrain to give themselves a height advantage over their target and gain the upper hand during battle.

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.

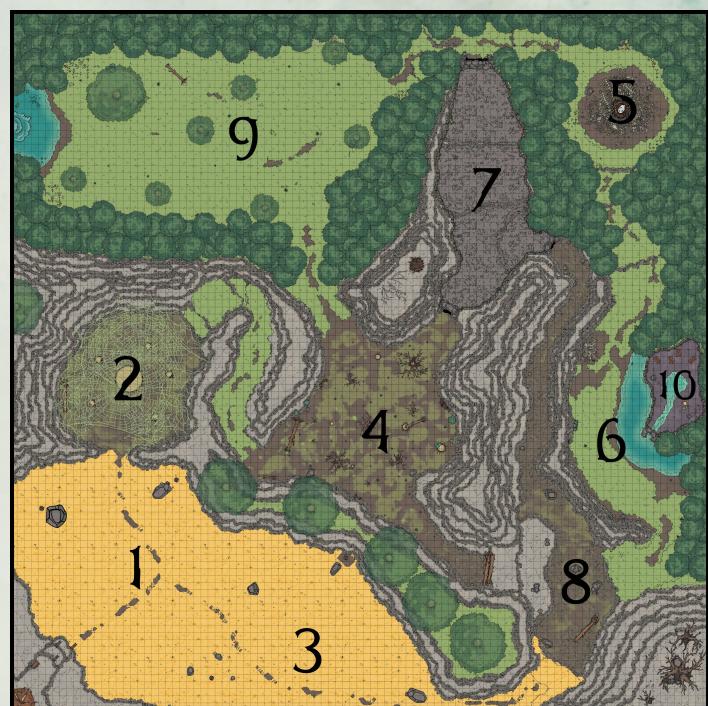
From Area 7. The forest gives way as you travel south.

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.

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.



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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 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.