

## He Taketh It with His Might

### Requested by: The Entire Guild

- **Where.** Elder's Recess (use Volcano)
- **When.** Asap
- **Guild Reward.** 100,000 gp
- **Character Levels.** A group of four 20th-level characters (Maybe 19th).

You've discovered a powerful foe lurking in the Elder's Recess. Now, you must face it to prevent catastrophe.

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

**False Creatures a safi'jiiva** (3 false signs to encounter)

**Guild Supplies Recommendation:** 1 potion of superior first aid each (*potion of superior healing that is returned to the guild if not used*), 2 days rations each, cold drink for each PC that needs one.

## Rampant Wild Magic

The area is overrun with magic. *Find\** yourself a wild surge table or use the default sorcerer one. Whenever a spell is cast by anything, roll a d20. On an 15 (or choose your own range) or higher, roll on a wild magic table. Or you can decide how you want to do it as a group. There is a tricket to it though. The DM rolls a d10 after a wild surge is cast. The number rolled is how many random creatures or targets the wild magic affects.

\*Don't use the d10000 wild magic surges. It is not that great.

## Final Encounter

When the party arrives in the area with the behemoth there is a 30% chance one comet has already hit the ground, and a 50% chance that there is 1d3 tornadoes already in the area (they have 30 seconds remaining). Other than that, the behemoth has his max hit points plus 50% more (1050). Though if the party is weak or doesn't have fairly high damage output, I would lower it to just max hit points (700).

## Minor Challenges

A **nergigante** (Maximum HP)

Ash heavily obscures the next 1d4 areas

+1 false sign

Three **gravios** eating a comet that fell from the sky earlier in the day.

### Two **rakna-kadaki**

**Challenge** The lava in this area is invisible (as if by the invisibility spell) thanks to the wild magic. Choose sections of the map the lava is in and let the party figure out how they are going to get through the area safely. If they attempt to turn around, multiple comets come crashing down to block their passage way back (*Though they might find another way around this still*). **DMG p.249 for lava damage.**

| Use one of the behemoth's following actions: Thunderbolt, Comet, Charybdis. Though these are behemoth actions, these are caused by the wild magic in the area. | A **shagaru magala** |**Volcanic Gas**. A creature subjected to the poisonous gas must succeed on a DC 20 Constitution saving throw or become poisoned for 8 hours. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

## Major Challenges

A **gaismagorm** though she is not initially aggressive.

**The Volcano Erupts!** For the duration of the hunt, every area has lava pools in it now. Also During combat, on initiative 20, molten boulders fly down onto the battle field (if they are in caves, then part of the ceiling falls). oAssign a number in order 1 to (the # of creatures) and roll a die equal to the number of creatures in combat or the next highest die. If the die rolls a creatures number, they must make a DC 20 Dexterity saving throw taking 22 (4d10) bludgeoning damage plus 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

+2 false signs

## Benefits

+2 Signs

**Shrine of the Stone Touched.** When a creature touches this shrine gains the ability to turn to stone until the start of its next turn as a reaction. While stone, the creature can't be damaged, destroyed, or targeted. Touching the shrine causes its to crumble into dust and appear in a new random area.

The corpse of a recently deceased **chaotic gore magala** (3 carves). It died from its disease

# Volcano



The volcano hunting ground is located in the volcanic belt of the north el de region. The area is harsh and inhospitable and often hunters may take on quests during eruptions. So they best tread lightly.

## Area Descriptions & Other Info

### STARTING LOCATION: A.

It is located at the base of the volcano in a small, rocky canyon made of lava rock, pumice and limestone. There are large igloo shaped tents made of a brown leather covered in ash from the volcano. Near the tents is a large blue supply chest and a firepit has been dug for cooking.

**Guild Supplies Recommendation:** 1 potions of greater first aid (*potion of greater healing that is returned to the guild at the end of the hunt*), 2 days rations, and 1 cool drink each.

If you are using Amellwind's Guide to Monster Hunting supplement, the supply also has the following items: a carving knife, a bugnet, a fishing pole, a pickaxe (mining), and an herbalist kit.

### AREA 1.

An open area surrounded by high ledges and a deep ravine in the bottom. Boulders and vegetation jut from the ashy ground and a narrow corridor on the northern end leads deeper into the volcanic region.

### AREA 2.

Another open area similar to the previous one, except for on the westside. Lava flows along the stone creating small pools of lava along the cliffside. The heat is more intense here, but it is still bearable.

### AREA 3.

A large volcanic cave made from obsidian, basalt, volcanic rock, and other dark minerals. A red orange light shines through cracks in the ground from the lava below. A large river of lava flows along the northern shoreline with paths branching off to the east and west.

### AREA 4.

A large open volcanic cave, during the night the rising lava makes this open area into a stretched zig-zag.

### AREA 5.

Another open volcanic cave rich in minerals. Lava flows along the northern wall into large pools of lava. Between these pools is a pathway leading up further into the volcano.

### AREA 6.

A crescent-shaped area, made up of reddish brown sedimentary rock and granite. A massive lavafall crashes down into the core of the volcano on the northerside of the area.

### Things to see:

A circle of rocks near the cliffside on the north eastern part of the area. Vast minerals in the area, some are dangerous locations on the cliffside above the volcano's core.

### AREA 7.

A stone pathway in a river of lava, during the day it has a circular shape with an inaccessible center, during the night a portion is covered by lava, making it into a crescent shape.

### AREA 8.

A plateau at the top of the volcano. On one side of the area is a steep drop off where you would have enough time to say goodbye to all your loved ones before sinking into the core of the volcano. On the other side is the jagged obsidian mouth of the volcano.

### Things to see:

The far end of the plateau is a cave of smooth obsidian with a steep drop off not more than 10 feet into it. A creature that enters this area will slide down safely to area 7.

### AREA 9.

This area opens to a large body of lava that expands as far as the eye can see to the east. The ground has large cracks throughout that the lava has seeped into.

### AREA 10.

Similiar to area 9, just a slightly different shape.

### The Volcano 2394x2157



# 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.