

# The Tyrant's Banquet

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: Cowardly Biologist

- **Where.** Ancestral Steppes
- **When.** Asap
- **Guild Reward.** 23,000 gp
- **Character Levels.** A group of four 17th-18th level characters.

I s-s-saw a... No, I c-c-can't! It was at the Ancestral St-t-teppe, a...a D-D-Deviljho! It just...ate the other animals! Nature is the w-w-worst! What kind of circle of l-l-life is this! I want no p-part in it. And I d-d-don't want that Deviljho to have a p-p-part in it either!

**Goal.** Hunt a **savage deviljho** (3 signs).

**False Creature.** A **shagaru magala** (3 false signs to encounter).

## Final Encounter

The savage deviljho is a solo fight and assuming they are going against 4 PCs we want to maximize its hit point and then add 50% hit points to it, so 546 hit points total. This should provide the deviljho more than enough hit points to survive 2-3 rounds at a minimum. If the party is going into the fight fairly weakened you may want to adjust the hit points.

## Minor Challenges

A **chameleos**, but a **bazelgeuse** enters combat from the skies above after 1 round

A member of the research fleet is in the area and needs assistance in finding an *Ancient Fish*. They will offer materials or gold for assistance.

False Signs +1

A **leshen** controlling 3 **odogaron**

A **brute tigrex**

2 **adolescent magala** + 2 **young magalas** that burst from the corpse a recently killed creature **or 2 rajang**

2 **scarred yian garuga** (one had a wing eaten by the deviljho and can't fly, and is missing half its hit points)

Multiple signs of the creature, some old, some new. If they choose they wrong path -1 to signs.

The area is filled with obvious frenzy virus, but it is also littered with an abundance of resources. For every 1 minute in the area a creature gains a frenzy charge and touching anything in the area gives 1 frenzy charge.

## Major Challenges

A Nergigante

**Cursed Shrine of the Deviljho** (DC 16 arcana or investigation check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura) When touched, all creatures within 30 feet of the shrine are cursed for 24 hours or until the end of the hunt, whichever takes longer. While cursed, the creature needs to eat 1 lb. of food per hour instead of each day of suffer one level of exhaustion. Creatures who don't normally need to eat, now must consume 1 lb. of food each day.

+2 false signs

A **crimson qurupeco** calls for help summoning two **deviljho**, then runs off.

## Benefits

**Shrine of the Invincible** When you take damage from any source, you can reduce that damage to 0. Once used, the blessing fades away.

Corpse of an **ancient leshen** and a **silverwind nargacuga** (2 carves each) both partially eaten.

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

## Guild Supplies Recommendation

1 potion of first aid each (potion of healing that is returned to the guild if not used on the hunt), 2 days rations each, 1 hot drink each, and 2 torches.

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 herbalism kit.

## 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 jagg'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 continue to spread across the area. It slowly begins to grow longer the farther you travel from camp. Eventually waist height for some of you, and lightly obscuring the vision of the shorter members of your group. Small depressions can be seen in the grass in random directions in front of you.

## **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.

## **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 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 6.**

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.

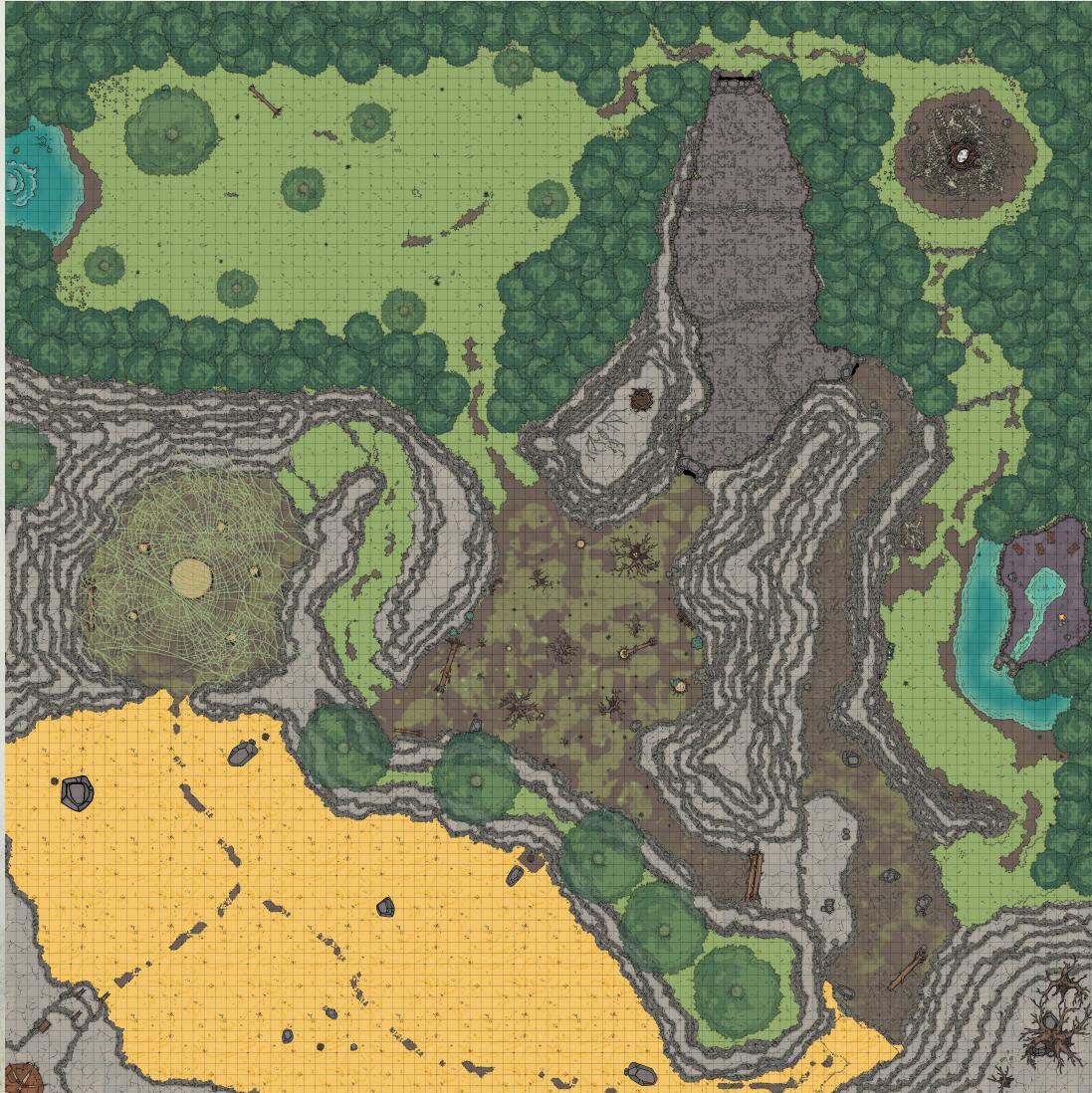
## **Area 7.**

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 8.**

A small clearing in the forest hidden behind dense brush. The canopy is broken here letting the light shine down a grassy hilltop.

### [The Ancestral Steppe 1102x1102](#)



# 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.