

Who Will Hunt the Rain?

Requested by: Soaked Village Chief

- **Where.** Heaven's Mount (use Snowy Mountains)
- **When.** Asap
- **Guild Reward.** 69,000 gp
- **Character Levels.** A group of four 12th-level characters.

I can't remember the last day it didn't rain. We're all out of dry firewood, and even if we had any, the wind would just blow out our fires. Please, I can't stand this storm anymore! Help us, before we all catch pneumonia!

Goal. Hunt an **amatsumagatsuchi** (3 signs to encounter)
False Creatures a **dalamadur** (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, hot drink for each PC that needs one, and a set of climbing gear with 20.

Weather

It is raining for the duration of the hunt unless the party has some way to change that effect. It ranges from light rain and little wind, to thunderstorms and strong winds.

Final Encounter

When the amatsu appears, it immediately uses Control Weather. This encounter should take place under the open sky. If the party finds the last sign while inside of the caves, then the amatsu makes its location apparent: by loud roars, winds blowing into the caves from a certain direction, etc. The amatsu has 429 hit points (150% of average).

Minor Challenges

A **Risen Kushala Daora** (Maximum HP)

The next 1d4 areas it is Heavy Precipitation (DMG p.110)

An **tempered astalos**

+1 false sign

Two **bloodsoaked arzuros**

Strong winds blow through the next 1d4 areas, whenever a creature moves it must succeed on a DC 15 Strength check or be pushed 15-feet the direction the wind is blowing.

Three swirling balls of blue fire rain down from the sky, each at a different target in the area. The target must make a DC 19 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

An **enraged rajang**

1/week Arcane wind blows through the area, each creature exposed to the wind must succeed on a DC 15 Constitution saving throw or be afflicted with iceblight for 24 hours.

Major Challenges

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

Avalanche with higher difficulty due to the rain. See Tashas

A pack of wulgs yip and chase after the party, but keep a 60 or so foot distance. If they aren't scared away or taken care of, they attract a savage devilho or maybe start an avalanche.

+2 false signs

Benefits

+2 Signs

A collapsed mine that has formed a shallow cave. Roll 1d4 to see how many mineral nodes are in it.

The corpse of a recently killed **barioth** (3 carves). It was killed by the dalamadur.

The Snowy Mountains

The Snowy Mountains is situated in and around an expansive mountain range located near Pokke Village. This hunting ground features temperate lowlands, a clear freshwater lake, frozen caves, and snowbound peaks. It is inhabited by many monsters adapted for low-temperature life, such as blangonga, khezu, and giadrome.

Area Descriptions

STARTING LOCATION: A.

The starting area is a thin passage set between cliffs, one can see a large meadow with many rivers and streams. The hunters tents are set up next to the cliffs with a large blue chest along the path to towards the base of the snowy mountains.*

AREA 1.

Upon leaving camp, the hunters follow the path between the cliffs, after a time opens up into a large open grassy field, its southern portion is bordered by a giant lake. Along the northern side of the area, atop a 10-foot tall cliff, a cave (**Area 4**) leads into the core of the mountain.

AREA 2.

The grassy fields lead up and away from the giant lake (**Area 1**) and deeper into the mountains. It eventually leads to another large grassy area, with a giant cliff that can be scaled to reach the upper areas that lead to the peak of the mountain (**Area 7**).

About midway up the cliff side is a cave entrance leading to (**Area 3**). Herbivores are sometimes seen here, along with packs of Giaprey and Bullfango on the top.

AREA 3.

A small cave with a large tree stump to one side of it. The remnants of an old wyvern nest lay scattered about. This area is used by wyverns to keep their eggs safe, large wyverns and other large creatures come here to rest when injured.

AREA 4.

If coming from Area 1: The cave leads you up further into the mountain along a twisting path. The walls slowly turning from a grey stone, to an opaque icy blue. Just when the thoughts of turning back creep into your head, the path opens up to a crescent shaped cave. The walls are lined with a thick layer of ice with hints of ore trapped in the stone behind it.

If entering from another area: You continue to travel through the heart of the mountain. Exploring and searching you come upon a crescent shaped cave. The walls are lined with a thick layer of ice with hints of ore trapped in the stone behind it.

AREA 5.

Area 5 is a long, sloped, thin cave basked in sunlight, with a massive pit on the western side of the cavern. At the top of the sloped path is a large cave entrance (**Area 6**) leading out to the mountain top above. While at the bottom of the slope forks into two pathways each leading to the east and west.

AREA 6.

Area 6 is a large flat open cove with large peaks surrounding it. The wind howls and sends drifts of snow flying in different directions. Wide valleys between the peaks provide ample space for creatures to travel between.

AREA 7.

A long cliff top covered in snow, there is a destroyed Base Camp near the entrance from Area 2.

AREA 8.

The top of the mountain, its northern most section provides a flat surface covered in snow drifts. A flag sits atop its peak surrounded by smooth wind sheered walls of ice.

There is a hidden way to the peak of the mountain that is hidden in plain sight by the white snow. A 15 foot long small tunnel has been carved out on the eastern wall of the icy peak. A medium sized creature would have to crawl through it to make it through. On the other side of the wall is a pathway with old ladders each leading up to a carved out flat area that eventually leads to the top.

Along the path to the top, in one area are old destroyed supplies, on another platform is the shedding of a kushala daora which is so brittle no materials could be gathered from it. At the top is a ragged flag.

The Snowy Mountains



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.