

The Swirling Gale

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: Woman Living By the Ruins

- **Where.** The Jungle
- **When.** Asap
- **Guild Reward.** 900 gp plus four Earth Crystals
- **Character Levels.** A group of four 2nd or 3rd-level characters.

For crying out loud! I moved near the Shrine Ruins because it was a nice and quiet neighborhood... Now there's a Great Izuchi and its little gang making a ruckus. I tried to give 'em a piece of my mind but they pulled their blades on me! Hunter, please get rid of 'em!

Goal. Hunt a **great izuchi** (3 signs to encounter).

False Creature a **arzuros** (3 false signs to encounter).

Guild Supplies Recommendation: 1 potion of first aid each (*potion of healing that is returned to the guild if not used*), 2 days rations each, a flash bomb.

The Final Encounter

The great izuchi final fight is one with minions (**izuchi**) thanks to its alpha call. For a group of 2nd level PCs, the recommended hit points for the great izuchi is its average, or feel free to roll it. For a group of 3rd levels, it should have its maximum hit points.

If the fight is looking rough for the PCs don't be afraid to have the normal izuchi's run away when they are weakened.

Minor Challenges

A seltas

The party comes upon an older wyverian that is gathering resources in the area. They are willing to give directions to the great izuchi (+1 sign) if they provide him with some of their resources the party has collected. There is a 40% chance that the wyverian is old and grumpy and just wants the party gone and will just send them in a random direction (-1 sign).

Three izuchi

Three **rachnoid** crawl out of the ground within 15-feet of a party member as they reach the center of the area.

A poison dart trap setup by shakalaka (DC ## Perception to detect). Select an area where the trip wire is in the area.

When a creature enters that area while the trap is still active, it must succeed on a DC 10 Dexterity saving throw or be poisoned for 1 hour. There is a 50% chance that 3 (1d6) **shakalaka** are in the area when the trap goes off

1d6 + 2 **great thunderbugs** attack anything that comes near them.

+1 false sign

Game of Chance. 5 (1d10) quicksand pits (*DMG 110*) litter the area. Place down the number of tokens or mark them on a map for yourself and then have the players decide on a turn order of who moves first to last. A creature can spot a sinkhole within 15 feet of them by succeeding on a DC 16 Wisdom (Perception) or Intelligence (Investigation) check.

Major Challenges

A stampede of bullfango (20+) run through the area (DC 15 passive Perception check to recognize it early enough to react). If the party is aware of the bullfango's they get one round before they arrive. When the bullfango arrive, each creature in the bullfango's path must make a DC 11 Dexterity saving throw, taking 8 (2d6 + 1) bludgeoning damage on a failed save, or half as much on a successful one.

+2 false signs

Cursed Shrine of the Odogaron (*DC 12 arcana check to determine it is a cursed shrine. On a failed check, the shrine gives off a positive aura*). A creature that touches this shrine begins to weep tears of blood uncontrollably, reducing its hit point maximum by 1 for every hour the curse remains active. The cursed dies if this effect reduces its hit point maximum to 0. The curse ends when the cursed creature strikes the killing blow on a CR 3 or higher creature.

A **blue yian kut-ku**

Benefits

The corpse of **young odogaron** (2 carves)

+2 Signs

Lush Resources The area is filled with an abundance of plants, mushrooms, insects, and fish (if applicable). Each PC can attempt to gather one of each resource (that doesn't count against the maximum resources for the hunt).



The Jungle

JIt is situated in and around a tropical coastline and is located near Jumbo Village. This location is characterized by white sandy beaches, turquoise seawater, lofty cliffs and subterranean caves. This place is inhabited by many types of monsters

Area Descriptions

STARTING LOCATION: A.

A shoreline enclosed by high cliffs, there is a vine that leads to an upper sector.

AREA 1.

A wide area with major vegetation and a view of the jungle to the east far below.

AREA 2.

A wide open area with some knee-high vegetation, there is a large tree at the cliff-border. The vines in the north provide a passage to a secret fishing spot.

AREA 3.

A densely forested shoreline with multiple cave entrances and a sandy path to the northern ruins, which is cut off by the water during the night.

AREA 4.

A clear narrow shoreline with high cliffs and a view to the wide ocean.

AREA 5.

A large area of damp soft sand filled with debris from the sea. The waterfalls on the eastern side of the area create streams that flow into the ocean.

AREA 6.

An open sector high in the cliffs with multiple cave entrances, the endless ocean to the west can be seen here.

AREA 7.

A small cave used by some monsters as a resting spot, there is a crack in the ceiling where light comes down to illuminate the area.

AREA 8.

A wide open stone path inside a large cove, there is many small nests and many littered bones, along with a crystal patch. A small passage to the southeast leads to a cave filled with ankle-deep water and a ceiling of crystals.

AREA 9.

A cliff top inside the cove, small flows of water run down to the black depths

AREA 10.

A narrow path between cliffs, it is highly dense in vegetation and there is a small body of water in one end.

AREA 11.

An underground stream flows out from the eastern cliffside, draining into the ocean to the west. A large hole in the center of the area leads down into area 8

AREA 12.

A smaller area with major vegetation and a view of the ruins to the north.

AREA 13.

Minimal vegetation fills this area of small rocky cliffsides. A wyvern nest sits on the southeastern cliff, overlooking areas 1 and 6.

AREA 14.

A bonepit sits at the center of this area, below the trunk of a long dead ancient tree. The roots of the central tree provide passage to the upper areas of the hunting ground.

AREA 15.

A wide open field on the cliffs above the shoreline. Dense tree cover provides a safe place to rest.

AREA 16.

An small island formation at the foot of long-abandoned ruins.

AREA 17.

The ruins of an ancient civilization building surrounded on all side by cliffs leading into an underground lake.

The Jungle



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.