

Robbed Blind

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: Gem-hunting Wanderer

- **Where.** Wetlands
- **When.** Asap
- **Guild Reward.** 2,100 gp and roll twice on each resource table for the wetlands level 5-10
- **Character Levels.** A group of four 5th level characters or four 8th level characters.

I hear that Gypceros take a real shine to shiny objects. They've been known to swipe stuff from people! If we can hunt one down, I bet we'll get our hands on some serious booty! Cha-ching!

Goal. Kill a gypceros.

False Creature A daimyo hermitaur (3 false signs to encounter).

Guild Supplies Recommendation: 1 potion of first aid each (*potion of greater healing that is returned to the guild if not used*), 2 days rations each, 1 hot drink each, two torches, two antidotes.

Final Encounter

A gypceros encounter seems like a solo fight (*It should still have its maximum hit points*), but some melynix in the area have learned they can still trinkets away from creatures that are blinded by it. Whenever a creature is blinded by the gypceros, 2 (1d4) wild melynix spawn at the edge of the area. They might attack, but their main goal is to steal something and get away with it.

Minor Challenges

Multiple Signs: *True Sign* A bright flash of light from the direction of one of the areas exits. *False Sign* A dead bullfango that died recently from poison (DC 15 medicine check will determine it was caused by a wroggi, not gypceros poison) *Choosing the wrong direction causes the group to lose 1 sign.*

The swamp water in this area is releasing noxious fumes that have a sweet smell to them. A creature that breathes in these fumes must make a DC 14 constitution saving throw or become infected with the swamp blight disease for 1d6+1 days. A creature infected with swamp blight has disadvantage on survival and nature checks.

A **yian garuga** plus 3 (1d6) **vespoids**

(The group has some type of AOE) 6 (1d10) **vespoids**, plus 6 (1d10) **hornetaurs**, plus 4 (1d8) **great thunderbugs**,

False Signs +1

A blue **yian kut-ku** and a **yian kut-ku**

The next 2 (1d4) areas are filled with methane gas. Any fire lit in the area causes the entire area to explode in flames. Each creature in the area can choose to use their reaction to fall prone or take 9 (2d8) fire damage. On initiative 20, roll a d6. On a 5 or 6, the methane gas fills the area once again. If there's currently a lit fire in the area, the area explodes again.

A false sign and the next area the party travels to is waist deep water (to the average human) and has reeds that grow another 4 feet above the water, heavily obscuring the party and any creatures in the area.

2 pukei-pukei

Game of Chance. 5 (1d10) sinkholes that act as quicksand (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

For the duration of the hunt, every single area is filled with at least 1 foot of muddy water and becomes difficult terrain if it wasn't already. Additionally whenever a creature rolls a natural 1 on a check or attack, an item (creature's choice that isn't a monster material or currency) from their inventory falls into the muddy water. If the item is not illuminating light or "flagged" in some other way (such as by brightly colored fabric), then before the end of the creature's next turn, it or another creature can search for the item with their hands by making a DC 20 Wisdom (Perception) check. On a successful save, the item is found. On a failed save the item is lost forever, unless they succeed on a DC 30 Wisdom (Perception) check. An item that has been found, can't fall into the water again, unless it is the last item on the creature.

+2 false signs

A **Somnacanth**

Benefits

Poacher's Stash 1 **shock trap** and 2 **tranq bombs**

Shrine of the Swamplands. When a creature touches this shrine they ignore all difficult terrain from muddy or swampy terrain and become immune to the poisoned condition for the duration of the hunt.

The corpse of a **Juratodus** (1 carve)

The Wetlands

The Wetlands, also known as the Old Swamp, is a large swamp with numerous caves and a very wet landscape. Dense fog can make visibility low in some areas. In other areas, the ground is too mushy to lay down pitfall traps. The numerous caves, while freezing, hold large clusters of beautiful crystals. In the North-Western areas, the rolling thunder of a distant storm can be heard. The Wetlands is teeming with insects, as well as numerous plants and mushrooms. In most areas of this environment a blue tinge is visible in the sky and fog.

Area Descriptions

Starting Location: A.

This area is dense with trees and hardpack ground making it the perfect place to camp. A small river flows steadily behind the tents which acts as a source of freshwater and fish.

Area 1.

A small forested area that is frequently filled with Herbivores such as kelbi and aptonoth. The sound of the river from camp can still be heard over the sounds of the swamp.

Area 2.

A tiny area with many gathering spots and insets, a Veggie Elder is known to wander this area.

Area 3.

A medium-sized clearing in the forest. Some stray trees grow throughout the clearing. Typically plants and insect resources can be found in this area.

Area 4.

A rounded, sunken, swampy area making it difficult to traverse.

Area is considered difficult terrain and areas of the swamp might give off a poisonous purple color in the swamp water.

Area 5.

A large field of 4-foot tall yellow grass. Ioprey and genprey like to make nests in the area, using the tall grass as cover.

Area 6.

A sunken marsh area, the ground here is very moist with lots of puddles that expel poisonous gas from below, and that makes standing your ground difficult. To the north of the area, a small cave entrance can be seen.

Area 7.

A small cave with bright pink crystals in it. The crystals can be mined for normal mining materials. There is a small pond at the back of this cave. It is extremely cold in the cave, the area is usually filled with vespoids and hornetaurs. khezu likes to hang out here.

Area 8.

A weird, 20 foot tall doughnut-shaped cave. There are large red and green crystal formations here, the floor is damp and covered in bones of small creatures, and it is extremely cold. Vespoids, hornetaur, and khezu make their lair here.

Area 9.

A small area that looks like a clearing in the forest, there is a pile of junk on the western wall where hunters can retrieve items that have been "misplaced". A large cave entrance can be seen to the south.

Area 10.

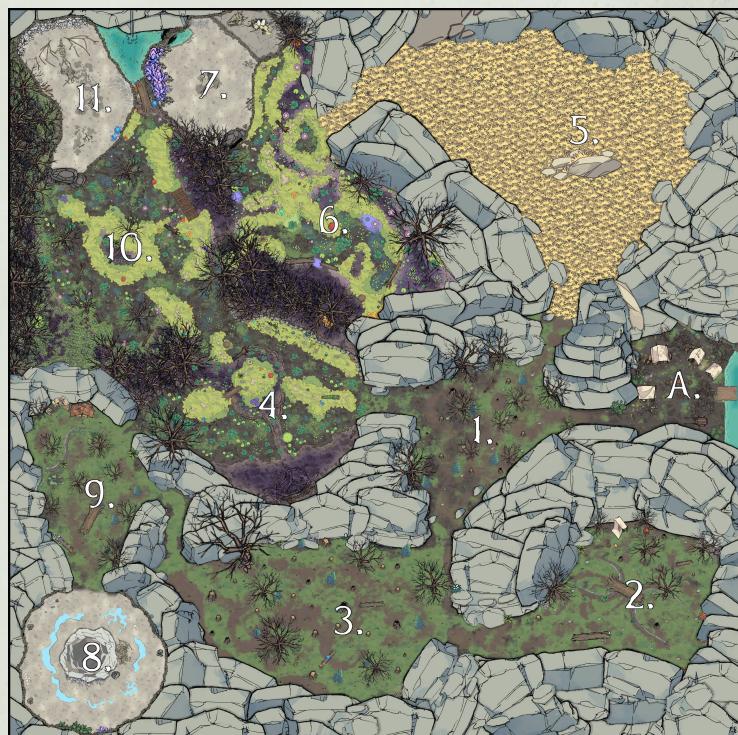
A large, open bog with big puddles of water, plants and mushrooms line the perimeter, numerous preys roam the area, and larger wyverns pass through often, the damp, muddy ground will not allow pitfall traps to be set.

Area 11.

A medium-sized cave. In the back are bright white crystals, mushrooms can be found growing in here, and insects such as vespoids and hornetaur are known to fill the area. Larger creatures like to come here to rest.

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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.