

Cold Stones

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 Geologist

- **Where.** Frozen Sea Way
- **When.** Asap
- **Guild Reward.** 500 gp for each bloodstone obtained
- **Character Levels.** A group of four 7th-8th level characters.

Frozen and fascinating land! A geologist like me would love to explore this area, but I can't do it on my own as it's too dangerous! Could you bring me 8 bloodstones? Thank you and be careful.

Goal. Gather 8 Bloodstones.

False Creature A Banbaro (3 false signs to encounter).

Guild Supplies Recommendation: 1 potion of first aid & hot drink each, 2 days rations each, two torches, and three pickaxes.

Collecting Bloodstones

1 bloodstone can be found in each area the group enters (*DC 16 Investigation check*). The bloodstones are covered in snow and ice, making it difficult to locate them. Up to two DC 18 Strength (Athletics) checks can be made to mine the bloodstone. On a single successful check, they obtain a bloodstone. On two failed checks, the bloodstone shatters.

Breaking a Pickaxe

A pickaxe breaks when three Strength (Athletics) checks made with it fail.

Final Encounter

The final bloodstone is located in the lair of a **gigginox**. In the lair are 4 **hidden giggi hatcheries** (*DC 16 Perception check made within 20 feet of the hatchery*). A giggi hatches from each hatchery on initiative 20 and the giggi's initiative is 19.

This can be a very deadly encounter if the giggi's continue to amass, but they are slow and should be easy to dodge while numbers are low. A party may need to retreat and rest if the initial fight goes poorly. The giggi don't leave the lair.

Minor Challenges

2 zamtrios

False Signs +1

2 young gammoth throwing a bloodstone back and forth.

Snow Blindness. Creatures are blind while out in the sun for the next 1d4 hours.

A **blangonga** plus 3 **blango**

Hail Storm. Rock-hard ice pounds to the ground in the area and continues for the next 1d2 hours. A creature that begins its turn in the area and isn't under cover, must make a DC 10 Dexterity saving throw. A creature takes 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one. After the first round, the area is considered difficult terrain.

A khezu

Event: Thin Ice! The bloodstone is located in the center of the area. What the PCs don't know is that they are currently walking on thin ice with the frozen sea below it. When a creature(s) reaches bloodstone, the ice begins to crack in a 30-foot radius around the bloodstone (except in the bloodstones space). The thin ice continues to break, expanding the radius by 10 feet per round for another three rounds. Once off the thin ice and out of the expanding radius, the creature is safe.

Roll for initiative and on a creatures turn ask them what they do. Based on their description or plan, set the DC from Easy (DC 10) to Hard (DC 20+). Laying Prone and making themselves as wide as possible while they slowly move across the ice would be easy, running or jumping would be hard or even higher. On a failed save, the creature falls into the freezing water (*see In the Water!*). On a successful save, the creature can move up to the distance its movement allows.

Major Challenges

Curse of the Frozen Clover. (*DC 16 arcana or investigation check to determine it is a cursed artifact. On a failed check, the clover gives off a positive aura.*) When touched, the creature is cursed until they are targeted by the remove curse spell or similar magic. Destroying the clover causes a new one to grow in its original location, but fails to end the curse. While cursed, the creature no longer gains the benefits of effects that grant immunity to the effects of extreme cold, such as cold weather clothes or the acclimated racial trait. Additionally the creature no longer gains the benefits of traits, properties, or effects that grant resistance or immunity to cold damage.

+2 false signs

6 boaboa (*Only one can have a petrified spear*) riding wulgs charge into the area and ask for assistance scaring off a **gammoth** from trampling their village in the next area. **They offer two bloodstone for assistance.** (*Reduce the gammoth to half its maximum hit points to cause it to flee, or inflict the frightened condition*)

Benefits

Old Geologists's pack. (4 hot drinks, 2 machalite ore, 2 hard armor spheres)

Shrine of the Artic. Resistance to cold damage for the duration of the hunt.

Corpse of a **Beotodus**. (2 carves)

Area Descriptions

Warm clothing, or hot drinks are required for any creature traveling in the frozen seaway due the extreme cold (DMG p.110) climate. A creature that is resistant to cold damage does not require warm clothing or hot drinks.

Starting Location: A.

The basecamp is located on a part of the frozen seaway on a glacial ice sheet that has been broken up for easier walking. The camp still has the standard amenities. A tent for each hunter, the blue supply box, and a bbq split for cooking.

Ice Covered Areas

Most area's in the frozen seaway are glacial ice sheets covered by a light flurry of snow. These areas are not perfectly flat, some have terrain of different heights. Some have uphill or downhill angles making travel extremely difficult or slow. The ice in these areas range from clear, to a deep blue depending on what is below it.

Areas: 1, 3, 4, 5, 6, and 9

Caves

Caves in the frozen seaway have been carved out by large monsters over the years. There are no stalactites or stalagmites due to the area always remaining extremely cold. The walls are smooth, except for the marking from creatures that use the caves as lairs or to mark their territory.

Areas: 2, 7, and 8

[Frozen Seaway 3500x1969](#)



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.