

# The King's Domain

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: Sharp-eyed Boy

- **Where.** Verdant Hills
- **When.** Asap
- **Guild Reward.** 3200 gp
- **Character Levels.** A group of four 7th-8th level characters.

You hear that, Hunter? It's the roar of a Rathalos, a wyvern that puts fear into even our fearless mercs. We need that thing gone, and it looks like you're the best one for the job!

**Goal.** Kill a **rathalos**.

**False Creature** A **leshen** (4 false signs to encounter).

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

## Final Encounter

The rathalos is found solo flying around the area scouting out some prey to eat. He has no need to hide being the king of his domain, but he is ever vigilant and isn't relying on his passive Perception. If the party is going into the fight after a long rest be sure to add in some minions (CR1-3) to help soak up some of the parties resources.

## Minor Challenges

A *veggie elder* is wandering about the area collecting bones and other monster materials. He is willing to trade heal potions or other useful items to the party for the resources they have gathered during the hunt.

False Signs +1

A party member swears they can hear the crows mumble actual words from time to time. If the party quiets down enough the party member will hear that the words are cardinal directions. If heeded, the crows will continue to guide the party to a diamond-shaped totem made of bone with a deer like skull atop it. At its base lie the body of humanoid NPCs. Each PC can find 1-2 materials each on the bodies: *1 high CR material (CR 4-5) 1 low CR (CR 1/2-2)*. **Each PC that takes two materials add 1 false sign to their hunt.** The false creature appears in the area if enough signs are found to find it.

A **rathian** defends her nest she built in the area. If the PCs return the egg to their camp, they receive an extra 1d500 + 500gp

A **malfestio** plus 1d8 **baby malfestio's (giant owls)**

1d8 **mosswine** roams the area if followed for 1 minute, it will lead the PCs to either mushroom or plant resources.

A **yian garuga** + 1d4 **bulldrome**

**A Day of Rain.** The rain never stops for the duration of the hunt. All areas are lightly obscured, and when the party attempts to take a long or short rest under the open sky, each must succeed on a DC 12 Constitution saving throw at the end of the rest, or they do not gain the benefits of the rest.

## Major Challenges

**Earthquake!!!** The ground quakes across all of the verdant hills as if each area was hit by the *earthquake* spell (spell save DC 15). Roll 1d6 to see how many creatures have a fissure open up under them in the area the party is currently in. After the earthquake ends, each area the group enters in will have 1d6 fissures where they might find dead or injured creatures. Each fissure is between 10 and 100 feet deep.

+2 false signs

A **chameleos**

## Benefits

**Geologists's pack.** (3 hard armor spheres)

**Shrine of Fortitude.** Your gain 20 temporary hit points after touching this shrine for the first time. For the duration of the hunt, you also gain 20 temporary hit points after a short or long rest.

Corpse of a **Nargacuga** (2 carves)

## Area Descriptions

### Starting Location: A.

The basecamp is located in a caved in area with a small fishing pond. It is complete with the standard yellow cloth tents for each character, a small outdoor fireplace has been constructed around four logs in the middle of the area, and a blue supply box is located next to the areas exit to the east. Through the exit are grassy fields bordered by a river and a forest.

### Area 1.

Leaving camp, the group will follow the river deeper into the Verdant Hills. As they come around a bend to Area 1, a herd of herbivores are grazing on large plants along the riverbank.

### Area 2.

From area 1, the path breaks away from the river and leads deeper into the hills. Eventually, it opens up to a flat grassy plain with two trees at either end of the area, a small ridge to the west oversees the area and a drop off to the river far below to the east.

### Area 3.

A large grassy plain atop a cliff that overlooks the forested countryside. On the west side of the area is 3 pathways. The closest path leads higher into the hills between two cliffsides (**area 4**), the middle path leads to a thin stretch of land that cuts through the forest (**area 6**), and the farthest path leads to a serene pond surrounded by lush trees and shrubs (**area 8**).

### Area 4.

Following the path between the cliffsides leads to a large grassy plain atop a cliff overlooking a forested countryside.

On the other end of the area atop, a couple 10 foot tall climbable cliffsides is the entrance of a large cave (**Area 5**). Its entrance is easily big enough for a huge or smaller creature to pass through.

### Area 5.

The cave is dry and dark, the perfect home for wyverns and large creatures. There is minimal cover from outside elements, due to the massive hole in the caves ceiling. It also provides an easy way for flying creatures to enter the cave from above.

### Area 6.

Area 6 is a thin stretch of land that cuts straight through the forest. On either side are ancient trees that create the walls to the path the party is following. There is also a little lake where the bones of small animals are scattered around near the southern end of the area.

There are 2 hidden spaces in this area, a DC 16 Wisdom (Perception) check is required to notice them. Each space can be found in the walls between the ancient tree trunks. Inside each area is a bee hive, where 1d4 honey can be collected.

### Area 7.

This area of the forest is *lightly obscured* by mist. There is an abandoned hunter camp at the north west corner, but any supplies it might have provided are broken or rusted.

Along the outer area, Caveman like doodles are found on the side of a rock. A DC 14 Intelligence (investigation) check will show that the doodle is pointing to a tight space between two trees on the eastern edge of the area. Heading in that direction leads to the *Veggie Elder's hut*.

### Area 8.

A large glade with a serene pond surrounded by lush trees and shrubs. Rays of sunlight beam down through the canopy in this area. A great place to fish or gather plants.



# 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.