



HUNTERS MARK

Welcome to the bold world of monster hunts in this adventure
for fifth edition characters of level 1-10

HUNTERS MARK



Long Live the Hunt

A 5E adventure for characters of level 1-10

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HUNTERS MARK

Here primal forces were unleashed that drowned the land and scarred Arcosa. In their wake, storms massed thick and raged, hammering the shore into a twisted, rugged coastline. Under the bellowing skies, the water was a seething caldron and the woods darkened into shadowy jungle.

The heartland of Arcosa grew uncultivated and impenetrable, lawless and humid under the oppressive rains. An unnatural chill resides within the wind of this place, a miasma that saps the strength and drains vitality.

Great was the earthquake that rocks Arcosa. Across the region, the hellish landscape is wreathed in flames and noxious gases. The destruction and fires glowed, lit with a weird light that seeped into the very ground.

Then the Primalrite returned.

The threshold was crossed. Thunderous creatures rose from the blackened mud: wherever these ancient Typhon stalked the land, death followed. Escaping their fossilized tombs, these behemoths have struck a savage age on this island.

Danger looms in the air as you and your fellow hunters prepare.

Long Live the Hunt



INTRODUCTION

You are about to embark on a rousing adventure that pits mighty hunters against ancient monsters bent on overcoming the land. This book puts you in control of a vanguard of hunters, and these rules contain everything you need to take on a bold world of monster hunts!



Hunters Mark is a 5e adventure for three to five player characters. You can start the adventure with 1st level characters of your own creation, or, pick one or more from the cast of non-player characters. Either way, the characters should reach at least 10th level by the adventure's conclusion. Because monsters figure prominently in the story, it is assumed that all player characters hunt monsters regardless of their class.

The adventure takes place in the Hunters World, specifically in a region known as the Sunken Island, off in the southwest corner of the Conquering Seas. Nonetheless, you can easily adapt the adventure to your home campaign by announcing that an accursed-island returns from the sea nearby your various locations.

We recommend that you read over the entire book before attempting to run it. This introduction begins with an **Adventure Background** section that summarizes the events and factions that set the adventure in motion. The **Running the Adventure** section tells you everything you need to know to run the adventure smoothly, and also presents guidelines for character level advancement and outlines the flow of the adventure. The **Adventure Format** section breaks down the contracts, hunting arenas, and provides quick rules.

Once you have reviewed this material and are ready to run the adventure, proceed with having the players pick up the *Icrofly* contract from the **Bounty Board**. This is located on the back page of the book for ease of use.





ADVENTURE BACKGROUND



A recent earthquake has revealed a forgotten island beneath the Conquering Seas, from which strange monsters and madness now flow. The Hunters Guild, the main governing body, asked a vanguard of hunters to investigate the rise of the island and end any dark intent.

Ultimately, they were defeated and forced to withdraw to their ships, while the Gorgonaut pulverized their outpost. Fear of the island's curse faded quickly with the coming of a new threat: primalrites. The hunters of the guild are no strangers to monstrous incursions. Primalrites are long claimed to be extinct, leaving only fossil remains and campfire stories of savagery.

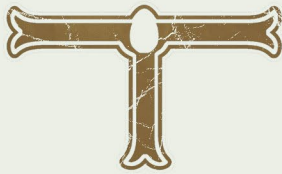
To know what caused the cursed island to return you have to look at the past. A great evil known as Typhon rose up and laid waste to the kingdom and its people. Unable to be defeated, it was sealed within the Black Law, while the land was ravaged by the spell over time. Although trapped, Typhon grows in power through his children.

After sealing the Dark One, the Last King sat on his throne, closed the Gates of Oldia, and waited for the world to heal. In time, the rising tide of Typhon's children appeared on the horizon. Rallying together for survival, the outcasts of the Last Kingdom learned to band together.

Exiles, criminals, and orphans of the Last Kingdom now stand together as the Hunters Guild. They must rise to the challenge, gather their strength, and go into the dark lands with their gleaming weapons and take the fight to the Typhon.

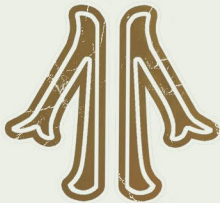
FACTIONS IN THE GUILD

Before the Hunt begins, hunters set their sights on those who stand among them.



FERVENDT BANNER, WARDENS OF THE WILD

Exiled from the Last Kingdom, the Fervendt Banner is the sworn protector of the Wilds eternal. Their Head Hunters have survived numberless conflicts, their unquestioning loyalty and ageless wisdom is vital at holding back the shadows of Typhon.



IRON HAWKS, ENDLESS STORM OF THE COAST

The first Band to be founded, the Iron Hawks defend against the grim tides of Typhon. As vanguards of hunters gather, their powerful Storm Rangers rise from their prows to strike a vengeful blow against the minions of the Dark God.



WOLFHORDE, RIDERS OF RUUL

Running down the darkness of Typhon, the Skullriders seek the Wolfhorde's next prey. Always on the move, their loyal Reavers burn a trail ahead of them as the eternal flame of Ruul turns the dark sky red.



PRIMALRITE: FIRST CHILDREN OF TYPHON

The Primalrite are an ancient, predatory evil. In the dark cave of man's prehistoric memory, they are the red-eyes lurking in the shadows. Here, reborn from fossil-encrusted Arcosa, the Primalrite are driven by an unfettered rage towards man.



DRONEBROOD

Inhuman and foul, Dronebrood are a plague upon Arcosa. Their single-minded hatred compels their brood to infest every corner with their hives.



VENOMITE

Poisonous and twisted of form, Venomites are deadly hunters that strike quickly and violently, carrying their fell prey back to the shadows of Arcosa.



TERRORGONS

Eons of extinction cannot take the crown from the Terrorgons, tyrant-kings of Arcosa. They reign supreme, for none can escape their brutal hunts.



TIDEWAKE

The Tidewake rule the mighty waves as merciless pillagers of the coast, seeing the thunderous waters of Arcosa as their domain.



THE SUNKEN ISLAND, CURSED ARCOSA

Mountains have been split and the land torn asunder, but still Arcosa remained. Devastated by the chaos of the Black Law, the primordial island returned feral and changed.

Deeply rooted, the vitality of the island has fragmented into profaned powers. Its rising marks the return of primacy, and the corruption that sank the island long ago.





RUNNING THE ADVENTURE

To run this adventure, you should be familiar with 5e rules. Take a few minutes to reread the sections on combat and monster stats since they contain important information on running an enjoyable game. This book contains stat blocks for all monsters and NPCs found in this adventure.

When a monster's name appears in **bold** type, that's a visual cue pointing you to the monster's stat block. Sometimes, hunters might cross other monsters in the area. For ease of use, monster stat blocks come listed in the section they show up.

During the course of a hunt, guild pets can become essential companions to call upon. Dedicated hunters can summon guild pets as a welcome addition to their vanguard. You'll find a pet builder listed in the back of the book in the Guild Pet appendix.

After hunting prey, the spoils left behind include parts such as claws, fangs, and hides. Resourceful hunters can use these spoils to create powerful items. You'll find more about spoilcraft in the back of the book in the Spoilcraft appendix.

After a game session, hunters rest and relax by doing downtime activities. These downtime activities are off-screen, with a recap at the start of the next game session. You'll find more about downtime activities in the back of the book in the NPC appendix.

ADVENTURE SYNOPSIS

Monster hunting revolves around **contracts** and this adventure begins with the Icrofly contract. The hunters arrive at the Sunken Island and are immediately tasked the Icrofly as their first hunt. Gathering their gear and heading off to the Rugged Coast, the hunters must find and defeat the Icrofly.

If successful, the Bounty Board arrives and the remaining contracts are available to the hunters. Otherwise, they wake up in a guild ship recovering from their wounds, ready to take on the Icrofly contract again.

From here on out, it is up to the players to decide how to get to the ultimate bounty of the adventure: the Gorgonaut. They are free to take on challenging contracts above their level or revisit failed contracts until they feel that they are ready to take on the Gorgonaut.

During the adventure, players are likely to cross paths with other monster hunters. Conflicts and camaraderie are likely to follow shortly behind, as more than one group of hunters might take on the same contract.

If the players respond well to NPCs, use the NPCs as guides or hired muscle for tough fights. If the players don't like them, don't be afraid to show the brutality of the island by killing off NPC monster hunters the players just met.

There is no set path to win this adventure, so it is up to the players to rise to the challenge of be powerful enough to take on the Gorgonaut.

Some players might feel a sense of urgency in playing with a timer, missing out on the slow pace of exploring all the nooks and cracks of the island. Others might want to binge-play contracts one after the other to get better loot for their hunter.

There is no right way to play the adventure –there is your way. Expect that contracts take an hour to complete and the more contracts you play, the longer your gaming session lasts.

STARTING AT FIRST LEVEL

You can begin the adventure with a vanguard (group) of 1st level characters the players made or you can sit down with your players and pick from the cast of NPCs listed in the appendix at the back of this book.

CHARACTER ADVANCEMENT

Rather than track experience points, this adventure assumes that the characters gain levels by getting XP milestones. After **6 XP** milestones, a character progresses to the next level.

You can expect a player to level up their character after 3-4 contracts. The Bounty Board shows what level the characters should be when they begin each contract.

Once they reach 7th level, the adventure shifts towards end game content with characters ending the adventure between 10th and 12th level.



ADVENTURE FORMAT

If you're used to traditional published adventures, the adventure format in this book might seem quite different. To keep the focus of the adventure on the players, the adventure is broken up into contracts, with each contract lasting 60 real world minutes. These contracts come listed on the Bounty Board, with the players picking the monster they wish to hunt. Each contract is linked to one of five arenas - Rugged Coast, Kudzu Jungle, Thunder Ruins, Lost Swamp, and Dark Volcano - and you'll need to go to that arena's section to run the contract. To keep the gameplay quick, each arena focuses on its key areas you'll need to run a hunt, while avoiding features that aren't likely to make an appearance during the game.

POWER LEVELS

The difficulty of contracts in this adventure is based on what makes sense for a general party of four characters around the same level. Depending on several factors, you might wish to make the contracts easier or harder. There are a few knobs built into the adventure to make these adjustments, even during the game. At the top of each Arena section there are Power Descriptions - these are environmental rules that can change the difficulty of the contract.

The easiest option is often just to add one or two of the rules, making the contract easier or harder accordingly. Or, you can turn up the threat and use all the rules, giving the players the toughest challenge they have been looking for!

DEADLY CONTRACTS

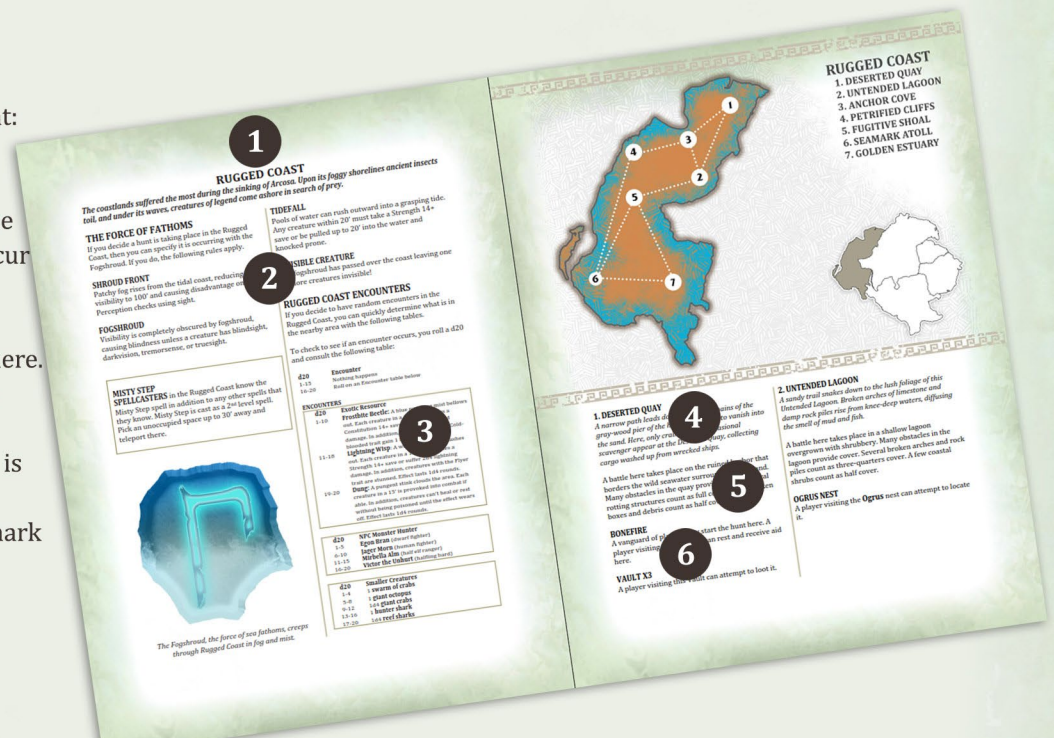
When a player asks for details on how difficult a contract is, be open and upfront as much as possible so that they have some feedback to fall back on. You don't need to share monster stats with them but you can have NPC monster hunters share "stories" about a monster's abilities. Follow this up by having the monster show up *before* its contract and using a dangerous ability on a smaller creature, or even steal the contract kill itself!

A total party kill does not need to stop the adventure. Other monster hunters are on the island that can show up to cart the fallen party back. The first time a total party kill occurs, you can have the hunters wake up on a guild ship just off Anchor Cove. Give them a chance to get revenge on the monster that "killed" them. Or, make them in-debt to another monster hunter that might have more nefarious reasons to keep them alive - to be used as monster bait!

ARENA BREAKDOWN

Each arena uses the following format:

- Title:** Name of the Arena.
- Power Description:** Describes the Profaned Power rules that might occur while hunting here.
- Encounters:** Tables to roll on for random encounters that are found here.
- Area Description:** Illustrates the area for the players.
- Obstacles:** How cover in the area is determined.
- Landmarks:** Describes the landmark of the area, including features you should know.





QUICK RULES

Taking down monstrous Primalrites provides a simple and clear goal in most contracts, but things can get complicated quickly for hunters. Here are some quick rules to make sure the hunt goes as easy as possible for your group.

STARTING THE HUNT

Before beginning the hunt, the Hunter players pick their starting **Bonefire**. If you are using a map, be sure to make it visible to all players. The Bonefire is one of several landmarks in the arena that can be visited while on a hunt.

VISITING LANDMARKS

Mighty hunters track their prey amid the exciting landmarks and perilous encounters.

When the Hunter players are in an area noted with a landmark, ask if they wish to visit it. If a hunter player visits, then they are expected to be within line of sight of it. Hunters can't visit a landmark while in combat.

Once a landmark's effect has resolved this counts as a visit. Each landmark is limited to 1-4 visits in a hunt. After the first visit, roll a 1D4 to see how many visits the landmark has this hunt.

Bonefires: If a Hunter player visits a Bonefire, they can rest and receive aid there. The rest allows the visiting player to spend 1 or more Hit Dice to heal hit points. The number of hit dice the player can use in this way is equal to their level. For each hit dice used in this way, the player rolls the dice and adds their Constitution modifier. The hunter regains hit points equal to the total. If the Hunter player wants to, they may spend 2 hit dice to cure 1 status condition or lower their exhaustion level by 1.

Nests: If a Hunter player visits a Primalrite nest, they can attempt to locate it. The visiting player makes a Investigate 15+ or Survival 15+ check (their choice). If they succeed the Primalrite's location is revealed. Otherwise, you give the Hunter players two locations – only one of them being right. To help you find the placement of the Primalrite, you can roll a 1D8 for the area (picking the area on an 8). If the result is the same area as the nest, the Primalrite is resting there.

Profaned: If a Hunter player visits a profaned landmark, they can attempt to bind the Profaned Power. The visiting player makes a Nature 15+ or Religion 15+ check (their choice). If they succeed, the Profane Power is weakened and a Power rule is removed. Otherwise, they provoke a Primalrite (your choice) to the area. That Primalrite immediately appears and is hostile towards the last visiting player.

Vault: If a Hunter player visits a vault landmark, they can attempt to loot it. The visiting player makes an Intelligence 15+ or Wisdom 15+ check (their choice). If they succeed, they can make a Loot roll after the hunt. Otherwise, they provoke the Profaned Power and another Power rule is applied.

PRIMALRITES

Your prey might be looking for weaker Primalrites leading to epic clashes over dominance. Intrepid hunters can use these clashes to engage in more challenging prey.

Dominance: If two or more Primalrites are in the same area, then there is a chance that they provoke each other into fighting.

If the Primalrites are within 3 CR of each other, then they will fight for dominance over the territory. Add +5 CR if one of the Primalrites is already in combat. If Primalrites are fighting but the Hunter players are not involved, you may decide to resolve combat by storytelling instead of dice rolls.

Capturing or Killing: If a Primalrite is reduced to 0 hit points, then you may give the Hunter players the option to knock it unconscious rather than kill it. This counts as capturing the Primalrite, allowing each hunter to get capture spoils instead of kill spoils.

If the Hunter players or another creature inflicts additional damage to the Primalrite after being reduced to 0 hit points, the option to capture is lost and the wounded Primalrite is killed.

Recovering: If a Primalrite is reduce to half its hit points or suffers from exhaustion, then you may give the Primalrite an option to recover by eating nearby smaller creatures or bait. This counts as an action, allowing the Primalrite to heal 1d4 hp (meat option) or recover 1 level of exhaustion (seafood option).



VICTORY

The hunt is simple, but the victory is not.

Timer: Vanguards have 60 minutes to kill or capture their Primalrite. The contract fails after that, ending the hunt. If the Hunter players defeat their prey before time runs out, then they can claim a **major victory** (2 xp).

If it is not possible to get a victory or the outcome kills the entire vanguard, then the following conditions may be claimed as a **minor victory** (1 xp): if the prey is knocked prone more than once or if two or more critical hits were scored on the prey.

If a contract is a minor victory or failed, then the vanguard can repeat them until a major victory is achieved.

Spoils: Killing a monster earns **kill spoils** and capturing it gets **capture spoils**. When a major victory is achieved, every hunter in the vanguard gets 1 spoil roll. For every 15 minutes left on the timer, they get an extra spoil roll.

Minutes Left	Bonus Spoil Rolls
1-15	0
16-30	+1
31-45	+2
45-59	+3

Downtime Days: If a Hunter player gets a major or minor victory, then they earn 10 downtime days. They spend these days at the end of a game session on downtime activities.

ENVIRONMENTAL INTERACTIONS

Focusing on dealing environmental damage at a distance, using your surroundings lets you provoke or even fell foes within range.

Exotic Traps: If an exotic trap is hit with a weapon or spell attack, it detonates in spectacular fashion. Any creature within 15' of a detonated spoil suffers the effect unless they make a successful save. To see how many combat rounds the effect lasts, roll a d4.

Detonated exotic traps return at the start of the next hunt. If a Hunter player wishes to forage for exotic trap or collect them to use for later you may give them a limit to how many can be gathered or convince them that the Profaned Powers of the island forbid it.



TRAIL MAP BREAKDOWN

Each trail map uses the following format:

- 1. Title:** Name of the Trail Map.
- 2. Map Legend:** How to spot key landmarks, and terrain types on the trail map.
- 3. Areas:** Illustrates the areas for the players.
- 4. Trails:** How areas are connected, including the terrain type that covers the trails.

RUGGED COAST

The coastlands suffered the most during the sinking of Arcosa. Upon its foggy shorelines ancient insects toil, and under its waves, creatures of legend come ashore in search of prey.

THE FORCE OF FATHOMS

If you decide a hunt is taking place in the Rugged Coast, then you can specify it is occurring within the Fogshroud. If you do, the following rules apply.

SHROUD FRONT

Patchy fog rises from the tidal coast, reducing visibility to 90' and causing disadvantage on Perception checks using sight.

FOGSHROUD

Visibility is completely obscured by fogshroud, causing blindness unless a creature has blindsight, darkvision, tremorsense, or truesight.

MISTY STEP

SPELLCASTERS in the Rugged Coast know the Misty Step spell in addition to any other spells that they know. Misty Step is cast as a 2nd level spell. Pick an unoccupied space up to 30' away and teleport there.



The Fogshroud, the force of sea fathoms, creeps through Rugged Coast in fog and mist.

TIDEFALL

Pools of water can rush outward into a grasping tide. Any creature within 20' must take a Strength 14+ save or be pulled up to 20' into the water and knocked prone.

INVISIBLE CREATURE

The fogshroud has passed over the coast leaving one or more creatures invisible!

RUGGED COAST ENCOUNTERS

If you decide to have random encounters in the Rugged Coast, you can quickly determine what is in the nearby area with the following tables.

To check to see if an encounter occurs, you roll a d20 and consult the following table:

d20	Encounter
1-15	Nothing happens
16-20	Encounter! Pick one of the Encounter tables below and roll again to see what is encountered

ENCOUNTER

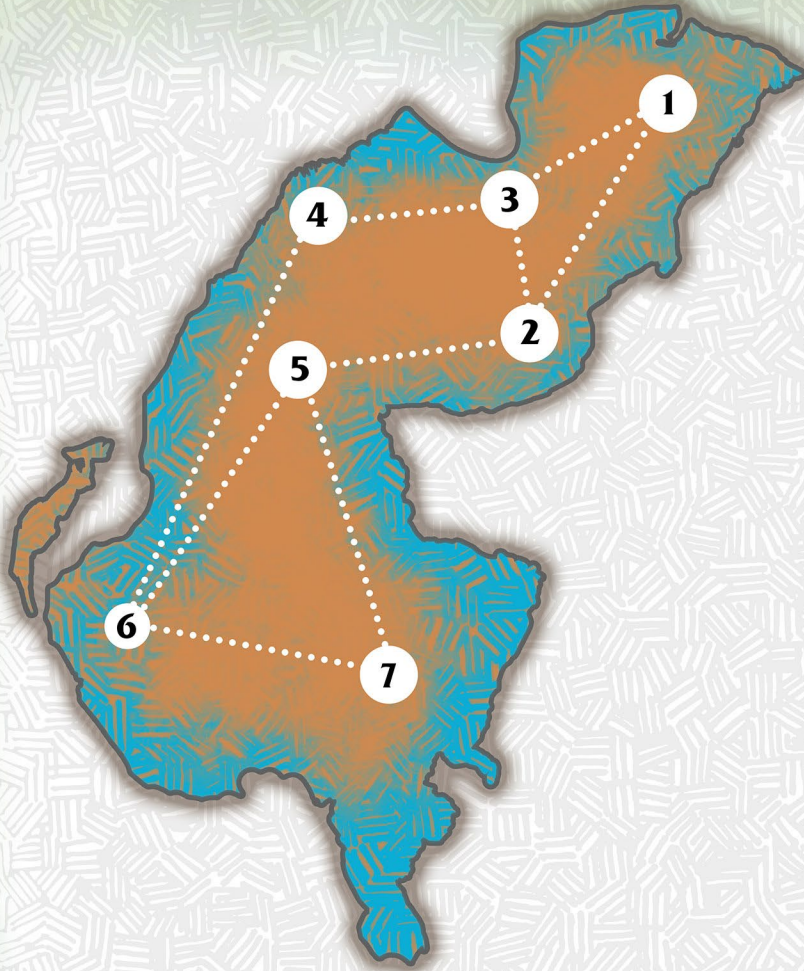
d20	Exotic Traps
1-10	Frostbite Beetle: A blue numbing mist bellows out. Each creature in a 15' radius makes a Constitution 14+ save or suffers 2d4 cold damage. In addition, creatures with the Cold-blooded trait gain 1 level of exhaustion.
11-18	Lightning Wisp: A white ring of bolts lashes out. Each creature in a 15' radius makes a Strength 14+ save or suffers 2d4 lightning damage. In addition, creatures with the Flyer trait are stunned. Effect lasts 1d4 rounds.
19-20	Dung: A pungent stink clouds the area. Each creature in a 15' radius is provoked into combat if able. In addition, creatures can't heal or rest without being poisoned until the effect wears off. Effect lasts 1d4 rounds.

d20	NPC Monster Hunter
1-5	Egon Bran (dwarf fighter)
6-10	Jager Morn (human fighter)
11-15	Mirbella Alm (half elf ranger)
16-20	Victor the Unhurt (halfling bard)

d20	Smaller Creatures
1-4	1 swarm of corpse crabs
5-8	1 undertide octopus
9-12	1d4 capsized crabs
13-16	1 harpy albatross
17-20	1d4 seamarke drakes

RUGGED COAST

1. DESERTED QUAY
2. UNTENDED LAGOON
3. ANCHOR COVE
4. PETRIFIED CLIFFS
5. FUGITIVE SHOAL
6. SEAMARK ATOLL
7. GOLDEN ESTUARY



1. DESERTED QUAY

A narrow path leads down to what remains of the gray-wood pier of the harbor, seeming to vanish into the sand. Here, only crabs and the occasional scavenger appear at the Deserted Quay, collecting cargo washed up from wrecked ships.

A battle here takes place on the ruined harbor that borders the wild seawater surrounding the island. Many obstacles in the quay provide cover. Several rotting structures count as full cover. Many broken boxes and debris count as half cover.

BONEFIRE

A vanguard of players may start the hunt here. A player visiting the Bonfire can rest and receive aid here.

VAULT X3

A player visiting this Vault can attempt to loot it.

2. UNTENDED LAGOON

A sandy trail snakes down to the lush foliage of this Untended Lagoon. Broken arches of limestone and damp rock piles rise from knee-deep waters, diffusing the smell of mud and fish.

A battle here takes place in a shallow lagoon overgrown with shrubbery. Many obstacles in the lagoon provide cover. Several broken arches and rock piles count as three-quarters cover. A few coastal shrubs count as half cover.

OGRUS NEST

A player visiting the **Ogrus** nest can attempt to locate it.

3. ANCHOR COVE

A winding pathway leads up to the natural inlet known as Anchor Cove. Sitting in the center of the shallow mile-wide harbor, a majestic rusted anchor overlooks its domain. Dozens of ropes trail from the anchor to the top of the cove wall, providing an ascent to the nearby cliffs.

A battle here takes place on a natural inlet surrounded by high rock walls. Only one obstacle in the cove provides cover - the Giant Anchor – which counts as full cover.

PROFANED ANCHOR

A player visiting this Profaned landmark can attempt to bind the Fogshroud.

4. PETRIFIED CLIFFS

Ropes lead up to the Petrified Cliffs that look over the cove, revealing a barren place of gnarled juniper trees and rocks. An old yet still fascinating altar covers what remains of a huge fossil, but ground weak from burrowing creatures shudders and cracks, giving one pause before being too inquisitive about it.

A battle here takes place on an open cliff-top, with a massive fossil rising from the desolate ground. Several obstacles in the cliffs provide cover. The Altar of Primalrites counts as three-quarters cover. Several juniper trees and cliff rocks count as half cover.

VOICE OF TYPHON

The Altar of Primalrites creates a telepathic link between Typhon and the hunters. All the primalrites in the Petrified Cliffs can telepathically taunt the hunters.

ICROFLY HIVESTONE

A player visiting the **Icrofly** nest can attempt to locate it.

5. FUGITIVE SHOAL

Along a slanted path from the coast, the sandbar runs the length of the coast during low tide. Meandering to several nearby islets, the Fugitive Shoal reveals a landscape of rusty swords, piles of horseshoes, and half-buried bones dressed in leather armor.

A battle here takes place on a battle-scarred sandbar. No obstacles in the shoal provide cover.

PANOBOROS NEST

A player visiting the **Panoboros** nest can attempt to locate it.

VAULT X9

A player visiting this Vault can attempt to loot it.

6. SEAMARK ATOLL

A windswept waterway reaches the bone-white reef that rings the island. Much of the exposed reef barrier has fallen from blustering sea winds, leaving the Seamark Atoll festooned with greasy algae and wreckage from lost ships.

A battle here takes place on an ancient barrier reef. No obstacles in the atoll provide cover.

MITHRAPOD NEST

A player visiting the **Mithrapod** nest can attempt to locate it.

7. GOLDEN ESTUARY











The drowned valleys of the jungle have flooded, revealing a Golden Estuary leading to the sea. Remnants of temples, crumbled and obscure float down into the delta, whose waters are waist-deep and lined with muck.

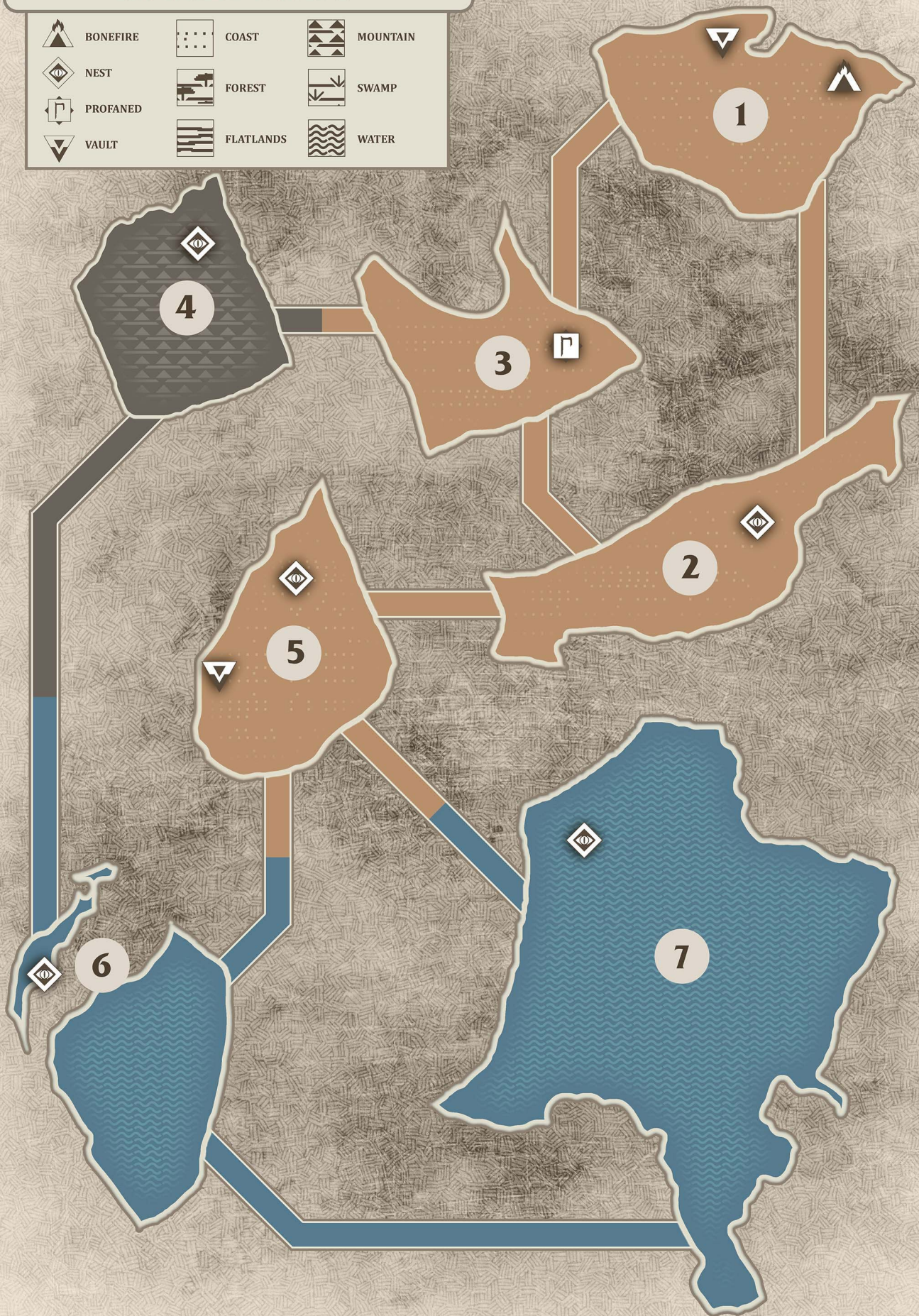
A battle here takes place in a narrow waist-deep river, cluttered with detritus from the jungle. Plenty of the obstacles in the estuary provide cover. Lots of floating temple debris and broken jungle count as half cover. Waist-deep water also counts as half cover, but not from an underwater attack.

ASIWAN NEST

A player visiting the **Asiwan** nest can attempt to locate it.

RUGGED COAST

	BONEFIRE		COAST		MOUNTAIN
	NEST		FOREST		SWAMP
	PROFANED		FLATLANDS		WATER
	VAULT				





ICROFLY

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	45	10', fly 50'	10	13 (+1)	10	1 (-5)	10	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Fear of Fire	If it takes fire damage, it has disadvantage on ability checks and attack rolls until its next turn
Flyer	This creature can fly. Flying out of reach does not provoke an opportunity attack
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 10
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Noxious Tail	+5	5'	1	1d4 slashing	Con 11+, poisoned	poisoned, paralyzed
Grasping Maw	+5	5'	1	*	*	+1d4 piercing

DESCRIPTION

An Icrofly is a CR 1 Medium Dronebrood Primalrite. It is armed with a Noxious Tail, and grapples with a Grasping Maw.

ACTIONS

Multiattack: The Icrofly makes two attacks: one with its Noxious Tail and one with its Grasping Maw.

Noxious Tail: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Noxious Tail, it also makes a Constitution 11+ save or is poisoned for 1d4 rounds. On a critical attack roll, the enemy is poisoned for 1 hour and is paralyzed for 1d4 rounds.

Grasping Maw: The Icrofly's Grasping Maw grapples a target in close combat. On a critical attack roll, the enemy immediately takes 1d4 piercing damage. The grappled enemy makes an Escape 11+ check at the start of their turn or suffers from 1d4 piercing damage and is restrained. Until this grapple ends, the Icrofly can't Grasping Maw but it does gain advantage on attack rolls to Noxious Tail the grappled enemy.

KILL	1-10 CHITIN, 11-17 FOUL ICHOR, 18-20 ROLL TWICE
CAPTURE	1-15 CHITIN, 16-20 ASTERITE



PISONFLY

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	40	10', fly 50'	14 (+2)	15 (+2)	10	1 (-5)	10	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Flyer	This creature can fly. Flying out of reach does not provoke an opportunity attack
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 10
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Stinging Tail	+5	5'	1	2d4 piercing	Con 11+, poisoned	poisoned, paralyzed
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Vile Implant	-	5'	1	1d20 necrotic	Con 12+, implanted	-

DESCRIPTION

A Pisonfly is a CR 2 Medium Dronebrood Primalrite. It is armed with a Stinging Tail, and it tries to lay eggs with its Vile Implant.

ACTIONS

Multiattack: The Pisonfly makes two attacks: one with its Stinging Tail, and one with its Vile Implant.

Stinging Tail: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Stinging Tail, it also makes a Constitution 11+ save or is poisoned for 1d6 rounds. On a critical attack roll, the enemy is poisoned for 1 hour and is paralyzed for 1d4 rounds.

Vile Implant: The Pisonfly implants a batch of eggs on a nearby victim, in order to use them as a host. When a target takes damage from Vile Implant, it also makes Constitution 11+ save or is impregnated with 1d6 eggs. If an enemy is impregnated, they lower an ability score a number of points equal to the number of eggs in them until the hunt is over or they are dead.

KILL	1-10 CHITIN, 11-17 FOUL ICHOR, 18-20 ROLL TWICE
CAPTURE	1-15 CHITIN, 16-20 ASTERITE



PANOBOROS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	80	30', swim 30'	15 (+2)	13 (+1)	13 (+1)	1 (-5)	12 (+1)	3 (-4)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Skulker	This creature gains advantage to hiding, and ignores difficult terrain
Senses	This creature has a passive Perception of 13, blindsight 10', and tremorsense 60'

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Gore-Horn	+4	5'	1	3d8+2 piercing	Str 12+, prone	+1d4 piercing
Powerful Constrict	*	5'	1	*	*	-

DESCRIPTION

A Panoboros is a CR 2 Large Viper Primalrite. It is armed with a Gore-Horn, and grapples with a Powerful Constrict.

ACTIONS

Multiattack: The Panoboros makes two attacks: one with its Gore-Horn and one with its Powerful Constrict.

Gore-Horn: When a target takes damage from Gore-Horn, it also makes a Strength 12+ save or knocked prone. On a critical attack roll, the enemy takes an additional 1d4 piercing damage.

Powerful Constrict: On initiative count 1 (losing ties) it hits automatically with this attack, grappling its enemy. The grappled enemy makes an Escape 12+ check at the start of their turn or suffers from 2d4+2 bludgeoning damage and is restrained. Until this grapple ends, the Panoboros can't Powerful Constrict another target.

KILL	1-10 SCALY HIDE, 11-17 SINEW, 18-20 ROLL TWICE
CAPTURE	1-10 VIPER SCALE, 11-17 HORN, 18-20 ROLL TWICE



OGRUS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	110	40'	18 (+4)	11	12 (+1)	1 (-5)	11	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 10, and blindsight 30'
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Trample-Horn	+5	5'	1	4d10 piercing	Str 14+, prone	+2d4 piercing
Pulverizing Stomp	*	5'	1	6 bludgeoning	Dex 11+, half damage	-

DESCRIPTION

An Ogrus is a CR 4 Large Dronebrood Primalrite. It is armed with a Pulverizing Stomp, and runs over foes with its Trample-Horn.

Trample-Horn: When a target takes damage from Trample-Horn, it also makes a Strength 14+ save or knocked prone. On a critical attack roll, the enemy takes an additional 2d4 piercing damage.

Pulverizing Stomp: On initiative count 1 (losing ties) it hits automatically with this attack. The enemy may make a Dexterity 11+ save to take half damage.

ACTIONS

Multiattack: The Ogrus makes two attacks: one with its Trample-Horn and one with its Pulverizing Stomp.

KILL	1-10 CHITIN, 11-17 HARD CHITIN, 18-20 ROLL TWICE
CAPTURE	1-15 HARD CHITIN, 16-20 ASTERITE



MITHRAPOD

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	140	30', swim 10'	20 (+5)	14 (+2)	17 (+3)	1 (-5)	11	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 10, blindsight 1', and advantage on Perception checks by smell
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Ironclaw Pincers	+8	5'	1	*	*	+2d4 bludgeoning
Pulverizing Stomp	*	5'	1	6 bludgeoning	Dex 12+, half damage	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Corrosive Belch	+8	15'	1	5d8 acid	Dex 12+, item loss	item loss

DESCRIPTION

A Mithrapod is a CR 5 Large Tidewake Primalrite. It is armed with a Pulverizing Stomp, Corrosive Belch, and grapples with a Ironclaw Pincers.

ACTIONS

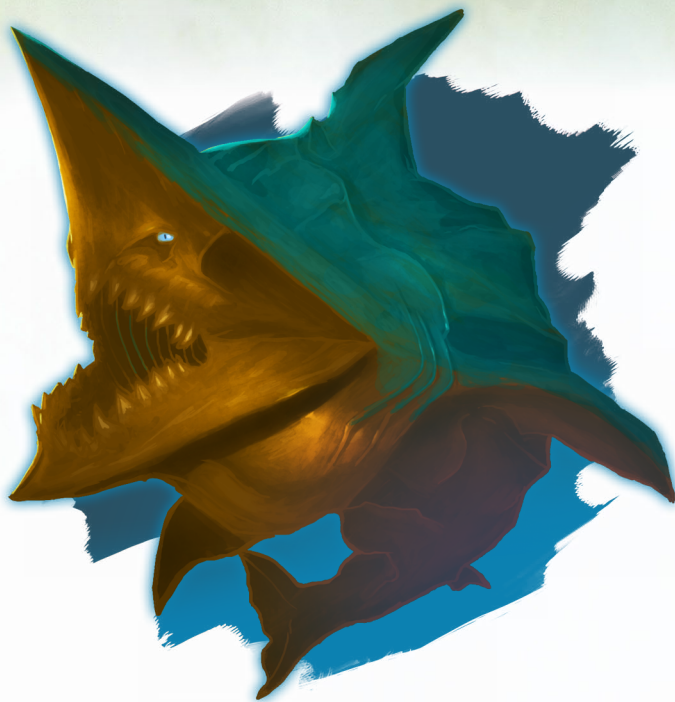
Multiattack: The Mithrapod makes three attacks: two with its claws and one with its Corrosive Belch or Pulverizing Stomp.

Ironclaw Pincers: When the Mithrapod grapples a target with an Ironclaw Pincer the enemy makes an Escape 15+ check on their turn or suffers 2d4+5 bludgeoning damage. On a critical attack roll, the enemy immediately takes 2d4 bludgeoning damage. The Mithrapod has two Ironclaw Pincers, each of which can grapple only one target.

Pulverizing Stomp: On initiative count 1 (losing ties) it hits automatically with this attack. The enemy may make a Dexterity 12+ save to take half damage.

Corrosive Belch: The Mithrapod belches a stew of gritty acids on a nearby victim, capable of melting iron and stone. When a target takes damage from Corrosive Belch, it also makes Dexterity 12+ save or a carried item is destroyed. On a critical attack roll, an item carried by the victim is destroyed with no Dexterity save.

KILL	1-10 FOUL ICHOR, 11-17 HARD CHITIN, 18-20 ROLL TWICE
CAPTURE	1-15 HARD CHITIN, 16-20 ASTERITE



ASIWAN

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	180	10', swim 60'	18 (+4)	16 (+3)	14 (+2)	5 (-3)	10	5 (-3)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must take a Wisdom save 14+ or be frightened until their next turn
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Skulker	This creature gains advantage to hiding and ignores difficult terrain
Senses	This creature has a passive Perception of 12

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Fierce Jaws	+7	5'	1	6d10+4 piercing	-	+2d4 piercing
Formidable Tail	*	10'	1	4 bludgeoning	Str 14+, prone	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Fetid Spray	+6	15'	1	6d8 cold	-	exhaustion (max 3)

DESCRIPTION

An Asiwan is a CR 6 Large Piscine Primalrite. It is armed with Fierce Jaws, Formidable Tail, and sprays foes with a Fetid Spray.

ACTIONS

Multiattack: The Asiwan makes two attacks: one with its Fierce Jaws and one with its Formidable Tail. It can use both attacks against the same target. It may use its Fetid Spray in place of its Formidable Tail.

Fierce Jaws: Asiwan biting with Fierce Jaws ignores light armor. On a critical attack roll, the enemy takes an additional 2d4 piercing damage. It can't use Fierce Jaws and Formidable Tail against the same target in the same combat round.

Formidable Tail: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Formidable Tail, it also makes a Strength 14+ save or is knocked prone.

Fetid Spray: On a critical attack roll, the enemy suffers 1 level of exhaustion (to a max of 3).

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 PISCINE SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



SWARM OF CORPSE CRABS

AC		HP		SPD	
12		20		20', climb 20'	
STR	DEX	CON	INT	WIS	CHA
-4	+1	-	-5	-2	-5

TRAITS

Blindsight 10'
 Passive Perception 8
 Must occupy a target's space to attack
 Condition Immunity & resists bludgeon, pierce, slash

MELEE	To-Hit	Damage
Pincers	+3	10 piercing

A **Swarm of Corpse Crabs** is a Medium swarm of Tiny Beasts. It is armed with Pincers, which deals half damage if the swarm has half its hit points remaining.

KILL	Bait (Icrofly)
CAPTURE	-

UNDERTIDE OCTOPUS

AC		HP		SPD	
11		40		10', swim 60'	
STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-3	-	-3

TRAITS

Darkvision 60'
 Passive Perception 14
 Hold breath out of water for 1 hour
 Grappled target must Escape 16+

MELEE	To-Hit	Damage
Tentacles	+5	10 bludgeoning, grappled

An **Undertide Octopus** is a Large Beast. It is armed with Tentacles that can attack one target up to 15' away, grappling it.

KILL	Seafood Chunk x 4
CAPTURE	Bait (Asiwan)

CAPSIZE CRAB

AC		HP		SPD	
15		15		30', swim 30'	
STR	DEX	CON	INT	WIS	CHA
+1	+2	-	-5	-1	-4

TRAITS

Blindsight 30'
 Passive Perception 9
 Breathe air and water
 Grappled target must Escape 11+

MELEE	To-Hit	Damage
Claw	+3	4 bludgeoning, grappled

A **Capsize Crab** is a Medium Beast. It is armed with two Claws, each of which can grapple only one target.

KILL	1-17 Seafood Chunk, 18-20 Chitin
CAPTURE	Bait (Ogrus)

HARPY ALBATROSS

AC		HP		SPD	
12		5		10', fly 50'	
STR	DEX	CON	INT	WIS	CHA
-2	-	+1	-4	+1	-3

TRAITS

Keen Sight and Smell
 Passive Perception 13
 Pack Tactics
 Grappled target must Escape 11+

MELEE	To-Hit	Damage
Beak	+2	2 piercing

A **Harpy Albatross** is a Medium Beast. It is armed with a Beak that can attack one target up to 5' away.

KILL	1-5 Nothing, 6-20 Poultry Chunk x 2
CAPTURE	Bait (Panoboros)

SEAMARK DRAKE

AC		HP		SPD	
14		5		30', fly 60'	
STR	DEX	CON	INT	WIS	CHA
-3	+4	-	-4	+1	-3

TRAITS

Blindsight 10'
 Passive Perception 11
 Flyby
 Grappled target must Escape 11+

MELEE	To-Hit	Damage
Poison Bite	+6	1 piercing + 7 poison

A **Seamark Drake** is a Tiny Beast. It is armed with a Poison Bite that can attack one target up to 5' away.

KILL	Meat Chunk
CAPTURE	Bait (Mithrapod)

HARVESTABLE MATERIALS

The following materials can be harvested from smaller creatures in the Rugged Coast.

Bait: Using bait lures the listed Primalrite to where the bait is placed. As an action, you can throw the bait up to 20'. If the Primalrite is up to 60' away (double that for Keen Smell), then it must make an Intelligence 15+ or Wisdom 15+ check (GM's choice) to ignore the bait. Otherwise, it attempts to go directly for it. Apply a +5 bonus to the roll if combat is going on.

Meat Chunk: As an action, you can eat this chunk of food to heal 1d4 hp.

Poultry Chunk: As an action, you can eat this chunk of food to gain +2 bonus to passive Perception until end of hunt.

Seafood Chunk: As an action, you can eat this chunk of food to restore 1 level of exhaustion.

KUDZU JUNGLE

The unruly flow of life in Arcosa, the writhing kudzu and thorny brambles of this primordial jungle work their way into the oppressive surroundings, ensnaring those caught unaware or unprepared.

THE FORCE OF NATURE

If you decide a hunt is taking place in the Kudzu Jungle, then you can specify it is occurring within the Vigilife. If you do, the following rules apply.

LIFESWELL

Primordial growth rises from the jungle, causing the forest floor to swell into difficult terrain. Movement across it costs twice as much (1' costs 2', 5' costs 10').

REGENERATION

Vigilife surges in the very ground, unleashing unnatural healing. Any creature in contact with the ground regains 1 hit point at the start of each of its turns. Severed body parts are restored after 2 minutes.

SPIKE GROWTH

SPELLCASTERS in the Kudzu Jungle know the Spike Growth spell in addition to any other spells that they know. Spike Growth is cast as a 2nd level spell. Pick a spot within 150' and hard spikes emerge from the ground in a 20' radius. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5' it travels. A creature can make a Perception check to recognize it as hazardous before entering it.



The Vigilife, the force of rampant nature, chokes the Kudzu Jungle blanketing the ground underfoot.

UNDYING

If a creature takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

SNAKETREE AWAKENS

Thickets of blood-hungry thorns slither from underground into a bristling trap. Any creature that moved last round makes a Strength 14+ save or suffers 2d6 piercing damage and is restrained.

KUDZU JUNGLE ENCOUNTERS

If you decide to have random encounters in the Kudzu Jungle, you can quickly determine what is in the nearby area with the following tables.

To check to see if an encounter occurs, you roll a d20 and consult the following table:

d20	Encounter
1-15	Nothing happens
16-20	Encounter! Pick one of the Encounter tables below and roll again to see what is encountered

ENCOUNTERS

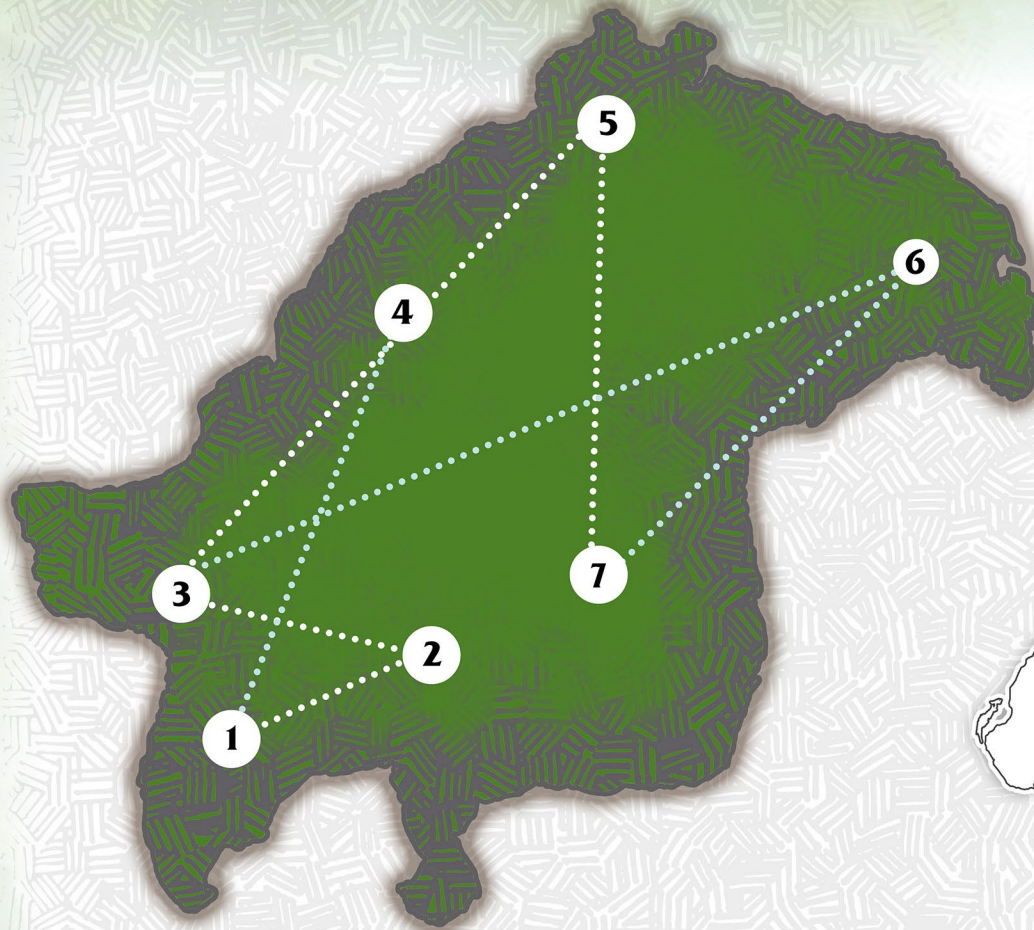
d20	Exotic Traps
1-10	Poisonfruit: A blood-red mist sprays out. Each creature in a 15' radius is coated in poison, suffering an extra 1d4 poison damage from weapon and spell attacks until the effect wears off. Effect lasts 1d4 rounds.
11-15	Dronebrood Minion: A foul ichor spurts out. Each creature in a 15' radius is marked, failing any Hide attempts until the effect wears off. Effect lasts 1d4 rounds.
16-20	Stormtrap Frog: A shockwave of electricity radiates out. Each creature in a 15' radius suffers 1d4 lightning damage each round until the effect wears off. Effect lasts 1d4 rounds.

d20	NPC Monster Hunter
1-5	Hawthorne (human wizard)
6-10	Hoghead (half orc barbarian)
11-15	Mirbella Alm (half elf ranger)
16-20	Sauren of the Lowlands (high elf rogue)

d20	Smaller Creatures
1-4	1 pathway tusker
5-8	1 artifact weaver
9-12	1d4 bastion apes
13-16	1 feathered lizard
17-20	1d4 vandal cats

KUDZU JUNGLE

1. ONYX TEMPLE
2. AXTLAN FRONTIER
3. WILD RIVER
4. TWILIGHT REST
5. THE BONEYARD
6. ORCHID GULLEY
7. THE SNAKETREE



1. ONYX TEMPLE

An isolated road leads up a rocky slope to the stone walls of the Onyx Temple. Thick vines overrun the old painted walls as the upper levels of the ziggurat have collapsed from centuries of exposure. A large column of onyx, its surface marked with scorch marks, stands in the center of the ziggurat. A wide tar pit surrounds the black column, covering what remains of the inside of this last bastion.

A battle here takes place in an ancient, temple ruin that is now sinking into a tar pit. Many obstacles in the temple provide cover. The black column itself and several rubble-strewn walls count as half cover.

BONEFIRE

A vanguard of players may start the hunt here. A player visiting the Bonfire can rest and receive aid here.

TAR BELCHER

During a hunt there is a 50/50 chance that the tar is belching highly flammable vapor. If the vapor is lit, each creature in a 20' radius makes a Dexterity 12+ save or suffers 4d6 fire damage.

2. AXTLAN FRONTIER

An overgrown path leads down to the wild broken fields of the Axtlan Frontier. Here, a thick carpet of red kudzu bursts from cracked whitestone hearths, surrounding the stony hill on which the massive hearths sit. Many of the guardian statues have likewise fallen, choked toward the ground with little respect to their previous domain.

A battle here takes place along the wild frontier of the jungle forest. A few obstacles in the frontier provide cover. The hulking whitestone hearths count as full cover. The guardian statues count as half cover.

PISONANT COLONY

A player visiting the **Pisonant** nest can attempt to locate it.

VAULT X2

A player visiting this Vault can attempt to loot it.

3. WILD RIVER

The sides of the gorge have been carved, revealing stairs descending down to the rushing waters of the wild river. Ancient garden platforms used for water farming drift along the torrent of the river, whose shallow trenches often flood from downpours. Knotted ropes hang mortuary shrines, half-submerged underwater, along the natural wall of the gorge.

A battle here takes place on waterlogged wooden platforms on a raging river. No obstacles on the platforms provide cover.

CHUTULA NEST

A player visiting the **Chutula** nest can attempt to locate it.

4. TWILIGHT REST

Long ago, the jungle dwellers built this rest to seclude the mirror pools from vengeful outcasts. Twilight Rest stretches eastward from the dense jungle trail across Kudzu Jungle's tropical basin for over a mile. The basin is filled with mud-thatched domes clustered around large mirror pools. Exhausted fires dot the perimeter of the basin.

A battle here takes place in a sacred mud basin with huts and mirror pools. Few obstacles provide cover in the rest. Mud domes count as full cover whether you are behind them or occupying them.

JHUND SPAWNING POOL

A player visiting the **Jhund** nest can attempt to locate it.

5. THE BONEYARD

The animal gravesite is a bone-tangling thicket, hundreds of feet wide, and several feet deep in some areas. Over time, large creatures have moved across the boneyard, shattering the sun-bleached remains and crushing the bones into dust along the ground. Beneath the bone piles and grasses, are rough-hewn niche containing large grindstones.

A battle here takes place in an animal gravesite. Few obstacles provide cover here in the boneyard. Several bone piles and large chipped skulls count as half cover.

PRAXIPEDE NEST

A player visiting the **Praxipede** nest can attempt to locate it.

VAULT R1

A player visiting this Vault can attempt to loot it.

6. ORCHID GULLEY

A narrow walkway leads to the lip of a hundred-foot-deep crevasse of pure darkness. Viewed up close, this deep gorge contains millions of tiny blue-turquoise orchids, flowering in the dark. Descending the knotted rope that hangs from the lip, the bottom of the gulley reveals a lonely stone throne sitting by itself.

A battle here takes place deep in the jungle's ravine, in an area covered in orchids. Only one obstacle in the gully provides cover – the Whispering Throne – which counts as half cover if you are behind it.

WHISPERING THRONE

Once in each hunt in the Kudzu Jungle, a hunter may listen to whispering voices. If they do so, they suffer 2d10 psychic damage, but they gain advantage on all saving throws for the rest of the hunt.

KHUTULUN NEST

A player visiting the **Khutulun** nest can attempt to locate it.

7. SNAKETREE

This formidable landmark lies near the dark heart of the Kudzu Jungle. To enter the place, one must cross an elevated mile-long road entangled with thorny brambles.

Worse still, the bramble road, infested with shrikes, houses thousands of small predatory birds that attack anything traversing it. The road ends, broken and overgrown at the Snaketree, a giant accursed thorn-tree that controls the thorny brambles and vines in the area.

A battle here takes place at the heart of the oppressive jungle, where a force of nature controls a colossal spiky tree. Plenty of obstacles around the Snaketree provide cover. The Snaketree itself counts as three-quarters cover. Lots of bramble thickets count as half cover.











PROFANED SNAKETREE

A player visiting this Profaned landmark can attempt to bind the Vigilife.

MEDUSAURUS NEST

A player visiting the **Medusa** nest can attempt to locate it.

KUDZU JUNGLE

	BONEFIRE		COAST		MOUNTAIN
	NEST		FOREST		SWAMP
	PROFANED		FLATLANDS		WATER
	VAULT				





JHUND PACK

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	45	30'	6 (-2)	15 (+2)	12 (+1)	4 (-3)	11	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 10
Swarm	This swarm of creatures is immune to all conditions, can't regain hit points, and can occupy another's space

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Ripper Claws	*	0'	1	4 slashing	-	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Poisonous Spit	+4	15'	1	2d8 poison	Con 11+	poisoned, blinded

DESCRIPTION

A pack of Jhund is a CR 2 Huge swarm of medium-sized Raptor Primalrites. The swarm is armed with Ripper Claws, and attacks foes with a Poisonous Spit.

Ripper Claws: On initiative count 20 (losing ties) it hits automatically with this attack. If the Jhund Pack has half of its hit points or less, the Ripper Claws deals 2 damage.

Poisonous Spit: When a target takes damage from a Poisonous Spit, it also makes a Constitution 11+ save or is poisoned for 1d6 rounds. On a critical attack roll, the enemy is poisoned and blinded for 1d6 rounds with no Constitution save.

ACTIONS

Multiattack: The swarm of Jhund makes two attacks: one up close with Ripper Claws and one with Poisonous Spit.

KILL	1-10 SCALY HIDE, 11-17 SINEW, 18-20 ROLL TWICE
CAPTURE	1-10 RAPTOR SCALE, 11-17 RIPPER CLAW, 18-20 ROLL TWICE



PISONANT

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	50	30', climb 30'	16 (+3)	12 (+1)	12 (+1)	1 (-5)	10	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 10, and advantage on Perception checks by smell

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Poisonous Bite	+5	5'	1	3d4 piercing	Con 11+, poisoned	poisoned, +2d4 poison
Grasping Maw	+5	5'	1	*	*	+1d4 piercing

DESCRIPTION

A Pisonant is a CR 3 Medium Dronebrood Primalrite. It is armed with a Poisonous Bite, and grapples with a Grasping Maw.

ACTIONS

Multiattack: The Pisonant makes two attacks: one with its Poisonous Bite and one with its Grasping Maw.

Poisonous Bite: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Poisonous Bite, it also makes a Constitution 11+ save or is poisoned for 1d6 rounds. On a critical attack roll, the enemy is poisoned for 1d6 rounds and takes an additional 2d4 poison damage.

Grasping Maw: The Pisonant's Grasping Maw grapples a target in close combat. On a critical attack roll, the enemy immediately takes 1d4 piercing damage. The grappled enemy makes an Escape 13+ check at the start of their turn or suffers from 3d4+3 piercing damage and is restrained. Until this grapple ends, the Pisonant can't Grasping Maw but it does gain advantage on attack rolls to Poisonous Bite the grappled enemy.

KILL	1-10 CHITIN, 11-17 FOUL ICHOR, 18-20 ROLL TWICE
CAPTURE	1-15 CHITIN, 16-20 ASTERITE



CHUTULA

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	65	30', climb 30'	12 (+1)	17 (+3)	14 (+2)	2 (-4)	12 (+1)	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Fear of Fire	If it takes fire damage, it has disadvantage on ability checks and attack rolls until its next turn
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Skulker	This creature gains advantage to hiding and ignores difficult terrain
Senses	This creature has a passive Perception of 12, blindsight 10', and darkvision 60'
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Poisonous Bite	+5	5'	1	3d4 piercing	Con 12+, poisoned	poisoned, +2d4 poison
Grasping Maw	+5	5'	1	*	*	+1d4 piercing

DESCRIPTION

A Chutula is a CR 3 Medium Venomite Primalrite. It is armed with a Poisonous Bite, and grapples with a Grasping Maw.

ACTIONS

Multiattack: The Chutula makes two attacks: one with its Poisonous Bite and one with its Grasping Maw.

Poisonous Bite: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Poisonous Bite, it also makes a Constitution 12+ save or is poisoned for 1 minute. On a critical attack roll, the enemy is poisoned for 1 minute and takes an additional 2d4 poison damage.

Grasping Maw: The Chutula's Grasping Maw grapples a target in close combat. On a critical attack roll, the enemy immediately takes 1d4 piercing damage. The grappled enemy makes an Escape 11+ check at the start of their turn or suffers from 3d4+1 piercing damage and is restrained. Until this grapple ends, the Chutula can't Grasping Maw but it does gain advantage on attack rolls to Poisonous Bite the grappled enemy.

KILL	1-10 CHITIN, 11-17 FOUL ICHOR, 18-20 ROLL TWICE
CAPTURE	1-7 CHITIN, 8-15 POISON, 16-20 ASTERITE



PRAXIPEDE

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	90	30', burrow 30'	10	18 (+4)	15 (+2)	1 (-5)	10	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Skulker	This creature gains advantage to hiding and ignores difficult terrain
Senses	This creature has a passive Perception of 10, and blindsight 30'

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Poisonous Bite	+5	5'	1	4d4 piercing	Con 12+, poisoned	poisoned, +2d4 poison
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Flesh Eaters	-	5'	1	1d20 necrotic damage	Wis 11+, frightened	-

DESCRIPTION

A Praxipede is a CR 4 Medium Dronebrood Primalrite. It is armed with a Poisonous Bite, and strips the bones of its foes with Flesh Eaters.

ACTIONS

Multiattack: The Praxipede makes two attacks: one with its Poisonous Bite and one with its Flesh Eaters.

Poisonous Bite: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Poisonous Bite, it also makes a Constitution 12+ save or is poisoned for 1 minute. On a critical attack roll, the enemy is poisoned for 1 minute and takes an additional 2d4 poison damage.

Flesh Eaters: The Praxipede spews a torrent of flesh-eating necro-beetles on a nearby victim, capable of stripping flesh off bones. When a target takes damage from Flesh Eaters, it also makes a Wisdom 11+ save or is frightened until the end of their next turn.

KILL	1-10 FOUL ICHOR, 11-17 POISON, 18-20 ROLL TWICE
CAPTURE	1-7 CHITIN, 8-15 POISON, 16-20 ASTERITE



KHUTULUN

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	120	30', climb 30'	18 (+4)	19 (+4)	18 (+4)	4 (-3)	13 (+1)	4 (-3)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 15+ or be frightened until their next turn
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 12, and darkvision 30'

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Bonecrushing Stomp	*	5'	1	8 bludgeoning	Dex 14+, half damage	-
Razored Tongue	+7	10'	1	7d10+4 slashing	-	Wis 11+, charmed
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Venomous Bile	+7	5'	1	7d8 poison	Con 14+	poisoned, blinded

DESCRIPTION

A Khutulun is a CR 7 Huge Amphibigon Primalrite. It is armed with a Razored Tongue, Bonecrushing Stomp, and vomits on foes with Venomous Bile.

ACTIONS

Multiattack: The Khutulun makes three attacks: one with its Bonecrushing Stomp, one with its Razored Tongue, and one with Venomous Bile.

Bonecrushing Stomp: On initiative count 1 (losing ties) it hits automatically with this attack. The enemy may make a Dexterity 14+ save to take half damage.

Razored Tongue: On a critical attack roll, the enemy makes a Wisdom 11+ save or is charmed.

Venomous Bile: When a target takes damage from a Venomous Bile, it also makes a Constitution 14+ save or is poisoned. On a critical attack roll, the enemy is poisoned and blinded 1d6 rounds with no Constitution save.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 AMPHIBIGON SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



MEDUSAURUS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	140	50'	19 (+4)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	9 (-1)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 15+ or be frightened until their next turn
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 14, and advantage on Perception checks by smell

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Colossal Jaws	+7	10'	1	7d12+4 piercing	Dex 11+, half damage	hp is 0
Colossal Tail	*	10'	1	8 bludgeoning	Str 14+, prone	-
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Entombing Breath	-	area	-	blinded, restrained, petrified	Con 14+	-

DESCRIPTION

A Medusauros is a CR 7 Huge Gran Primalrite. It is armed with Colossal Jaws, Colossal Tail, and petrifies foes with its Entombing Breath.

ACTIONS

Multiattack: The Medusauros makes two attacks: one with its Colossal Jaws, one with its Colossal Tail. It can use both attacks against the same target. When its Entombing Breath is available, it can use it in place of its Colossal Jaws or Colossal Tail.

Colossal Jaws: Medusauros biting with Colossal Jaws ignores light armor. The enemy may make a Dexterity 11+ save to take half damage. On a critical attack roll, the target's hit points drop to 0 with no Dexterity save. The Medusauros can't use Colossal Jaws and Colossal Tail against the same target in the same combat round.

Colossal Tail: On initiative count 1 (losing ties) it hits automatically with this attack. When a target takes damage from a Colossal Tail, it also makes a Strength 14+ save or is knocked prone.

Entombing Breath (Recharge 6): The Medusauros exhales petrifying breath that fills the entire area for 1d6 rounds. At the start of their turn, a creature in that area makes a Constitution 14+ save or starts to fossilize. On the first failed save, the enemy suffers from blindness. After the second failed save, the enemy is restrained. With the third and final failed save, the enemy is petrified into a fossil of itself.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 GRAN SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



PATHWAY TUSKER

AC		HP		SPD	
12		30		40'	
STR	DEX	CON	INT	WIS	CHA
+3	-	+3	-4	-2	-3
TRAITS					
Passive Perception 8 Relentless Charge					
Charged target must make a Strength 13+ save or be knocked prone					
MELEE	To-Hit	Damage			
Tusk	+5	10 slashing			

A **Pathway Tusker** is a Large Beast. It is armed with Tusks that can attack one target up to 5' away or charge 20' in a straight line to knock a victim prone and deal 7 extra damage.

KILL	Meat Chunk x 4
CAPTURE	Bait (Chutula)

ARTIFACT WEAVER

AC		HP		SPD	
13		30		30', climb 30'	
STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	-3	-	-3
TRAITS					
Darkvision 60' Passive Perception 10 Spider Climb					
Targets to eat anything with a magical aura including magical items and spellcasters					
MELEE	To-Hit	Damage			
Bite	+4	7 piercing			

An **Artifact Weaver** is a Large Beast. It is armed with a Bite that can attack one target up to 5' away.

KILL	1-17 Nothing, 18-20 Voidium
CAPTURE	Bait (Khutulun)

FEATHERED LIZARD

AC		HP		SPD	
10		5		20', swim 20'	
STR	DEX	CON	INT	WIS	CHA
-4	-	-	-5	-1	-4
TRAITS					
Darkvision 30' Passive Perception 9					
Poisonous when eaten, dealing 4d4 poison damage or half if the victim makes a Constitution 10+ save					
MELEE	To-Hit	Damage			
Bite	+0	1 piercing			

A **Feathered Lizard** is a Tiny Beast. It is armed with a Bite that can attack one target up to 5' away.

KILL	Poison x 4
CAPTURE	Bait (Poisoned)

BASTION APE

AC		HP		SPD	
13		20		30', climb 30'	
STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-2	+1	-2
TRAITS					
Keen Sight and Smell Passive Perception 13 Pack Tactics					
MELEE	To-Hit	Damage			
Fist	+5	6 bludgeoning			

A **Bastion Ape** is a Medium Beast. It is armed with two Fists that can attack one target twice up to 5' away.

KILL	Meat Chunk x 2
CAPTURE	Bait (Praxipede)

VANDAL CAT

AC		HP		SPD	
12		15		50', climb 40'	
STR	DEX	CON	INT	WIS	CHA
+2	+2	-	-4	+2	-2
TRAITS					
Keen Smell Passive Perception 14 Pounce					
Pounced target must make a Strength 12+ save or be knocked prone					
MELEE	To-Hit	Damage			
Claws	+4	4 slashing, knocked prone			
Bite	+4	5 piercing			

A **Vandal Cat** is a Medium Beast. It is armed with Claws that can attack one target up to 5' away or pounce 20' to knock a victim prone, making a Bite attack as a bonus action.

KILL	1-17 Nothing, 18-20 Sinew
CAPTURE	Bait (Medusaurus)

HARVESTABLE MATERIALS

The following materials can be harvested from smaller creatures in the Kudzu Jungle.

Bait: Using bait lures the listed Primalrite to where the bait is placed. As an action, you can throw the bait up to 20'. If the Primalrite is up to 60' away (double that for Keen Smell), then it must make an Intelligence 15+ or Wisdom 15+ check (GM's choice) to ignore the bait. Otherwise, it attempts to go directly for it. Apply a +5 bonus to the roll if combat is going on.

Poison: As an action, you can use this poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Victims hit with the weapon must take a Constitution 10+ or suffers 1d4 poison damage. Once applied, it lasts for 1 minute.

Meat Chunk: As an action, you can eat this chunk of food to heal 1d4 hp.

LOST SWAMP

The old roots of Arcosa curve down to retreat into this bog, as one's memories withdraw, having become lost to the ancient and magical place.

THE FORCE OF SHADOW

If you decide a hunt is taking place in the Lost Swamp, then you can specify it is occurring within the Shadowfane. If you do, the following rules apply.

ENCROACHING DARKNESS

A heavy non-magical darkness closes in, reducing visibility to a light source's radius.

BLACKWIND

Weapons pass through primalrites as if they were shadows, causing weapon attack rolls to be at disadvantage.

ACID ARROW

SPELLCASTERS in the Lost Swamp know the Acid Arrow spell in addition to any other spells that they know. Acid Arrow is cast as a 3rd level spell. Pick a target up to 90' away. On a hit, the target takes 4d4 acid damage immediately, and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for 2d4 acid damage.



The Shadowfane, the force of ancient shadows, haunts over the Lost Swamp luring anyone unfortunate into the dark.

MIMICRY

Primalrites can take on the false appearance of a hunter. The mimicry is rudimentary with the primalrite repeating any words the chosen hunter has said, so that it may lure a hunter towards it. Once the primalrite attacks, the false appearance is lost.

RED EYES

Primalrites gain truesight and their weapon attacks score a critical hit on a roll of 18-20.

LOST SWAMP ENCOUNTERS

If you decide to have random encounters in the Lost Swamp, you can quickly determine what is in the nearby area with the following tables.

To check to see if an encounter occurs, you roll a d20 and consult the following table:

d20	Encounter
1-15	Nothing happens
16-20	Encounter! Pick one of the Encounter tables below and roll again to see what is encountered

ENCOUNTERS

d20	Encounter
1-10	Exotic Traps Corrosive Dreg: A caustic green liquid erupts out. Each creature in a 15' radius makes a Dexterity 14+ save or suffers 2d4 acid damage and is blinded. Effect lasts 1d4 rounds.
11-15	Oily Dreg: A thin oily fluid sprays out. Each creature in a 15' radius makes a Dexterity 14+ save or is vulnerable to fire damage and is blinded. Effect lasts 1d4 rounds.
16-20	Dung: A pungent stink clouds the area. Each creature in a 15' radius is provoked into combat if able. In addition, creatures can't heal or rest without being poisoned until the effect wears off. Effect lasts 1d4 rounds.

d20	NPC Monster Hunter
1-5	Caverra (human wizard)
6-10	Hoghead (half orc barbarian)
11-15	Jager Morn (human fighter)
16-20	Sauren of the Lowlands (high elf rogue)

d20	Smaller Creatures
1-4	1 swarm of bloatwater fish
5-8	1 trench croc
9-12	1 bayou eel
13-16	1 fat-minion frog
17-20	1d4 umbraroot bats

LOST SWAMP

1. BOGMOUTH
2. MOUNDS I-VI



1. BOGMOUTH

A dry hill in the Lost Swamp sits surrounded by dark roots and water. Centered in the hill are a smallish mud hut and a lit standing torch, to help those bewildered by the blight wind of the swamp.

A battle here takes place on a large mound surrounded by ankle-deep bog water. The mud dome counts as full cover whether you are behind it or occupying it.

BONEFIRE

A vanguard of players may start the hunt here. A player visiting the Bonfire can rest and receive aid here.

PROFANED BOGMOUTH

A player visiting this Profaned landmark can attempt to bind the Shadowfane.

BOG MOUND NESTS

Primalrites fight over the six mounds in the Lost Swamp for nests. During a hunt there is a 50/50 chance of a Primalrite resting at a mound. Roll a d6 to determine the nesting Primalrite.

NESTING PRIMALRITE

d6	Primalrite
1	Stygiades
2	Jhundaan Pack
3	Venoboros
4	Gharaba
5	Agrippus
6	Shai

STANDING TORCH

In the center of the six mounds is an unlit standing torch.

MOUND I

A drenched knoll in the Lost Swamp sits surrounded by fens and murky water. Centered in the knoll is an unlit standing torch, to help those perplexed by the blight wind of the swamp.

A battle here takes place on a mound surrounded by bog water. No obstacles on the mound provide cover. The waist-deep bog water counts as half cover, but not from an underwater attack.

MOUND II

A sodden mound in the Lost Swamp sits surrounded by roots and murky water. Centered in the mound is a standing torch, to help those disoriented by the blight wind of the swamp.

A battle here takes place on a mound surrounded by bog water. No obstacles on the mound provide cover. The waist-deep bog water counts as half cover, but not from an underwater attack.

MOUND III

A boggy drift in the Lost Swamp sits surrounded by roots and marsh water. Centered in the drift is a standing torch, to help those doomed by the blight wind of the swamp.

A battle here takes place on a mound surrounded by bog water. No obstacles on the mound provide cover. The waist-deep bog water counts as half cover, but not from an underwater attack.

MOUND IV

A mired mound in the Lost Swamp sits surrounded by mud pools. Centered in the mound is an unlit standing torch, to help those confounded by the blight wind of the swamp.

A battle here takes place on a mound surrounded by bog water. No obstacles on the mound provide cover. The waist-deep bog water counts as half cover, but not from an underwater attack.

MOUND V

A shadowed heap in the Lost Swamp sits surrounded by unnatural trenches. Centered in the heap is an unlit standing torch, to help those confused by the blight wind of the swamp.

A battle here takes place on a mound surrounded by bog water. No obstacles on the mound provide cover. The waist-deep bog water counts as half cover, but not from an underwater attack.











MOUND VI

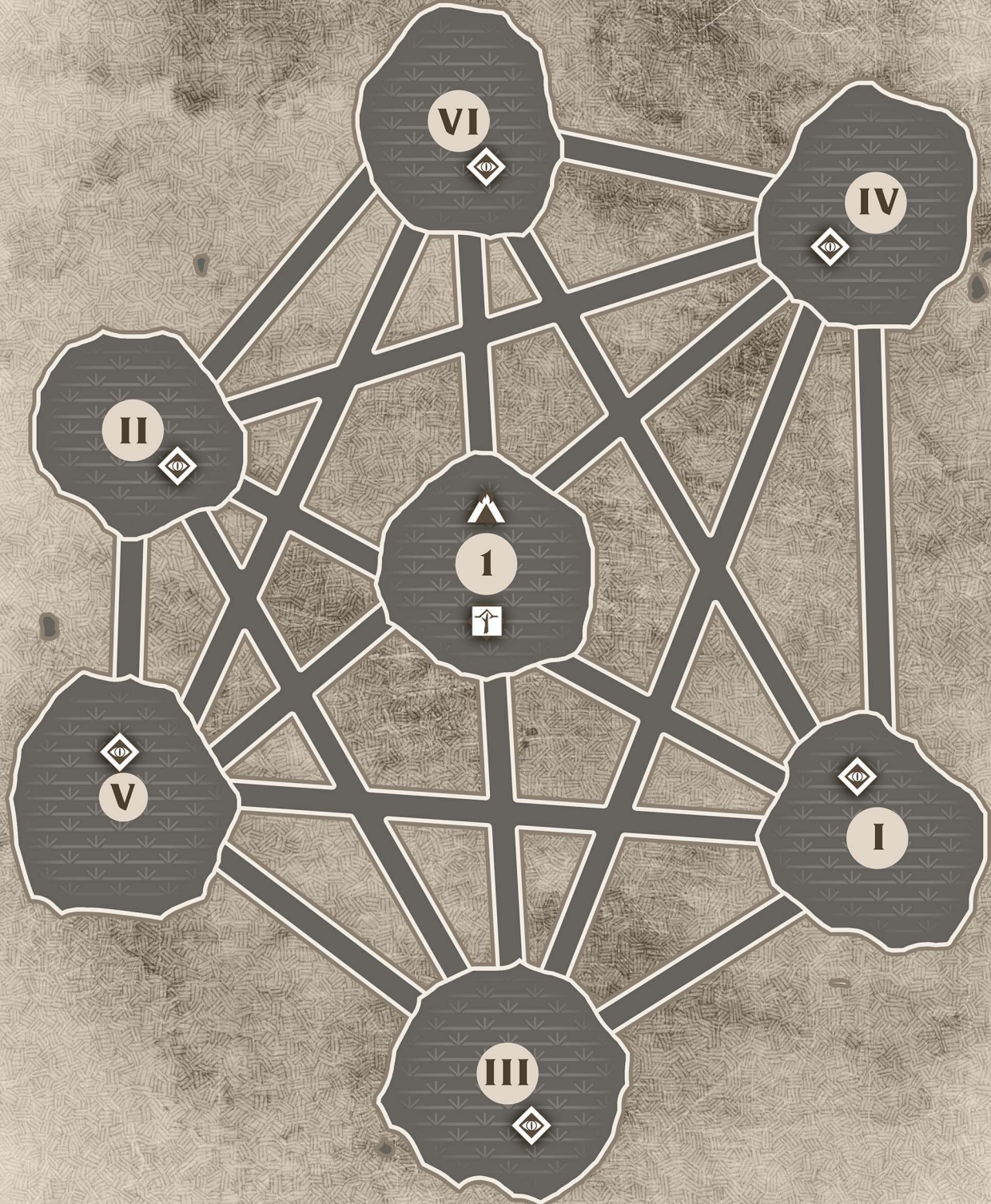
A dire hummock in the Lost Swamp sits surrounded by dingy barrows. Centered in the hummock is a standing torch, to help those baffled by the blight wind of the swamp.

A battle here takes place on a mound surrounded by bog water. No obstacles on the mound provide cover. The waist-deep bog water counts as half cover, but not from an underwater attack.



LOST SWAMP

	BONEFIRE		COAST		MOUNTAIN
	NEST		FOREST		SWAMP
	PROFANED		FLATLANDS		WATER
	VAULT				





STYGIADES

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	30	30', climb 30'	12 (+1)	11	15 (+2)	2 (-4)	8 (-1)	3 (-4)

TRAITS

TRAITS	Effect
Alert	Can't be surprised, +5 to initiative, hidden creatures lose advantage on attack rolls against it
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Fear of Fire	If it takes fire damage, it has disadvantage on ability checks and attack rolls until its next turn
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 12, blindsight 10', and darkvision 60'
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPON	To-Hit	Range	Target	Damage	Save	Crit
Numbing Bite	+5	5'	1	1d4 piercing	Con 11+, poisoned	poisoned, +1-4d4 poison
Grasping Maw	+5	5'	1	*	*	+1d4 piercing

DESCRIPTION

A Stygiades is a CR 1 Medium Venomite Primalrite. It is armed with a Numbing Bite, and grapples with a Grasping Maw.

ACTIONS

Multiattack: The Stygiades makes two attacks: one with its Numbing Bite and one with its Grasping Maw.

Numbing Bite: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Numbing Bite, it also makes a Constitution 11+ save or is poisoned for 1d4 rounds. On a critical attack roll, the victim is poisoned for 1d4 rounds, bleeding out 1d4 poison damage each round while poisoned.

Grasping Maw: The Stygiades's Grasping Maw grapples a target in close combat. On a critical attack roll, the enemy immediately takes 1d4 piercing damage. The grappled enemy makes an Escape 11+ check at the start of their turn or suffers from 1d4+1 piercing damage and is restrained. Until this grapple ends, the Stygiades can't Grasping Maw but it does gain advantage on attack rolls to Numbing Bite the grappled enemy.

KILL	1-10 CHITIN, 11-17 FOUL ICHOR, 18-20 ROLL TWICE
CAPTURE	1-7 CHITIN, 8-15 POISON, 16-20 ASTERITE



JHUNDAAN PACK

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	55	30'	6 (-2)	16 (+3)	12 (+1)	4 (-3)	10	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 10
Swarm	This swarm of creatures is immune to all conditions, can't regain hit points, and can occupy another's space

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Gore-Horn	+5	0'	1	3d8 piercing	Str 11+, prone	+1d4 piercing
Ravenous Jaws	+5	0'	1	3d8 piercing	-	+1d4 piercing
Ripper Claws	*	0'	1	4 slashing	-	-

DESCRIPTION

A pack of Jhundaan is a CR 3 Huge swarm of medium-sized Raptor Primalrites. The swarm is armed with Gore-Horns, Ravenous Jaws and Ripper Claws.

ACTIONS

Multiattack: The swarm of Jhundaan makes two attacks: one with Ripper Claws and one with Gore-Horns or Ravenous Jaws.

Gore-Horn: When a target takes damage from Gore-Horn, it also makes a Strength 11+ save or is knocked prone. On a critical attack roll, the enemy takes an additional 1d4 piercing damage.

Ravenous Jaws: Jhundaan biting with Ravenous Jaws ignores light armor. On a critical attack roll, the enemy takes an additional 1d4 piercing damage.

Ripper Claws: On initiative count 20 (losing ties) it hits automatically with this attack. If the Jhundaan Pack has half of its hit points or less, the Ripper Claws deals 2 damage.

KILL	1-10 SCALY HIDE, 11-17 SINEW, 18-20 ROLL TWICE
CAPTURE	1-10 RAPTOR SCALE, 11-17 RIPPER CLAW, 18-20 ROLL TWICE



VENOBOROS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	90	30', swim 30'	18 (+4)	15 (+2)	18 (+4)	3 (-4)	14 (+2)	4 (-3)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Massive	This creature can't dash. Attacks against it that grapple, knock prone, or push have disadvantage
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 13, blindsight 10', and tremorsense 60'

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Colossal Constrict	*	10'	1	*	*	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Poisonous Spit	+4	15'	1	4d8 poison	Con 14+	poisoned, blinded

DESCRIPTION

A Venoboros is a CR 4 Huge Viper Primalrite. It is armed with a Poisonous Spit, and grapples with a Colossal Constrict.

ACTIONS

Multiattack: The Venoboros makes two attacks: one with its Poisonous Spit and one with its Colossal Constrict.

Colossal Constrict: On initiative count 1 (losing ties) it hits automatically with this attack, grappling its enemy. The grappled enemy makes an Escape 14+ check at the start of their turn or suffers from 4d4+4 bludgeoning damage and is restrained. Until this grapple ends, the Venoboros can't Colossal Constrict another target.

Poisonous Spit: When a creature takes damage from a Poisonous Spit, it also makes a Constitution 14+ save or is poisoned for 1d6 rounds. On a critical attack roll, the enemy is poisoned and blinded for 1d6 rounds with no Constitution save.

KILL	1-5 SCALY HIDE, 6-11 SINEW, 12-17 PRIMAL BONE, 18-20 ROLL TWICE
CAPTURE	1-10 VIPER SCALE, 11-17 TAILBONE, 18-20 ROLL TWICE



GHARABA

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	170	30', swim 50'	18 (+4)	13 (+1)	19 (+4)	5 (-3)	12 (+1)	5 (-3)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 16+ or be frightened until their next turn
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Skulker	This creature gains advantage to hiding and ignores difficult terrain
Senses	This creature has a passive Perception of 12

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Death-roll Constrict	+7	5'	1	*	*	+4d4 bludgeoning
Formidable Tail	*	10'	1	4 bludgeoning	Str 14+, prone	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Fetid Spray	+4	15'	1	8d8 cold	-	exhaustion (max 3)

DESCRIPTION

A Gharaba is a CR 8 Large Piscine Primalrite. It is armed with a Death-roll Constrict, Formidable Tail, and sprays foes with a Fetid Spray.

ACTIONS

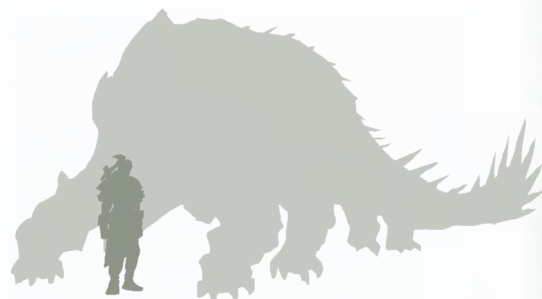
Multiattack: The Gharaba makes two attacks: one with its Death-roll Constrict and one with its Formidable Tail or Fetid Spray.

Death-roll Constrict: When the Gharaba grapples a target with a Death-roll Constrict the enemy makes an Escape 14+ check on their turn or suffers 8d4+4 bludgeoning damage. On a critical attack roll, the enemy immediately takes 4d4 bludgeoning damage. Until this grapple ends, the Gharaba can't Death-roll Constrict another target.

Formidable Tail: On initiative count 1 (losing ties) it hits automatically with this attack. When a target takes damage from a Formidable Tail, it also makes a Strength 14+ save or is knocked prone.

Fetid Spray: On a critical attack roll, the enemy suffers 1 level of exhaustion (to a max of 3).

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 PISCINE SCALE, 11-17 TAILBONE, 18-20 VOIDIUM



AGRIPPUS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	150	30', climb 30'	19 (+4)	20 (+5)	17 (+3)	5 (-3)	14 (+2)	5 (-3)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 17+ or be frightened until their next turn
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 13, and darkvision 30'

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Bonecrushing Stomp	*	5'	1	8 bludgeoning	Dex 15+, half damage	-
Spiked Tail	+8	10'	1	9d12+4 piercing	-	+1d4 piercing
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Vitriolic Aura	-	5'	-	acidic aura	-	-

DESCRIPTION

An Agrippus is a CR 9 Huge Amphibigon Primalrite. It is armed with a Spiked Tail, Bonecrushing Stomp, and keeps foes away with its Vitriolic Aura.

ACTIONS

Multiattack: The Agrippus makes two attacks: one with its Bonecrushing Stomp, one with its Spiked Tail.

Bonecrushing Stomp: On initiative count 1 (losing ties) it hits automatically with this attack. The enemy may make a Dexterity 15+ save to take half damage.

Spiked Tail: Agrippus swinging with a Spiked Tail ignores heavy armor. On a critical attack roll, the enemy takes an additional 1d4 piercing damage.

Vitriolic Aura: At the start of the Agrippus's turn, each creature within 5' of it takes 5 points of acid damage. A creature that touches or hits the Agrippus with a melee attack while within 5' also takes 5 points of acid damage.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 AMPHIBIGON SCALE, 11-17 TAILBONE, 18-20 VOIDIUM



SHAI

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
17	160	10', swim 30'	20 (+5)	17 (+3)	19 (+4)	5 (-3)	12 (+1)	5 (-3)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 12
Terror	A creature starting a turn while in line of sight of this creature must make a Wisdom save 18+ or be frightened until line of sight is broken

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Colossal Maw	+9	10'	1	*	*	+4d4 bludgeoning
Formidable Tail	*	10'	1	4 bludgeoning	Str 15+, prone	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Cold-rot Spray	+7	15'	1	10d8 cold	-	exhaustion

DESCRIPTION

A Shai is a CR 10 Huge Piscine Primalrite. It is armed with a Colossal Maw, Formidable Tail, and sprays foes with a Cold-rot Spray.

ACTIONS

Multiattack: The Shai makes two attacks: one with its Colossal Maw, and one with its Formidable Tail. It can use both attacks against the same target. It may use its Cold-rot Spray in place of its Formidable Tail.

Colossal Maw: When the Shai grapples a target with a Colossal Maw, the enemy makes an Escape 15+ check on their turn or suffers 10d4+5 bludgeoning damage. On a critical attack roll, the enemy immediately takes 4d4 bludgeoning damage. Until this grapple ends, the Shai can Cold-rot Spray only the grappled enemy and has advantage to do so. It can't use Colossal Maw and Formidable Tail against the same target in the same combat round.

Formidable Tail: The Formidable Tail always strikes last in close combat regardless of initiative and automatically hits. When a target takes damage from a Formidable Tail, it also makes a Strength 15+ save or is knocked prone.

Cold-rot Spray: On a critical attack roll, the enemy suffers 1 level of exhaustion.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 PISCINE SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



SWARM OF BLOATWATER FISH

AC		HP		SPD	
13		20		0', swim 40'	
STR	DEX	CON	INT	WIS	CHA
+1	+3	-1	-5	-2	-4
TRAITS					
Darkvision 60'					
Passive Perception 8					
Must occupy a target's space to attack					
Condition Immunity & resists bludgeon, pierce, slash					
MELEE		To-Hit		Damage	
Bites		+5		14 piercing	

A **Swarm of Bloatwater Fish** is a Medium swarm of Tiny Beasts. It is armed with Bites, which deals half damage if the swarm has half its hit points remaining.

KILL	Bait (Shai)
CAPTURE	-

TRENCH CROC

AC		HP		SPD	
14		80		30', swim 50'	
STR	DEX	CON	INT	WIS	CHA
+5	-1	+3	-4	-	-2
TRAITS					
Blindsight 30'					
Passive Perception 10					
Grappled target must Escape 16+					
MELEE		To-Hit		Damage	
Bite		+8		21 piercing, grappled	
Tail		+8		14 bludgeoning	

A **Trench Croc** is a Large Beast. It is armed with a Bite that can attack one target up to 5' away, grappling it and then attack another target up to 5' away with its Tail.

KILL	Meat Chunk x 4
CAPTURE	Bait (Gharaba)

BAYOU EEL

AC		HP		SPD	
12		60		30', swim 30'	
STR	DEX	CON	INT	WIS	CHA
+4	+2	+1	-5	-	-4
TRAITS					
Blindsight 10'					
Passive Perception 12					
Breathe air and water					
MELEE		To-Hit		Damage	
Bite		+6		11 piercing	

A **Bayou Eel** is a Large Beast. It is armed with a Bite that can attack one target up to 5' away, twice.

KILL	Seafood Chunk x 4
CAPTURE	Bait (Venoboros)

FAT-MINION FROG

AC		HP		SPD	
11		20		20', swim 20'	
STR	DEX	CON	INT	WIS	CHA
+1	+1	-	-4	-	-4
TRAITS					
Darkvision 30'					
Passive Perception 12					
Can breathe air and water					
Grappled target must make an Escape 11+					
MELEE		To-Hit		Damage	
Bite		+3		4 piercing, grappled	

A **Fat-Minion Frog** is a Medium Beast. It is armed with a Bite that can attack one target up to 5' away, grappling it.

KILL	Meat Chunk x 2
CAPTURE	Bait (Jhundaan Pack)

UMBRAROOT BAT

AC		HP		SPD	
12		10		0', fly 30'	
STR	DEX	CON	INT	WIS	CHA
-3	+2	-	-4	+1	-3
TRAITS					
Blindsight 60'					
Passive Perception 11					
Flyby					
MELEE		To-Hit		Damage	
Poison Bite		+6		1 piercing + 7 poison	

An **Umbraroot Bat** is a Tiny Beast. It is armed with a Poison Bite that can attack one target up to 5' away.

KILL	Poison
CAPTURE	Bait (Agrippus)

HARVESTABLE MATERIALS

The following materials can be harvested from smaller creatures in the Lost Swamp.

Bait: Using bait lures the listed Primalrite to where the bait is placed. As an action, you can throw the bait up to 20'. If the Primalrite is up to 60' away (double that for Keen Smell), then it must make an Intelligence 15+ or Wisdom 15+ check (GM's choice) to ignore the bait. Otherwise, it attempts to go directly for it. Apply a +5 bonus to the roll if combat is going on.

Poison: As an action, you can use this poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Victims hit with the weapon must take a Constitution 10+ or suffers 1d4 poison damage. Once applied, it lasts for 1 minute.

Meat Chunk: As an action, you can eat this chunk of food to heal 1d4 hp.

Seafood Chunk: As an action, you can eat this chunk of food to restore 1 level of exhaustion.

THUNDER RUINS

The destruction wrought of once-glorious Arcosa. Time and misfortune have charred the region with more than its share of perilous ruins, traps, and lairs.

THE FORCE OF PRIME

If you decide a hunt is taking place in the Thunder Ruins, then you can specify it is occurring within the Thunder-echo. If you do, the following rules apply.

BELLOWING NOISE

Noises amplify to earth-shattering levels. Unless muffled, any action louder than a whisper provokes creatures in the area as it cascades into a noisome echo.

THUNDERING ATTACKS

Weapons and spell attacks do an extra 1d8 thunder damage. Environmental effects that deal thunder damage do an extra 1d4 thunder damage.

SHATTER

SPELLCASTERS in the Thunder Ruins know the Shatter spell in addition to any other spells that they know. Shatter is cast as a 2nd level spell. Pick a spot within 60' and any creature in a 10' radius makes a Constitution save suffering 3d8 thunder damage or half as much damage on a successful one.



The Thunder-Echo, the force of prime, bellows over the Thunder Ruins cracking the ground into desolation.

ARC SHARDS

Focused and territorial, large crystalline arc-shards soar through the skies, tracking and terminating their prey in the desolated lands bordering other regions. They guard their territories against all living creatures, even the Typhon.

SURGING SHARDS

On initiative count 10 (losing ties), an arc shard rushes up to 30' towards the loudest target, surging into a shattering barrage of lightning bolts. Anyone within 15' makes a Dexterity 13+ save or suffers 4d4 lightning damage (8d4 if flying at the time). The surge consumes the shard. Weapon and spell attacks that hit an arc shard cause the surge to instantly occur.

THUNDER RUINS ENCOUNTERS

To check to see if an encounter occurs, you roll a d20 and consult the following table:

d20	Encounter
1-15	Nothing happens
16-20	Encounter! Pick one of the Encounter tables below and roll again to see what is encountered

ENCOUNTERS

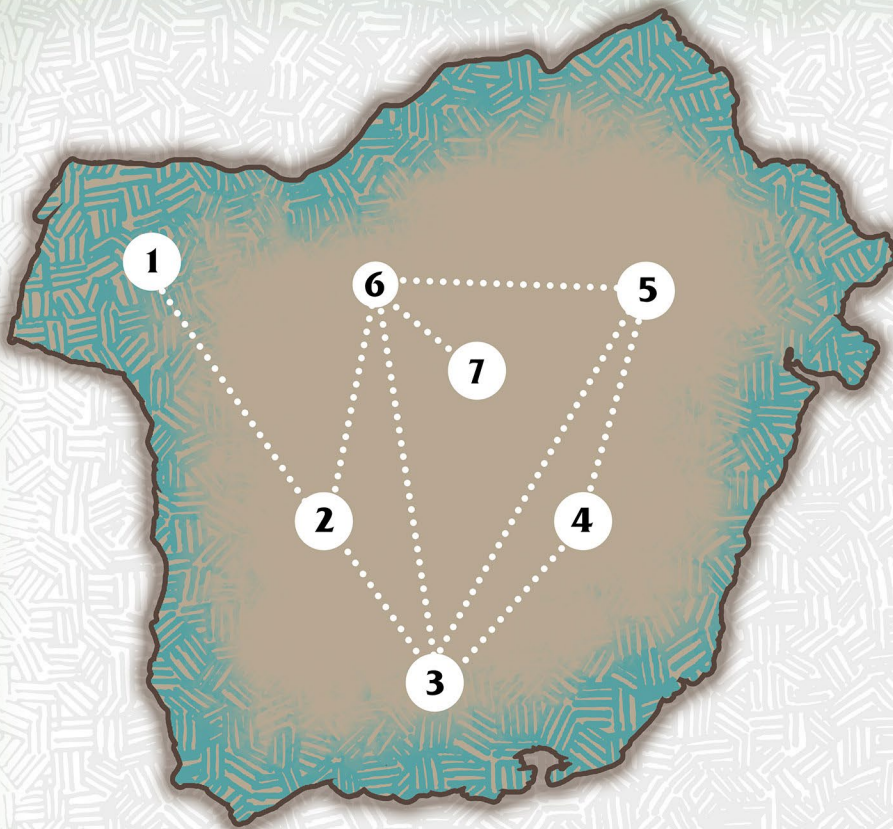
d20	Exotic Traps
1-10	Goldthunder Bug: Each creature in a 15' radius makes a Constitution 14+ save or suffers 2d4 thunder damage. In addition, creatures are deafened. Effect lasts 1d4 rounds.
11-15	Lightning Wisp: A white ring of bolts lashes out. Each creature in a 15' radius makes a Strength 14+ save or suffer 2d4 lightning damage. In addition, creatures with the Flyer trait are stunned. Effect lasts 1d4 rounds.
16-20	Dung: A pungent stink clouds the area. Each creature in a 15' radius is provoked into combat if able. In addition, creatures can't heal or rest without being poisoned until the effect wears off. Effect lasts 1d4 rounds.

d20	NPC Monster Hunter
1-5	Amelia Dusk (half elf sorceress)
6-10	Egon Bran (dwarf fighter)
11-15	Hawkthorne (human wizard)
16-20	Riesel of the Flame (tiefling warlock)

d20	Smaller Creatures
1-4	1d4 battlegate wolves
5-8	1 battlegate alpha
9-12	1 ironmongrel bear
13-16	1d4 cage jackals
17-20	1d4 cistern bats

THUNDER RUINS

1. THE OUTSKIRTS
2. CRUCIBLE ARENA
3. FORSAKEN FALLS
4. BURIED CISTERN
5. IRON SQUARE
6. THE RIVEN
7. GRAVEN HOLE



1. THE OUTSKIRTS

Situated on the edges of the Thunder Ruins, the outskirts are one of the island's most treacherous areas. A thick half-buried stone wall encloses the ruins proper, barricading sections with its rusted gates. Like an endless path, the broad wall leads from gate to gate, trapping visitors on small hills of broken ground before having to scale the next gate.

A battle here takes place along a maze of walls and rust-clenched gates. Many obstacles in the outskirts provide cover. Plenty of half-buried walls count as full cover. Lots of broken ground count as half cover.

BARBOROS NEST

A player visiting the **Barboros** nest can attempt to locate it.

BONEFIRE

A vanguard of players may start the hunt here. A player visiting the Bonefire can rest and receive aid here.

2. CRUCIBLE ARENA

A stone palisade topped with rotting banners encircles the ramparts of a blood-spectacle arena in the western part of the Thunder Ruins. Roughly 500' wide, the coliseum is half-buried under masonry debris and dust. While the main pit enjoys the widest section of the auditorium, several curved passages and low walls lead into smaller grudge pits.

A battle here takes place in a pit stadium slumping into debris and dust. Plenty of obstacles in the arena provide cover. Most low walls and grudge pits provide half cover.

SCORPIUS NEST

A player visiting the **Scorpius** nest can attempt to locate it.

3. FORSAKEN FALLS

The falls is a vast, unsettling area of relentless waterfalls, lonely stone ruins, and small hills. Hunters crossing this expanse in the midst of Thunder Ruins might find the occasional stone tower or dwelling, barren of plant growth. Following the little-used trail between the waterfalls and deeper into the heart of the ruins, the enormous aqueduct empties into a massive fountain, foaming around grim-faced statues.

A battle here takes place along a route deeper in the ruins, following an aqueduct to a fountain. Plenty of obstacles in the falls provide cover. Several fallen towers and columns count as half cover.

AUROC NEST

A player visiting the **Auroc** nest can attempt to locate it.

VAULT X5

A player visiting this Vault can attempt to loot it.

4. BURIED CISTERN

Draining from the Forsaken Falls to the lowest ruins, only a few hardy shrubs cling to life amid the patches of dust-covered rock in the cistern. Larger than most towns, the cistern encompasses a vast natural cave, broken up with numerous drainage ledges and alcoves. Festering at the bottom sits the dregs of the well, where runoff and thick dust churn into a toxic crud.

A battle here takes place in a cavernous water-well, now toxic with crud. Few obstacles in the cistern provide cover. Several alcoves count as three-quarters cover. A few drainage ditches count as half cover. Waist-deep toxic water also counts as half cover, but not from an underwater attack.

TOXIC WASTE

During a hunt there is a 50/50 chance that the Buried Cistern is flooded with toxic waste vapor. If the vapor is there, each creature in the area makes a Constitution 10+ save or suffers from being poisoned. Failing by 5 or more, the creature suffers disadvantage to Strength, Dexterity, and Constitution saves. These effects wear off once the creature leaves the Buried Cistern. If a creature encounters the toxic waste, leaves the area, then returns, increase the difficulty of the Constitution saving throw by 5 each time they return.

KRYPTOR NEST

A player visiting the **Kryptor** nest can attempt to locate it.

5. IRON SQUARE

A great city square claimed by a forgotten kingdom once covered the Thunder Ruins. When the city was abandoned, the square faded from memory, eroded by centuries of quakes and dust storms. Sitting on the square is a huge stone dais, with a large profaned anvil at its weathered edge. The anvil, cracked and defaced, has the antediluvian warnings of the Arcosseans hammered into it.

A battle here takes place in an ancient market square with a large cracked anvil in its center. Only one obstacle in the square provides cover – the Profaned Anvil – which counts as full cover.

PROFANED ANVIL

A player visiting this Profaned landmark can attempt to bind the Thunder-echo.

GORGONAUT NEST

A player visiting the **Gorgonaut** nest can attempt to locate it.

6. THE RIVEN

A crack called the Riven connects Thunder Ruins to the Graven Hole, descending almost half a mile. Open to the elements above, a perilous trail winds down along the inside of the Riven to an upper cave floor and then a lower cave. Several monstrous statues lie nested along the ledge that overlooks vast Graven Hole below.

A battle here takes place along a route under the ruins, winding as a stairwell to caves below. No obstacles in the riven provide cover.

VAULT R8











A player visiting this Vault can attempt to loot it.

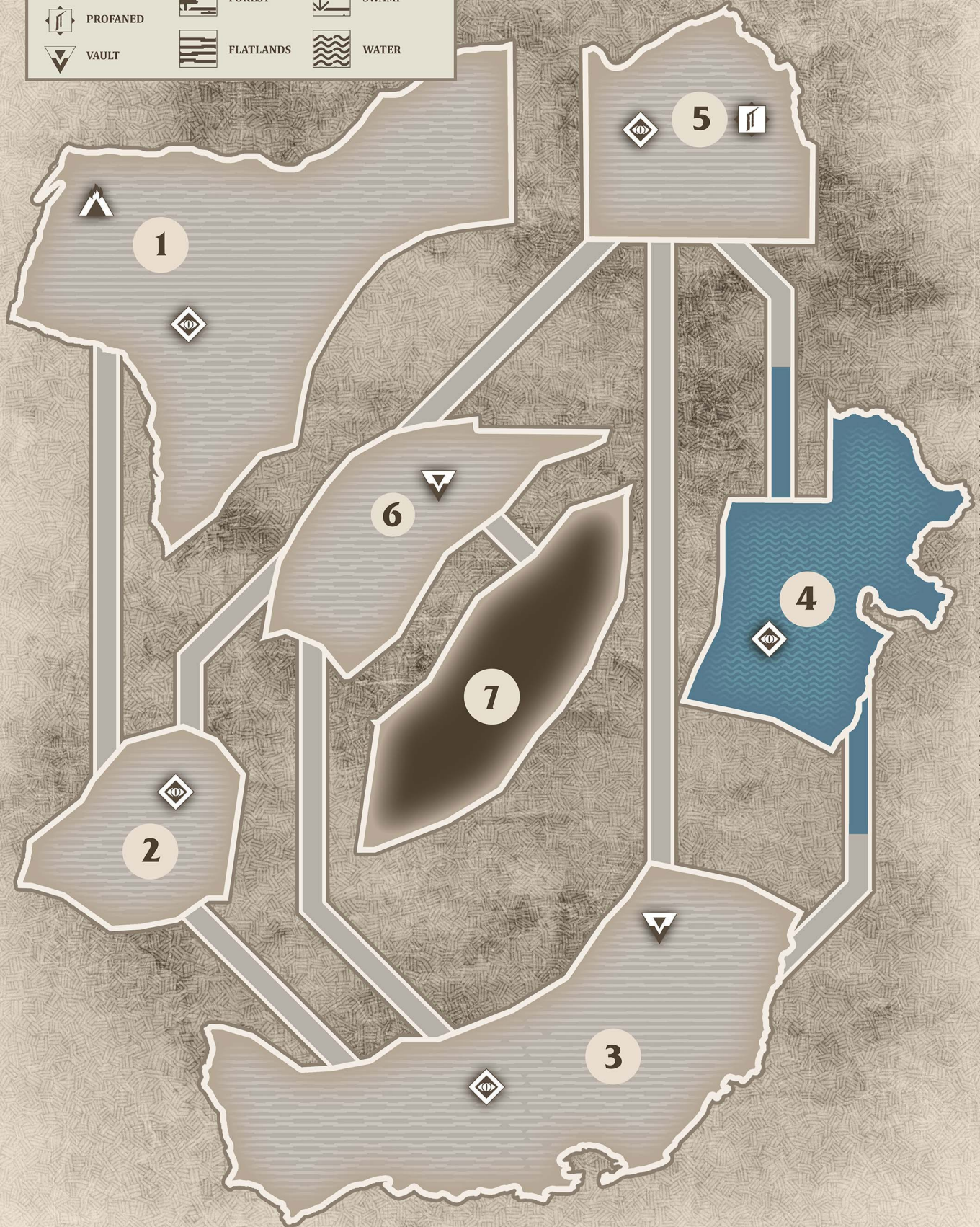
7. GRAVEN HOLE

A great cataclysm occurred here long ago, wiping out the Arcossean, leaving only a titanic hole behind.

Only an aerial battle can take place here. No obstacles in the hole provide cover.

THUNDER RUINS

	BONFIRE		COAST		MOUNTAIN
	NEST		FOREST		SWAMP
	PROFANED		FLATLANDS		WATER
	VAULT				





BARBOROS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	80	30', climb 30'	17 (+3)	16 (+3)	13 (+1)	1 (-5)	12 (+1)	3 (-4)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Skulker	This creature gains advantage to hiding, and ignores difficult terrain
Senses	This creature has a passive Perception of 13, blindsight 10', and tremorsense 60'

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Powerful Constrict	*	5'	1	*	*	-
Razored Tongue	+5	5'	1	3d10+3 slashing	-	Wis 11+, charmed

DESCRIPTION

A Barboros is a CR 3 Large Viper Primalrite. It is armed with a Razored Tongue, and grapples with a Powerful Constrict.

ACTIONS

Multiattack: The Barboros makes two attacks: one with its Razored Tongue and one with its Powerful Constrict.

Powerful Constrict: On initiative count 1 (losing ties) it hits automatically with this attack, grappling its enemy. The grappled enemy makes an Escape 13+ check at the start of their turn or suffers from 3d4+3 piercing damage and is restrained. Until this grapple ends, the Barboros can't Powerful Constrict another target.

Razored Tongue: On a critical attack roll, the enemy takes a Wisdom 11+ save or is charmed.

KILL	1-10 SCALY HIDE, 11-17 SINEW, 18-20 ROLL TWICE
CAPTURE	1-10 VIPER SCALE, 11-17 JAWBONE, 18-20 ROLL TWICE



SCORPIUS

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	120	40', burrow 10'	20 (+5)	14 (+2)	17 (+3)	1 (-5)	11	3 (-4)

TRAITS

TRAITS	Effect
Chitin	When attacking this creature, attack rolls from piercing weapons have disadvantage
Foul Ichor	When this creature dies, anyone within 10' is marked by it causing them to fail Hide attempts for 1d4 rounds
Inhuman Intellect	This creature may ignore actions that deal psychic damage or require Intelligence saves
Senses	This creature has a passive Perception of 13, blindsight 10', and darkvision 60'
Weak to Fire	This creature is vulnerable to fire, suffering twice as much damage as normal

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Ironclaw Pincers	+8	5'	1	*	*	+2d4 bludgeoning
Pulverizing Stomp	*	5'	1	6 bludgeoning	Dex 12+, half damage	-
Venomous Tail	+8	5'	1	5d4 piercing	Con 13+, poisoned	poisoned, +3d4 poison

DESCRIPTION

A Scorpion is a CR 5 Large Venomite Primalrite. It is armed with a Pulverizing Stomp, Venomous Tail, and grapples with Ironclaw Pincers.

ACTIONS

Multiattack: The Scorpion makes three attacks: two with its Ironclaw Pincers and one with its Venomous Tail or Pulverizing Stomp.

Ironclaw Pincers: When the Scorpion grapples a target with an Ironclaw Pincer the enemy takes an Escape 15+ check on their turn or suffers 2d4+5 bludgeoning damage. On a critical attack roll, the enemy immediately takes 2d4 bludgeoning damage. The Scorpion has two Ironclaw Pincers, each of which can grapple only one target.

Pulverizing Stomp: On initiative count 20 (losing ties) it hits automatically with this attack. The enemy may make a Dexterity 15+ save to take half damage.

Venomous Tail: When a target takes damage from a Venomous Tail, it also makes a Constitution 15+ save or is poisoned. On a critical attack roll, the enemy is poisoned and takes an additional 3d4 poison damage.

KILL	1-10 FOUL ICHOR, 11-17 POISON, 18-20 ROLL TWICE
CAPTURE	1-10 CHITIN, 11-15 POISON, 16-20 ASTERITE



AUROC

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	120	30', fly 50'	18 (+4)	12 (+1)	14 (+2)	5 (-3)	11	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 13+ or be frightened until their next turn
Flyer	This creature can fly. Flying out of reach does not provoke an opportunity attack
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 14, and advantage on Perception checks by sight

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Sky Swoop	*	15'	1	6 slashing	Str 14+, prone	-
Trample-Horn	+7	5'	1	5d10+4 piercing	Str 14+, prone	+2d4 piercing
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Primal Roar	-	area	-	summon auroc	Con 12+, stunned	-

DESCRIPTION

An Auroc is a CR 5 Large Voltor Primalrite. It is armed with a Trample-Horn, Primal Roar, and bombards with a Sky Swoop.

ACTIONS

Multiattack: The Auroc makes two attacks: one with its Trample-Horn and one with its Sky Swoop. It may use Primal Roar instead of Trample-Horn.

Sky Swoop: On initiative count 1 (losing ties) it hits automatically with this attack. When a target takes damage from a Sky Swoop, it also makes a Strength 14+ save or is knocked prone.

Trample-Horn: When a target takes damage from Trample-Horn, it also makes a Strength 14+ save or is knocked prone. On a critical attack roll, the enemy takes an additional 2d4 piercing damage.

Primal Roar (1/day): When the Auroc thunders the area with Primal Roar, it summons another of its kind to help fight. The summoned Auroc arrives in 2d4 rounds. Any creature in close combat with the roaring Auroc makes a Constitution 12+ save or is stunned until next round.

KILL	1-5 SCALY HIDE, 6-11 SINEW, 12-17 PRIMAL BONE, 18-20 ROLL TWICE
CAPTURE	1-10 VOLTOR SCALE, 11-17 HORN, 18-20 ROLL TWICE



KRYPTOR

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	160	30', fly 80'	15 (+2)	13 (+1)	19 (+4)	5 (-3)	12 (+1)	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 15+ or be frightened until their next turn
Flyer	This creature can fly. Flying out of reach does not provoke an opportunity attack
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 15, and advantage on Perception checks by sight

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Sky Swoop	*	15'	1	6 slashing	Str 12+, prone	-
RANGED WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Venomous Spit	+4	15'	1	7d8 poison	Con 14+, poisoned	poisoned, blinded
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Primal Roar	-	area	-	summon kryptor	Con 14+, stunned	-

DESCRIPTION

A Kryptor is a CR 7 Large Voltor Primalrite. It is armed with Venomous Spit, Primal Roar, and bombards with a Sky Swoop.

ACTIONS

Multiattack: The Kryptor makes two attacks: one with its Venomous Spit and one with its Sky Swoop. It may use Primal Roar instead of its Venomous Spit.

Sky Swoop: On initiative count 1 (losing ties) it hits automatically with this attack. When a creature takes damage from a Sky Swoop, it also makes a Strength 12+ save or is knocked prone.

Venomous Spit: When a target takes damage from a Venomous Spit, it also makes a Constitution 14+ save or is poisoned. On a critical attack roll, the enemy is poisoned and blinded rounds with no Constitution save.

Primal Roar (1/day): When the Kryptor thunders the area with Primal Roar, it summons another of its kind to help fight. The summoned Kryptor arrives in 2d4 rounds. Any creature in close combat with the roaring Kryptor makes a Constitution 14+ save or is stunned until next round.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 VOLTOR SCALE, 11-17 WING BONE, 18-20 ROLL TWICE



GORGONAUT

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
18	200	50'	25 (+7)	12 (+1)	20 (+5)	4 (-3)	12 (+1)	9 (-1)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 14, and advantage on Perception checks by smell
Terror	A creature starting a turn while in line of sight of this creature must make a Wisdom save 20+ or be frightened until line of sight is broken

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Colossal Jaws	+11	10'	1	12d12+7 piercing	-	hp is 0
Colossal Tail	*	10'	1	8 piercing	Str 17+, prone	-
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Entombing Breath	-	area	-	blinded, restrained, petrified	Con 15+	-

DESCRIPTION

A Gorgonaut is a CR 12 Huge Gran Primalrite. It is armed with Colossal Jaws, Colossal Tail, and petrifies foes with its Entombing Breath.

ACTIONS

Multiattack: The Gorgonaut makes two attacks: one with its Colossal Jaws, one with its Colossal Tail. It can use both attacks against the same target. When its Entombing Breath is available, it can use it in place of its Colossal Jaws or Colossal Tail.

Colossal Jaws: Gorgonaut biting with Colossal Jaws ignores light armor. The enemy may make a Dexterity 11+ save to take half damage. On a critical attack roll, the target's hit points drop to 0 with no Dexterity save. The Gorgonaut can't use Colossal Jaws and Colossal Tail against the same target in the same combat round.

Colossal Tail: On initiative count 20 (losing ties) it hits automatically with this attack. When a target takes damage from a Colossal Tail, it also makes a Strength 17+ save or is knocked prone.

Entombing Breath (3/day): The Gorgonaut exhales petrifying breath that fills the entire area for 1d6 rounds. At the start of their turn, a creature in that area takes a Constitution 15+ save or starts to fossilize. On the first failed save, the enemy suffers from blindness. After the second failed save, the enemy is restrained. With the third and final failed save, the enemy is petrified into a fossil of itself.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 GRAN SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



BATTLEGATE WOLF

AC		HP		SPD	
13		10		40'	
STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-4	+1	-2
TRAITS					
Keen Hearing and Smell					
Passive Perception 13					
Pack Tactics					
Bitten target must make a Strength 11+ save or be knocked prone					
MELEE		To-Hit		Damage	
Bite		+4		7 piercing, knocked prone	

A **Battlegate Wolf** is a Medium Beast. It is armed with a Bite that can attack one target up to 5' away, knocking it prone.

KILL	Meat Chunk x 2
CAPTURE	Bait (Auroc)

BATTLEGATE ALPHA

AC		HP		SPD	
14		20		50'	
STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-2	-	-1
TRAITS					
Keen Hearing and Smell					
Passive Perception 14					
Pack Tactics					
Bitten target must make a Strength 13+ save or be knocked prone					
MELEE		To-Hit		Damage	
Bite		+5		10 piercing, knocked prone	

A **Battlegate Alpha** is a Large Beast. It is armed with a Bite that can attack one target up to 5' away, knocking it prone.

KILL	Meat Chunk x 4
CAPTURE	Bait (Auroc)

IRONMONGREL BEAR

AC		HP		SPD	
11		30		40', climb 30'	
STR	DEX	CON	INT	WIS	CHA
+4	-	+3	-4	+1	-2
TRAITS					
Keen Smell					
Passive Perception 13					
MELEE		To-Hit		Damage	
Bite		+5		8 piercing	
Claw		+5		11 slashing	

An **Ironmongrel Bear** is a Large Beast. It makes two attacks: one with its Bite and one with its Claws. Both attack the same target up to 5' away.

KILL	Meat Chunk x 4
CAPTURE	Bait (Gorgonaut)

CAGE JACKAL

AC		HP		SPD	
11		5		50'	
STR	DEX	CON	INT	WIS	CHA
-	+1	+1	-4	+1	-3
TRAITS					
Passive Perception 13					
Pack Tactics					
MELEE		To-Hit		Damage	
Bite		+2		3 piercing	

A **Cage Jackal** is a Medium Beast. It is armed with a Bite that can attack one target up to 5' away.

KILL	Meat Chunk x 2
CAPTURE	Bait (Scorpius)

CISTERN BAT

AC		HP		SPD	
13		20		10', fly 60'	
STR	DEX	CON	INT	WIS	CHA
+2	+3	-	-4	+1	-2
TRAITS					
Blindsight 60'					
Passive Perception 11					
Keen Hearing					
Flyby					
Grappled target must Escape 11+					
MELEE		To-Hit		Damage	
Bite		+4		5 piercing, grappled	

A **Cistern Bat** is a Large Beast. It is armed with a Bite that can attack one target up to 5' away, grappling it.

KILL	Meat Chunk x 4
CAPTURE	Bait (Kryptor)

HARVESTABLE MATERIALS

The following materials can be harvested from smaller creatures in the Thunder Ruins.

Bait: Using bait lures the listed Primalrite to where the bait is placed. As an action, you can throw the bait up to 20'. If the Primalrite is up to 60' away (double that for Keen Smell), then it must make an Intelligence 15+ or Wisdom 15+ check (GM's choice) to ignore the bait. Otherwise, it attempts to go directly for it. Apply a +5 bonus to the roll if combat is going on.

Meat Chunk: As an action, you can eat this chunk of food to heal 1d4 hp.

DARK VOLCANO

The fiery mountain of forbidden Arcosa. Visible throughout the island, this towering peak dominates the surrounding lands as the mountain churns below.

THE FORCE OF PYRES

If you decide a hunt is taking place in the Dark Volcano, then you can specify it is occurring within the Pyre-crown. If you do, the following rules apply.

DEATH BELLOWS

Intense heat rises from the pit-core of the volcano, reducing encumbrance thresholds by half and causing disadvantage on Constitution checks.

SPIRITS OF SMOKE AND SMOG

Dead spirits trapped in thick, noxious fumes haunt the volcano. Hostile to life, these grave-quiet spirits enter a creature's space in order to choke it to death. A creature starting its turn with a spirit in its space takes 5 (1d10) poison damage and is blinded.

A Perception 12+ check reveals the smoke-like clouds are hostile and their slow speed (fly 15') encourages creatures to outrun them.

FIREBALL

SPELLCASTERS in the Dark Volcano know the Fireball spell in addition to any other spells that they know. Fireball is cast as a 3rd level spell. Pick a spot up to 150' away. Each creature in a 20' radius makes a Dexterity save, suffering 8d6 fire damage on a failed save or half as much on success.



The Pyre-Crown, the force of pyres, reigns over the Dark Volcano with death and destruction.

PYRESPIKE

White-hot hellstone erupts upward into a searing pillar. Everyone must take a Dexterity 13+ save or suffers 2d6 fire damage and knocked back 10'.

PYRE ASCENDANT

Requires the vanguard to have defeated Gorgonaut.

The Pyre-crown has passed over the volcano bringing back the Gorgonaut! Reigning from the Towering Peak, the Gorgonaut's fiery roar challenges the hunters for the final right to rule the island!

DARK VOLCANO ENCOUNTERS

To check to see if an encounter occurs, you roll a d20 and consult the following table:

d20	Encounter
1-15	Nothing happens
16-20	Encounter! Pick one of the Encounter tables below and roll again to see what is encountered

ENCOUNTERS

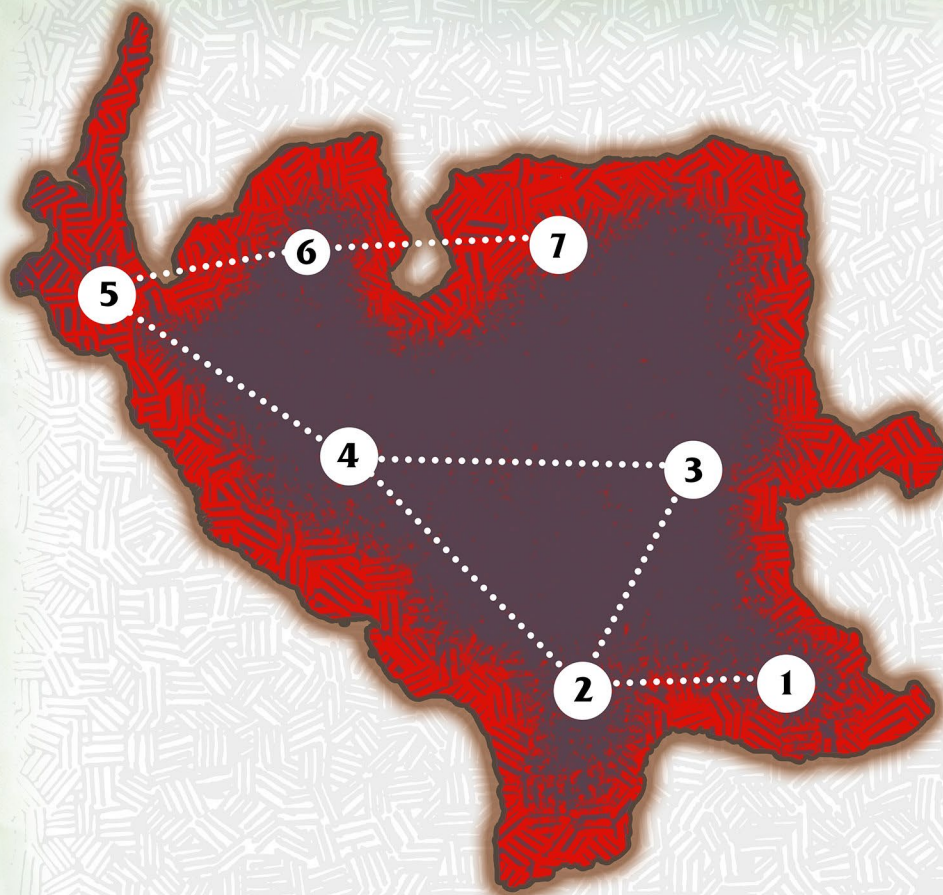
d20	Exotic Traps
1-5	Sunscar Strider: Each creature in a 15' radius makes a Constitution 14+ save or suffers 2d4 fire damage.
6-10	Lightning Wisp: A white ring of bolts lashes out. Each creature in a 15' radius makes a Strength 14+ save or suffers 2d4 lightning damage. In addition, creatures with the Flyer trait are stunned. Effect lasts 1d4 rounds.
11-15	Dung: A pungent stink clouds the area. Each creature in a 15' radius is provoked into combat if able. In addition, creatures can't heal or rest without being poisoned until the effect wears off. Effect lasts 1d4 rounds.
16-20	Stormtrap Frog: A shockwave of electricity radiates out. Each creature in a 15' radius suffers 1d4 lightning damage each round until the effect wears off. Effect lasts 1d4 rounds.

d20	NPC Monster Hunter
1-5	Amelia Dusk (half elf sorceress)
6-10	Caverra (human wizard)
11-15	Riesel of the Flame (tiefling warlock)
16-20	Victor the Unhurt (halfling bard)

d20	Smaller Creatures
1-4	1d4 night hawks
5-8	1 obsidian griffon
9-12	1d4 anarchist vultures
13-16	1d4 flametongue bats
17-20	1d4 hellstone beetles

DARK VOLCANO

1. MARAUDER CRAG
2. CHARON'S MANTLE
3. THE RIFT
4. FIRE MOUNT
5. INFERNAL FISSURE
6. CROWN SPIRES
7. TOWERING PEAK



1. MARAUDER CRAG

The rough course guides one down to a battle-scarred stone door at the base of the hulking volcano. Past this door, the course leads to stone ladders, revealing the surrounding area to be the bottom of a massive crag. A rugged ledge, shrouded by a thick layer of ash and mud, stands at the opposite side of the crag while several faceless statues stand off to the right.

A battle here takes place at a massive crack in the ground leading to the volcano. Few obstacles in the crag provide cover. A few crumbling stone statues count as half cover.

BONEFIRE

A vanguard of players may start the hunt here. A player visiting the Bonfire can rest and receive aid here.

2. CHARON'S MANTLE

A rugged ledge rising above the crag slants down to the pitted field near the base of the volcano. Geysers jut from the ground, lifting scalding water and debris hundreds of feet into the air. Ash lakes rest in the bottoms of several sinkhole basins, boiling steam and gasses into the desolate area.

A battle here takes place on a pitted field with smoldering ash lakes. No obstacles in the mantle provide cover.

TUSKARL NEST

A player visiting the **Tuskarl** nest can attempt to locate it.

3. THE RIFT

Sections of the wide flank of the volcano have collapsed from near constant earth tremors. Much of the hardened hellstone has fallen into scalding sinkholes, leaving the rift open to the harsh elements of above. Several out-of-reach alcoves rest hewed into the rough walls and a rocky bridge spans what remains of the rift, but much of it is under assault from flaming rubble and noxious gases.

A battle here takes place on an expansive rock bridge, suffering from tremors and falling rubble. No obstacles in the rift provide cover.

BOUDICCA SPAWNING POOL

A player visiting the **Boudicca** nest can attempt to locate it.

4. FIRE MOUNT

Deadly hellstone surges across the surface of the mount, roiling and consuming everything in its slow fiery path. A two-foot-thick hardened footpath of cooled hellstone surrounds the ground on which the mount sits. Here, large cracks in the ground hiss and sputter as fire spout out in columns.

A battle here takes place in a hulking kiln of molten hellstone. No obstacles in the mount provide cover.

CHIMETAUR NEST

A player visiting the **Chimetaur** nest can attempt to locate it.

5. INFERNAL FISSURE

A smoking footbridge, built naturally by broken rocks and fallen stone sculpture, crosses the engulfing pit of molten hellstone. Arranged around the fissure are several small statues and scorched weapons. The sharp odor of burnt stone permeates the area, along with flashes of heat lightning overhead.

A battle here takes place on a makeshift metal bridge spanning a glowing river of hellstone. Few obstacles provide cover in the fissure. A few rock piles and stone sculptures count as half cover.

VAULT R4

A player visiting this Vault can attempt to loot it.

6. CROWN SPIRES

A jagged pass leads to the fire-streaked hellscape of the spires. Smothering ash clouds drift down from the towering peak above as obsidian spires rise from the blackrock ground to stab at them.

A battle here takes place beneath the top of the volcano, surrounded by black spires of rock. Few obstacles provide cover in the spires. A few large spires count as three-quarters cover. Several smaller spires count as half cover.

COCKATREX NEST

A player visiting the **Cockatrex** nest can attempt to locate it.

7. TOWERING PEAK

Harsh trails lead up to the final glory of the dark volcano, the towering peak. Along the sides of the trail, hundreds of swords stick out of the ground showing the way, their metal cracked and glowing from the intense heat. The swords lead to the gray precipice that overlooks the pit-core of the volcano. White-hot hellstone lashes at the walls of the pit, angry and mad and spitting cinders.

A battle here takes place at the edge of the volcano, resting grounds of hundreds of warriors. No obstacles in the peak provide cover.











PROFANED PEAK

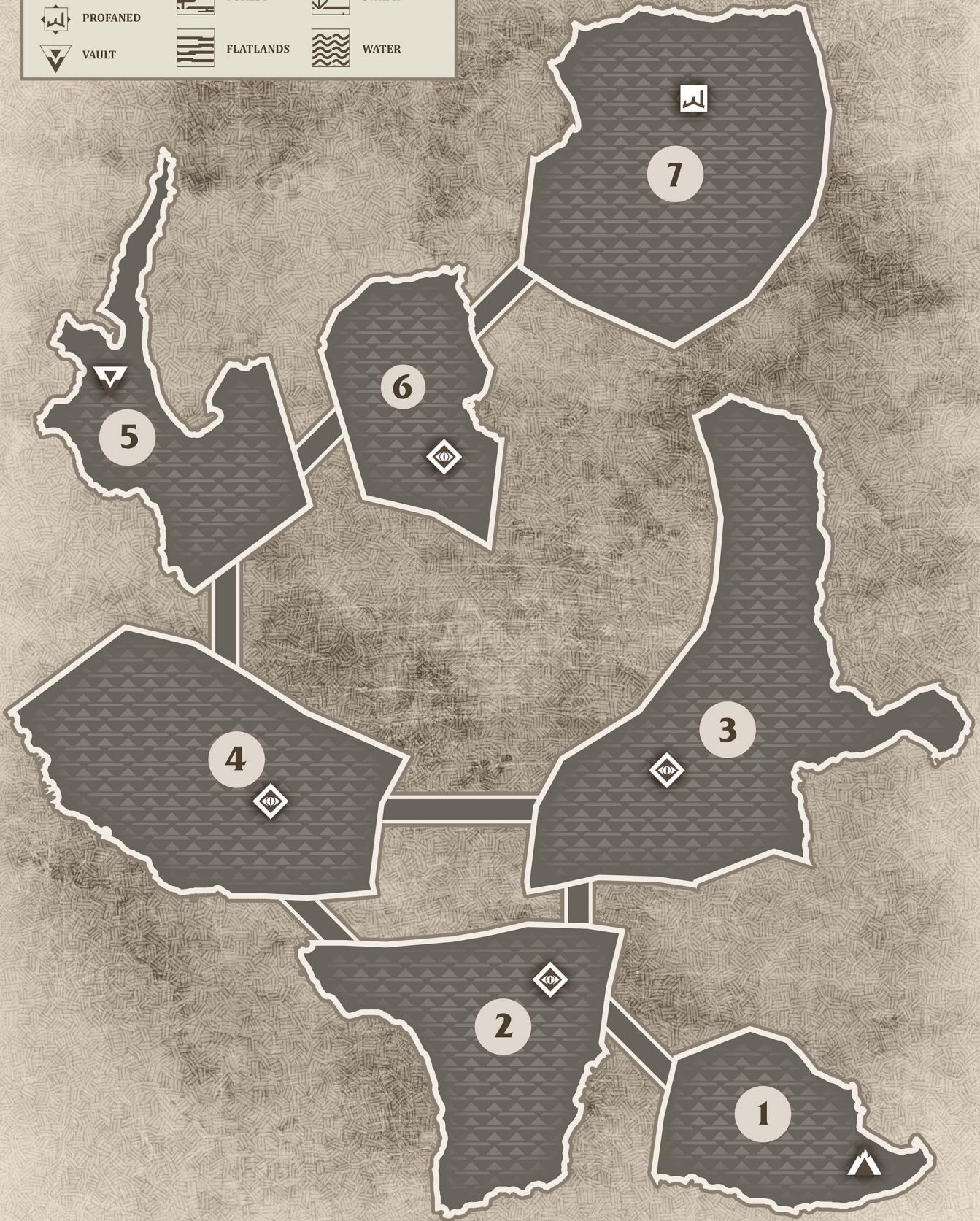
A player visiting this Profaned landmark can attempt to bind the Pyre-crown.

GORGONAUT ASCENDANT

If the players have defeated Gorgonaut, it can rise again here, more powerful than ever, seeking revenge on the vanguard. The Gorgonaut returns with full hit points, immunity to fire, and fire heals instead of dealing damage. It is vulnerable to cold damage. The Gorgonaut can cause a Pyrespikes in place of its Colossal Tail. Everyone in 15' of the Gorgonaut must take a Dexterity 13+ save or suffers 2d6 fire damage and knocked back 10'.

DARK VOLCANO

	BONEFIRE		COAST		MOUNTAIN
	NEST		FOREST		SWAMP
	PROFANED		FLATLANDS		WATER
	VAULT				





BOUDICCA PACK

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
14	60	30'	6 (-2)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 11
Swarm	This swarm of creatures is immune to all conditions, can't regain hit points, and can occupy another's space

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Ravenous Jaws	+5	0'	1	3d8 piercing	-	+1d4 piercing
Ripper Claws	*	0'	1	4 slashing	-	-

DESCRIPTION

A pack of Boudicca is a CR 2 Huge swarm of medium-sized Raptor Primalrites. The swarm is armed with Ravenous Jaws and Ripper Claws.

Ravenous Jaws: Boudicca biting with Ravenous Jaws ignores light armor. On a critical attack roll, the enemy takes an additional 1d4 piercing damage.

Ripper Claws: On initiative count 20 (losing ties) it hits automatically with this attack. If the Boudicca Pack has half of its hit points or less, the Ripper Claws deals 2 damage.

ACTIONS

Multiattack: The swarm of Boudicca makes two attacks: one with Ravenous Jaws and one with Ripper Claws.

KILL	1-10 SCALY HIDE, 11-17 SINEW, 18-20 ROLL TWICE
CAPTURE	1-10 RAPTOR SCALE, 11-17 RIPPER CLAW, 18-20 ROLL TWICE



CHIMETAUR

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	140	30', fly 30'	15 (+2)	17 (+3)	12 (+1)	4 (-3)	14 (+2)	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 14+ or be frightened until their next turn
Flyer	This creature can fly. Flying out of reach does not provoke an opportunity attack
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 14, and advantage on Perception checks by sight

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Fierce Jaws	+5	5'	1	6d10+2 piercing	-	+2d4 piercing
Sky Swoop	*	15'	1	6 slashing	Str 12+, prone	-
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Primal Roar	-	area	-	summon chimetaur	Con 11+, stunned	-

DESCRIPTION

A Chimetaur is a CR 6 Large Voltor Primalrite. It is armed with Fierce Jaws, Primal Roar, and bombards with a Sky Swoop.

ACTIONS

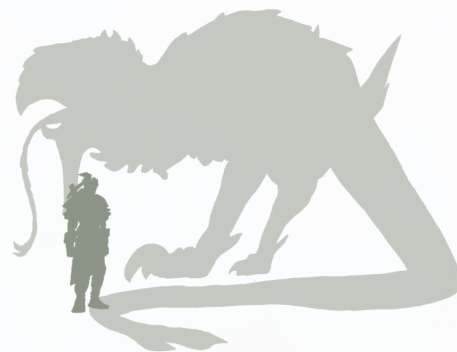
Multiattack: The Chimetaur makes two attacks: one with its Fierce Jaws and one with its Sky Swoop. It may use Primal Roar instead of its Fierce Jaws.

Fierce Jaws: The Chimetaur biting with Fierce Jaws ignores light armor. On a critical attack roll, the enemy takes an additional 2d4 piercing damage.

Sky Swoop: On initiative count 1 (losing ties) it hits automatically with this attack. When a target takes damage from a Sky Swoop, it also makes a Strength 12+ save or is knocked prone.

Primal Roar (1/day): When the Chimetaur thunders the area with Primal Roar, it summons another of its kind to help fight. The summoned Chimetaur arrives in 2d4 rounds. Any creature in close combat with the roaring Chimetaur makes a Constitution 11+ save or is stunned until next round.

KILL	1-5 SCALY HIDE, 6-11 SINEW, 12-17 PRIMAL BONE, 18-20 ROLL TWICE
CAPTURE	1-10 VOLTOR SCALE, 11-17 WING BONE, 18-20 ROLL TWICE



COCKATREX

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	175	50'	23 (+6)	14 (+2)	19 (+4)	4 (-3)	13 (+1)	10

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Fear	On first sight, creatures must make a Wisdom save 17+ or be frightened until their next turn
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 14, and advantage on Perception checks by smell

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Colossal Jaws	+10	10'	1	9d12+6 piercing	-	hp is 0
Colossal Tail	*	10'	1	8 bludgeoning	Str 16+, prone	-
SPECIAL	To-Hit	Range	Target	Effect	Save	Crit
Entombing Breath	-	area	-	blinded, restrained, petrified	Con 14+	-

DESCRIPTION

A Cockatrex is a CR 9 Huge Gran Primalrite. It is armed with Colossal Jaws, Colossal Tail, and petrifies foes with its Entombing Breath.

ACTIONS

Multiattack: The Cockatrex makes two attacks: one with its Colossal Jaws, one with its Colossal Tail. It can use both attacks against the same target. When its Entombing Breath is available, it can use it in place of its Colossal Jaws or Colossal Tail.

Colossal Jaws: Cockatrex biting with Colossal Jaws ignores light armor. The enemy may make a Dexterity 12+ save to take half damage. On a critical attack roll, the target's hit points drop to 0 with no Dexterity save. The Cockatrex can't use Colossal Jaws and Colossal Tail against the same target in the same combat round.

Colossal Tail: On initiative count 1 (losing ties) it hits automatically with this attack. When a target takes damage from a Colossal Tail, it also makes a Strength 16+ save or is knocked prone.

Entombing Breath (Recharge 5-6):

The Cockatrex exhales petrifying breath that fills the entire area for 1d6 rounds. At the start of their turn, a creature in that area makes a Constitution 14+ save or starts to fossilize. On the first failed save, the enemy suffers from blindness. After the second failed save, the enemy is restrained. With the third and final failed save, the enemy is petrified into a fossil of itself.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 GRAN SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



TUSKARL

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	190	30', climb 30'	21 (+5)	19 (+4)	20 (+5)	6 (-2)	12 (+1)	6 (-2)

TRAITS

TRAITS	Effect
Cold-Blooded	Can't be frightened
Massive	This creature can't dash and attacks against it that grapple, knock prone, or push have disadvantage
Primal	When this creature has half its hit points or less, then it gains advantage on melee attack rolls
Reptilian Brain	This creature has advantage on Wisdom checks and saves
Scaly Skin	When attacking this creature, ranged attack rolls have disadvantage
Senses	This creature has a passive Perception of 12, and darkvision 30'
Terror	A creature starting a turn while in line of sight of this creature must make a Wisdom save 19+ or be frightened until line of sight is broken

ACTIONS

MELEE WEAPONS	To-Hit	Range	Target	Damage	Save	Crit
Bonecrushing Stomp	*	5'	1	8 bludgeoning	Dex 14+, half damage	-
Colossal Jaws	+9	10'	1	11d12+5 piercing	Dex 14+, half damage	hp is 0
Colossal Maw	+9	10'	1	*	*	+4d4 bludgeoning

DESCRIPTION

A Tuskarl is a CR 12 Huge Amphibigon Primalrite. It is armed with Colossal Jaws, Bonecrushing Stomp, and grapples foes with its Colossal Maw.

ACTIONS

Multiattack: The Tuskarl makes three attacks: one with its Bonecrushing Stomp, one with its Colossal Jaws, and one with its Colossal Maw.

Bonecrushing Stomp: On initiative count 1 (losing ties) it hits automatically with this attack. The enemy may make a Dexterity 14+ save to take half damage.

Colossal Jaws: Tuskarl biting with Colossal Jaws ignores light armor. The enemy may make a Dexterity 14+ save to take half damage. On a critical attack roll, the target's hit points drop to 0 with no Dexterity save.

Colossal Maw: When the Tuskarl grapples a target with a Colossal Maw, the enemy makes an Escape 15+ check on their turn or suffers 11d4+5 bludgeoning damage. On a critical attack roll, the enemy immediately takes 4d4 bludgeoning damage. Until this grapple ends, the Tuskarl can't use its Colossal Jaws.

KILL	1-10 SINEW, 11-17 PRIMAL BONE, 18-20 COLD BLOOD
CAPTURE	1-10 AMPHIBIGON SCALE, 11-17 JAWBONE, 18-20 VOIDIUM



NIGHT HAWK

AC		HP		SPD	
12		5		10', fly 60'	
STR	DEX	CON	INT	WIS	CHA
-2	+2	-	-4	+2	-3
TRAITS					
Keen Sight					
Passive Perception 14					
Pack Tactics					
MELEE		To-Hit		Damage	
Beak		+4		4 piercing	

A **Night Hawk** is a Small Beast. It is armed with a Beak that can attack one target up to 5' away.

KILL	Poultry Chunk
CAPTURE	Bait (Chimetaur)

OBSIDIAN GRIFFON

AC		HP		SPD	
12		60		30', 80'	
STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-4	+1	-1
TRAITS					
Keen Sight					
Passive Perception 15					
MELEE		To-Hit		Damage	
Beak		+6		8 piercing	
Claws		+6		11 slashing	

A **Obsidian Griffon** is a Large Beast. It makes two attacks: one with its Beak and one with its Claws. Both attack the same target up to 5' away.

KILL	Meat Chunk x 2, Poultry Chunk x 2
CAPTURE	Bait (Tuskarl)

ANARCHIST VULTURE

AC		HP		SPD	
10		20		10', fly 60'	
STR	DEX	CON	INT	WIS	CHA
+2	-	+2	-2	+1	-2
TRAITS					
Keen Sight and Smell					
Passive Perception 13					
Pack Tactics					
MELEE		To-Hit		Damage	
Beak		+4		7 piercing	
Talons		+4		9 slashing	

An **Anarchist Vulture** is a Large Beast. It makes two attacks: one with its Beak and one with its Talons. Both attack the same target up to 5' away.

KILL	Poultry Chunk x 4
CAPTURE	Bait (Chimetaur)

FLAMETONGUE BAT

AC		HP		SPD	
12		10		0', fly 30'	
STR	DEX	CON	INT	WIS	CHA
-3	+2	-	-4	+1	-3
TRAITS					
Blindsight 60'					
Passive Perception 11					
Flyby					
MELEE		To-Hit		Damage	
Fire Bite		+6		1 piercing + 7 fire	

A **Flametongue Bat** is a Tiny Beast. It is armed with a Fire Bite that can attack one target up to 5' away.

KILL	Meat Chunk
CAPTURE	Bait (Chimetaur)

HELLSTONE BEETLES

AC		HP		SPD	
13		5		30'	
STR	DEX	CON	INT	WIS	CHA
-1	-	+1	-5	-2	-4
TRAITS					
Blindsight 30'					
Passive Perception 8					
Illumination 20'					
MELEE		To-Hit		Damage	
Bite		+1		2 slashing	

A **Hellstone Beetle** is a Small Beast. It is armed with a Bite that can attack one target up to 5' away.

KILL	1-17 Nothing, 18-20 Hellstone
CAPTURE	Bait (Boudicca)

HARVESTABLE MATERIALS

The following materials can be harvested from smaller creatures in the Dark Volcano.

Bait: Using bait lures the listed Primalrite to where the bait is placed. As an action, you can throw the bait up to 20'. If the Primalrite is up to 60' away (double that for Keen Smell), then it must make an Intelligence 15+ or Wisdom 15+ check (GM's choice) to ignore the bait. Otherwise, it attempts to go directly for it. Apply a +5 bonus to the roll if combat is going on.

Meat Chunk: As an action, you can eat this chunk of food to heal 1d4 hp.

Poultry Chunk: As an action, you can eat this chunk of food to gain +2 bonus to passive Perception until end of hunt.



ADVENTURE CONCLUSION

Once the Gorgonaut is defeated, the Hunters Guild is happy to let the hunters deal with the cursed island as they see fit. They are free to post up a guild hall in the Rugged Coast, delve into the Graven Hole in the middle of Thunder Ruins, explore the dust-choked Vaults under their feet, solve the mystery of the Profaned Powers, or retire. There is no story greater than the player's story for their hunter.

Game Natural is publishing other Hunters Mark adventures that explore the Hunters World. If any of the hunters wish to be affiliated to a faction, such as the Wolfhorde or Iron Hawks, there are upcoming rules supplements containing information on them. With the growing threat of Typhon and his children, the bold world of monster hunters needs champions more than ever.

OPTIONAL RULES

As the GM player, you aren't limited to the system or adventure rules. You can add depth and detail by using any combination of the optional rules outlined in this section.

HUNTING OPTIONS

This section provides options for changing how withdrawing from combat works, as well as for adding things to your campaign, such as navigating trails, and using magic and pets wisely.

Fleeing: If a Hunter player wishes to withdraw from combat, then they can do so by retreating. This counts as an action and they must make an Athletics 15+ check. Apply a +5 bonus if the trail has coast or water.

If they succeed, they move to another area connected by a trail and suffer from 1 level of exhaustion. Otherwise, they remain in the area, not having found the best time to escape.

Fear chasing: If a Primalrite has line of sight on a creature at least two sizes smaller fleeing, you may have the Primalrite pursue. This counts as a reaction and the fleeing creature's Athletics 15+ check becomes a contested Athletics check against the Primalrite.

If the fleeing creature wins, they have retreated as normal. Otherwise, the Primalrite follows the fleeing creature to the area the creature fled too.

Vault Timers: If a Hunter player wishes to get better loot from vaults, you may decide to grant bonuses to loot rolls based on how early they visit the vault.

Time Left	Bonus to Loot roll
30 min	+1
45 min	+2
50 min	+3

Magic Provoking: If a Hunter player attempts to cast a spell, you may decide to see if it provokes the profaned power. The spell can be of any kind or school, and even the bonus spell granted by the profaned power! After the spell is cast and the profaned power is provoked, add one of the rules listed under the Profaned Power.

For example, a Hunter player casts the Spike Growth spell in the Kudzu Jungle, aggravating Vigilife. The profaned power of nature reacts with *Lifeswell*, causing dense undergrowth to make all of Kudzu Jungle be difficult terrain. Later on in the hunt, another Hunter player casts Scorching Ray, disturbing Vigilife again. This time the profaned power reacts with *Undying*, causing creatures to be harder to kill.

Pet Recon: If a Hunter player has a guild pet they want to use to help in the hunt, you may allow the pet to be used to scout ahead, stealth attack, or cause a distraction. They must make an Animal Handling 20+ check. Apply a +5 bonus if the hunter player has bonded with the pet. If a pet is used for reconnaissance and does not receive downtime with the hunter, then it may refuse commands until the hunter spends downtime with the pet for their help.

Trailblazing: Have the Hunter players designate the navigator. The navigator may be any of them and the Hunter players can switch its navigator from trail to trail.

At the start of each trail, you make a Survival check on behalf of the navigator to determine whether the vanguard becomes lost while crossing the trail. The difficulty of the check is based on the trail's most difficult terrain: 10 for coasts and water, or 15 for jungles, mountains, or swamps. Apply a +5 bonus to the check if the vanguard sets a slow pace (subtract 1 from the timer), or a -5 penalty if the group is moving at a fast pace (add 1 to the timer).

If the check succeeds, the vanguard avoid be surprised. Otherwise, the vanguard may be walking into an ambush. After the check resolves, the vanguard moves into the area.

GUILD OPTIONS

The optional rules in this section pertain to adding more guild interaction by adding gold bonuses, guild fees, starter potions, and even using renown to acquire magic items.

Gold Bonus: If a Hunter player is looking to acquire gear by purchasing an item outright, you may allow completed contracts give gold bonuses as well. These gold bonuses are for each defeated primalrite, even those not listed on the contract. If environmental damage or another creature kills a primalrite, you can decide whether the players earned the reward or not. Divide gold bonuses equally among surviving hunters. To determine a quick gold bonus, consult the table below.

GOLD BONUS	
Primalrite	Gold Bonus
Agrippus	2500 gp
Auroc	900 gp
Asiwan	1150 gp
Barboros	350 gp
Boudicca	225 gp
Chimetaur	1150 gp
Chutula	350 gp
Cockatrex	2500 gp
Gharaba	1950 gp
Gorgonaut	4200 gp
Icrofly	100 gp
Jhund	225 gp
Jhundaan	350 gp
Khutulun	1450 gp
Kryptor	1450 gp
Medusaurus	1450 gp
Mithrapod	900 gp
Ogrus	550 gp
Panoboros	225 gp
Pisonant	350 gp
Pisonfly	225 gp
Praxipede	550 gp
Scorpius	900 gp
Shai	2950 gp
Stygiades	100 gp
Tuskarl	3600 gp
Venoboros	550 gp

Guild Fees: If Hunter players are capable of gold bonus rewards for each contract completed, you may assign guild fees for taking on contracts. Guild fees on a contract are paid once, covering up to 6 hunters and pets. The contract can be taken on at any time. If a vanguard gets a major or minor victory on the contract, the guild fee must be paid again to repeat the contract. Otherwise, the contract can be repeated. These fees are shown in the Guild Fees table.

GUILD FEES	
Primalrite	Guild Fee
Agrippus	1250 gp
Auroc	450 gp
Asiwan	575 gp
Barboros	175 gp
Boudicca	100 gp
Chimetaur	575 gp
Chutula	175 gp
Cockatrex	1250 gp
Gharaba	975 gp
Gorgonaut	2100 gp
Icrofly	50 gp
Jhund	100 gp
Jhundaan	175 gp
Khutulun	725 gp
Kryptor	725 gp
Medusaurus	975 gp
Mithrapod	450 gp
Ogrus	300 gp
Panoboros	100 gp
Pisonant	175 gp
Pisonfly	100 gp
Praxipede	300 gp
Scorpius	450 gp
Shai	1500 gp
Stygiades	50 gp
Tuskarl	1800 gp
Venoboros	300 gp

In addition, the guild fees pay for starter potions. At the start of each hunt, the Hunters Guild offers a list of potions to the hunters. Each Hunter player can pick one, giving them a small bit of help to use during the hunt. After the hunt, unused potions are returned to the Hunters Guild. Higher challenge contracts (CR4+) use the **major list** and the lower challenge contracts (CR 1-3) use the **minor list**.

STARTER POTIONS	
List	Potions
Minor	Antitoxin, Potion of Climbing, Potion of Healing (2d4+2), Potion of Animal Friendship
Major	Potion of Greater Healing (4d4+4), Potion of Resistance (any damage type), Potion of Water Breathing, Oil of Slipperiness, Potion of Hill Giant Strength
LIST	CONTRACTS
Minor	Barboros, Boudicca, Chutula, Icrofly, Jhund, Jhundaan, Panoboros, Pisonant, Pisonfly, Stygiades
Major	Agrippus, Auroc, Asiwan, Chimetaur, Cockatrex, Gharaba, Gorgonaut, Khutulun, Kryptor, Medusaurus, Mithrapod, Ogrus, Praxipede, Scorpius, Shai, Tuskarl, Venoboros

Renown Items: If a Hunter player desires magic items, you may allow them to use **renown** to acquire them through the Hunters Guild. At your discretion, a Hunter player can trade in spoils that they no longer want or will use in return for renown. The amount of renown gained is based on the rarity of the spoil itself:

Renown	Spoil Rarity
0	Common
1	Uncommon
2	Rare
3	Very Rare

Rarity	Spoil
Common	Chitin, Raptor Scale, Ripper Claw, Scaly Hide
Uncommon	Amphibigon Scale, Foul Ichor, Gran Scale, Piscine Scale, Sinew, Voltor Scale, Wing Bone
Rare	Hard Chitin, Horn, Jawbone, Poison, Primal Bone
Very Rare	Asterite, Tailbone, Vodium

A Hunter player can accrue as much renown as they want from turning in unused spoils, but once traded-in that spoil is gone. Renown can't be used to get different spoils but it can be used to acquire magic items. The cost in renown for a magic item is based on the rarity of the magic item:

Cost	Magic Item Rarity
5	Common
10	Uncommon
15	Rare
25-30	Very Rare
50	Legendary

For example, a Hunter player wants to trade in some spoils in order to get a pair of Gauntlets of Ogre Power (an uncommon magic item). They turn in a Tailbone, Asterite, Hard Chitin, and two Sinews to get 10 renown from the Hunters Guild, then spend the renown on getting their Gauntlets. As always, you can choose which magic items, if any, are available.

NPC OPTIONS

This section provides new NPC options for interactions. They can be added as a group or individually to your game.

Hiring: If a Hunter player attempts to hire an NPC monster hunter, you may allow them to hire on a per hunt basis. The NPC monster hunter must have a friendly or indifferent attitude towards the hunter attempting to hire them. They must make a Charisma 20+ check. Apply a +5 bonus if the vanguard has hired the NPC monster hunter before. After a major victory, it is expected that the NPC monster hunter receive a spoil (uncommon or higher) or a spoil roll for their help. If the vanguard stiffes the NPC monster hunter, the NPC's attitude shifts to hostile until this rectified.

NPC Progression: If a Hunter player attempts to interact with an NPC monster hunter, you may progress the NPC monster hunters as going out on hunts of their own. After a hunt, you can roll up to four times to see general **events** that happened to other NPC monster hunters.

NPC PROGRESSION TABLE

d20	Event
1-12	Nothing of note
13	NPC is wounded on a hunt
14	NPC is killed on a hunt
15	NPC leaves the Hunters Guild
16	NPC disappears
17	NPC is shaken and goes silent
18	NPC goes mad (short-term)
19	NPC does a heroic act
20	NPC does a dastardly act

If there are 8 or fewer NPCs, roll three times and if there are 5 or less NPCs, roll only twice. If an event occurs, roll to see which NPC **monster hunter**.

NPC MONSTER HUNTER TABLE

d20	NPC Monster Hunter
1-2	Amelia Dusk (half elf sorceress)
3-4	Caverra (human wizard)
5-6	Egon Bran (dwarf fighter)
7-8	Hawkthorne (human wizard)
9-10	Hoghead (half orc barbarian)
11-12	Jager Morn (human fighter)
13-14	Mirbella Alm (half elf ranger)
15-16	Riesel of the Flame (tiefling warlock)
17-18	Sauren of the Lowlands (high elf rogue)
19-20	Victor the Unhurt (halfling bard)

To help reflect an NPC monster hunter going on hunts, you may also advance their level to be close in power to the Hunter players. A good approximation is to have an NPC one level lower than the highest-level Hunter player.

Wild Hunts: If a Hunter player is friendly to an NPC monster hunter, you may allow them to learn about wild hunts. These wild hunts are rumors told by an npc about unique prey. At your discretion, a friendly npc can reveal a wild hunt during a game session and it lasts only one game session. Similar to a contract, the hunter go to where the prey is in order to kill or capture it. As the wild hunt is not a contract, there is no timer or bonus spoil rolls from completing it early.

In order to determine the wild hunt rumor, roll on the following tables to build the wild hunt. For example, the GM player rolls where the **wild hunt is at** (3: Rugged Coast), rolls what **prey** it is (10: an Ogrus), rolls its last known **location** (1: Deserted Quay), and its **deviance** (9: Dreadclever). So the rumor is *“A Dreadcleaver Ogrus has been spotted in the Deserted Quay in the Rugged Coast.”*

WILD HUNT IS AT...

d20	Arena
1-4	Rugged Coast
5-8	Kudzu Jungle
9-12	Lost Swamp
13-16	Thunder Ruins
17-20	Dark Volcano

DEVIANCE

d20	Deviance
1-2	Jackblind: The prey has blindsense 120'. If the prey already has blindsense, it is tripled.
3-4	Crying: The prey is wounded down to half its normal health.
5-6	Unearthed: The prey was hunted but has returned, gaining advantage on attack rolls and saving throws.
7-8	Grimdevious: The prey has Intelligence of at least 12 and knows how to use exotic traps against others.
9-10	Dreadclever: The prey has Wisdom of at least 12 and knows how to avoid exotic traps.
11-12	Palecast: The prey is ghost-white and any hunter gets a +10 bonus to its spoil roll.
13-14	Armorlord: The prey has +2 AC (max. 20) and is resistant to cold, fire, thunder, and lightning damage.
15-16	Poisonhead: The prey is immune to poison and being poisoned. If the prey has any poisonous attacks that cause the target to make a Constitution save, add +2 to the difficulty.
17-18	Awakened: The prey can telepathically taunt hunters.
19-20	Undaunted: The prey is a size larger (max. huge) and gains an extra attack.

WILD HUNT ARENAS

RUGGED COAST

d20	Prey	d8	Location
1-3	Icrofly	1	Deserted Quay
4-6	Pisonfly	2	Untended Lagoon
7-9	Panoboros	3	Anchor Cove
10-12	Ogrus	4	Petrified Cliffs
13-15	Mithrapod	5	Fugitive Shoal
16-18	Asiwan	6	Seamark Atoll
19-20	Pick One	7	Golden Estuary
		8	Pick One

KUDZU JUNGLE

d20	Prey	d8	Location
1-3	Jhund Pack	1	Onyx Temple
4-6	Pisonant	2	Axtlan Frontier
7-9	Chutula	3	Wild River
10-12	Praxipede	4	Twilight Rest
13-15	Khutulun	5	The Boneyard
16-18	Medusaurus	6	Orchid Gulley
19-20	Pick One	7	Snaketree
		8	Pick One

LOST SWAMP

d20	Prey	d8	Location
1-3	Stygiades	1	Bogmouth
4-6	Jhundaan Pack	2	Mound I
7-9	Venoboros	3	Mound II
10-12	Gharaba	4	Mound III
13-15	Agrippus	5	Mound IV
16-18	Shai	6	Mound V
19-20	Pick One	7	Mound VI
		8	Pick One

THUNDER RUINS

d20	Prey	d8	Location
1-4	Barboros	1	The Outskirts
5-8	Scorpius	2	Crucible Arena
9-12	Auroc	3	Forsaken Falls
13-16	Kryptor	4	Buried Cistern
17-20	Pick One	5	Iron Square
		6	The Riven
		7	Graven Hole
		8	Pick One

DARK VOLCANO

d20	Prey	d8	Location
1-4	Boudicca	1	Marauder Crag
5-8	Chimetaur	2	Charon's Mantle
9-12	Cockatrex	3	The Rift
13-16	Tuskarl	4	Fire Mount
17-20	Pick One	5	Infernal Fissure
		6	Crown Spires
		7	Towering Peak
		8	Pick One



APPENDIX A: SPOILCRAFT

This appendix details the new spoilcrafting that appears in this adventure.

SPOILCRAFTING

Spoilcrafting is the art of forging gear, using spoils from defeated monsters. After capturing or killing a monster, you can take the spoils you have collected to craft items from available recipes.

ATTUNEMENT

Spoilcraft has a benefit of not requiring attunement. The spoilcraft you carry still bears weight and is susceptible to carry and encumbrance rules.

BREAKING DOWN SPOILCRAFT ITEM

Attempting to break down a spoilcraft item restores spoils used in creating them. However, the recipe to make the spoilcraft itself is still gone.

INSPIRED RECIPE

At the GM player's discretion, you may be able to use inspiration to gain advantage on a recipe roll. This advantage only counts towards one roll while devising a recipe.

BONE CHARMS

The most basic of spoilcrafting is making bone charms. A bone charm, unlike other spoilcraft, requires just one spoil type – bone shards. You can break apart the following spoils, yielding bone shards:

Spoil	Shards
Ripper Claw	1
Horn	2
Wing Bone	3
Tailbone	4
Jawbone	5
Primal Bone	10

In addition to bone shards, you'll need a bone charm recipe. To do this, you'll roll on the Bone Charm Recipe table.

BONE CHARM RECIPE TABLE

d20	Property	Shards
1	Alert	3
2	Ambusher	2
3	Amorphous	4
4	Amphibious	2
5	Blood Spirited	2
6	Enduring	2
7	False Appearance	3
8	Frenzied	3
9	Grappler	3
10	Hold Breath	2
11	Invisible in Water	2
12	Keen Sight	2
13	Keen Smell	2
14	Keen Hearing	2
15	Pyre Burst	3
16	Reckless	3
17	Spider Climb	4
18	Steadfast	3
19	Sure-Footed	3
20+	Pick One	-

Using a Recipe: In order to make your item, all of the shards in the recipe must be spent and your recipe as well. If this is the case, then your bone charm is immediately in your inventory.

Bone Charms: Bone charms are consumable magic items. Using a charm may require an action or reaction. Once used, the charm takes effect immediately, and is used up. This shatters the charm back into shards. The shards may be used over and over but the initial recipe is always lost. The charm's effect lasts for 15 minutes on the timer or another bone charm is used.

PROPERTIES

PROPERTIES	Effect
Alert	You gain advantage on your Initiative rolls
Ambusher	You gain advantage on attack rolls against a creature you have surprised
Amorphous	While you are carrying nothing, you can move through a space as narrow as 1" wide without squeezing
Amphibious	You can breathe air and water
Blood Spirited	Add 1 bonus hit dice to your maximum hp
Enduring	Add +1 bonus to your death saving throws
False Appearance	While you are motionless, you are indistinguishable from nearby surroundings
Frenzied	You gain advantage on melee attack rolls against any creature that doesn't have all its hit points
Grappler	You gain advantage on attack rolls against any target you are grappling
Hold Breath	You can hold your breath for 15 minutes
Invisible in Water	While you are fully immersed, you are invisible in water
Keen Hearing	You gain advantage on Perception checks that rely on hearing
Keen Sight	You gain advantage on Perception checks that rely on sight
Keen Smell	You gain advantage on Perception checks that rely on smell
Pyre Burst	When you die, you burst into flames. Anyone in 10' makes a Dexterity 14+ save or suffers 2d6 fire damage
Reckless	You gain advantage on melee attack rolls but attack rolls against you also have advantage
Spider Climb	You can climb difficult surfaces, including upside down on ceilings, without an ability check
Steadfast	While an allied creature is in your sight, you can't be frightened
Sure-Footed	You gain advantage on Strength and Dexterity saves against being knocked down or prone

MONSTROUS MANTLES

Similar to making bone charms is spoilcrafting monstrous mantles. Just as the bone charm requires bone shards to craft, monstrous mantles requires terrorgon scales.

Depending on the type of terrorgon the scales come from, you can spoilcraft a mantle that makes you stealthier, glide, or other advantages used by the terrorgon.

TERRORGON SCALES TABLE

Terrorgon	Scales
Agrippus	Amphibigon
Auroc	Voltor
Asiwan	Piscine
Barboros	Viper
Boudicca	Raptor
Chimetaur	Voltor
Cockatrex	Gran
Gharaba	Piscine
Gorgonaut	Gran
Jhund	Raptor
Jhundaan	Raptor
Khutulun	Amphibigon
Kryptor	Voltor
Medusaurus	Gran
Panoboros	Viper
Shai	Piscine
Tuskarl	Amphibigon
Venoboros	Viper

In addition to the scales, you'll need a monstrous mantle recipe. To do this, you'll roll on the Monstrous Mantle Recipe table.

MONSTROUS MANTLE RECIPE TABLE

d20	Property	Scales
1-3	Amphibigon	Amphibigon Scales x 1
4-6	Gran	Gran Scales x 1
7-9	Piscine	Piscine Scales x 1
10-12	Raptor	Raptor Scales x 1
13-15	Viper	Viper Scales x 1
16-18	Voltor	Voltor Scales x 1
20+	Pick One	-

USING A RECIPE

In order to make your item, the scales in the recipe must be spent and your recipe as well. If this is the case, then your monstrous mantle is immediately in your inventory.

MONSTROUS MANTLES

Monstrous mantles are consumable magic items. Donning a mantle counts as a bonus action. Once used, the mantle takes effect immediately, and is used up. The mantle's effect lasts until the end of the hunt or the mantle is removed.

PROPERTIES

PROPERTIES	Effect
Amphibigon	You can't be knocked down or prone
Gran	Enemies target you (even without line of sight). If more than one Gran Mantle is in play, an enemy targets the nearest wearer
Piscine	You gain a swim speed of 30' and can breathe air and water
Raptor	Perception checks to sense you are disadvantaged
Viper	You gain advantage on grapple and escape rolls
Voltor	You gain a glide speed. When descending, you can glide up to 60' forward, 15' downward or 5' upward on the first turn. Each turn after that, your glide speed goes down 5'

CREATURE ARMOR

A step up from basic spoilcraft is devising and making better items for protection and defending one's self from attacks: best known as creature armor. It's referred to as creature armor because not only does it use parts from the creature but it emulates the characteristics of the creature. For example, an amphibigon style leather armor looks gnarled and chunky just as an amphibigon does.

In order to spoilcraft a creature armor, a recipe can be made to figure out what spoils are needed.

MAKING RECIPES

Recipes are made one at a time, using the following recipe sequence:

1. Determine Base Spoils: Look on your armor's Base table to see the spoils used in starting its construction. After finding out the base spoils needed, continue the sequence by rolling for the item's property and style.

2. Property Roll: Roll a die. If the roll is high enough on the table, you may pick the property of the item. If not, the property is set by your roll result.

3. Style Roll: Roll a die. If the roll is high enough on the table, you may pick the style of the item. If not, the style is set by your roll result. Some item types do not have styles. Skip this roll if this is the case for your item.

4. Finish Recipe: Once all of the spoils used by your item are figured out, this list becomes your item's recipe. Most items have a spoil list of 2, but some can have 3 or more spoils, allowing them to be more powerful but cost more to make.

USING A RECIPE

In order to make your item, all of the spoils in the recipe must be spent and your recipe as well. If this is the case, then your spoilcraft is immediately in your inventory. If a recipe has spoils that you don't have or don't want to use, you can save them (recipe and spoils) as you wish. If you save a recipe or give it to another player, there is no penalty but a recipe is only used once.

1. BASE TABLE

Armor	Spoils
Shield	Chitin x 1
Padded	Chitin x 1
Leather	Scaly hide x 1
Studded	Sinew x 1
Leather	Sinew x 1
Hide	Scaly hide x 4
Scale mail	Chitin x 1, Hard chitin x1
Half plate	Scaly hide x 1, Primal bone x 1
Ring mail	Scaly hide x 1, Primal bone x 2
Splint	Scaly hide x 2, Primal bone x 2
Plate	Chitin x 2, Hard chitin x 1

2. PROPERTY TABLE

d20	Property	Spoils
1-3	Lightweight	Chitin x 1
4-6	Flexible	Sinew x 1
7-9	Sturdy	Primal bone x 1
10-12	Reinforced	Scaly hide x 1
13-15	Hardened	Hard chitin x 1
16	Pick One	-
17	Pick Two	-
18	Pick Three	-
19	Pick Four	-
20+	All	-

3. STYLE TABLE

d20	Primalrite	Spoils
1-2	Amphibigon	Scaly hide x 1
3-4	Cancean	Hard chitin x 1
5-6	Grans	Scaly hide x 1
7-8	Piscine	Scaly hide x 1
9-10	Rachian	Chitin x 2
11-12	Raptor	Scaly hide x 1
13-15	Vidian	Chitin x 1
16-17	Viper	Scaly hide x 1
18-19	Voltor	Scaly hide x 1
20+	Pick One	-

PROPERTIES

PROPERTIES	Effect
Lightweight	Weights half as much as normal
Flexible	Ignore Stealth disadvantage
Sturdy	Ignore Strength requirement
Reinforced	Add +1 AC bonus
Hardened	Add +2 AC bonus

FERVENDT WEAPON

A hunter is nothing without their weapon, and the better the weapon the better the hunter. An unofficial rite of passage among hunters is to spoilcraft your own weapon. In order to spoilcraft a fervendt armor, a recipe can be made to figure out what spoils are needed.

MAKING RECIPES

Recipes are made one at a time, using the following recipe sequence:

1. Determine Base Spoils: Look on your weapon's Base table to see the spoils used in starting its construction. After finding out the base spoils needed, continue the sequence by rolling for the item's property and style.

2. Property Roll: Roll a die. If the roll is high enough on the table, you may pick the property of the item. If not, the property is set by your roll result.

3. Finish Recipe: Once all of the spoils used by your item are figured out, this list becomes your item's recipe. Most items have a spoil list of 2, but some can have 3 or more spoils, allowing them to be more powerful but cost more to make.

USING A RECIPE

In order to make your item, all of the spoils in the recipe must be spent and your recipe as well. If this is the case, then your spoilcraft is immediately in your inventory. If a recipe has spoils that you don't have or don't want to use, you can save them (recipe and spoils) as you wish. If you save a recipe or give it to another player, there is no penalty but a recipe is only used once.

1. BASE TABLE

Weapon	Spoils
Club	Primal Bone x 1
Dagger	Chitin x 1
Greatclub	Primal Bone x 1
Handaxe	Chitin x 1
Javelin	Chitin x 1
Light hammer	Chitin x 1
Mace	Chitin x 1
Quarterstaff	Primal Bone x 1
Sickle	Chitin x 1
Spear	Primal Bone x 1
Shortbow	Sinew x 2
Sling	Sinew x 1
Battleaxe	Hard Chitin x 1
Flail	Chitin x 1
Glaive	Primal Bone x 1
Greataxe	Primal Bone x 1
Greatsword	Primal Bone x 1
Lance	Primal Bone x 1
Longsword	Hard Chitin x 1
Maul	Primal Bone x 1
Pike	Primal Bone x 1
Scimitar	Hard Chitin x 1
Shortsword	Chitin x 1
Trident	Hard Chitin x 1
War Pick	Chitin x 1
Warhammer	Chitin x 1
Whip	Sinew x 2
Blowgun	Primal Bone x 1
Longbow	Sinew x 2
Net	Sinew x 2

2. PROPERTY TABLE

Roll	Properties	Spoils
1-3	Meteor	Voidium x 1
4-5	Moonlit	Voidium x 1
6	Voidcast	Voidium x 1
7-9	Starseeker	Asterite x 1
10-11	Skyfire	Asterite x 1
12	Starbolt	Asterite x 1
13-14	Befouled	Foul Ichor x 1
15-16	Poisonous	Poison x 1
17	Cold-blooded	Cold Blood x 1
18	Pick One	-
19	Pick Two	-
20+	Pick Three	-

PROPERTIES

PROPERTIES	Effect
Meteor	Your attacks with this weapon knock prone the enemy unless they succeed on a Strength save (DC 8 + your proficiency bonus + your Strength modifier)
Voidcast	Your attack rolls that exceed the enemy's AC by 5+, deal 5 bonus force damage
Moonlit	Your attacks deal radiant damage
Starbolt	Your attack rolls that exceed the enemy's AC by 5+, deal 5 bonus lightning damage
Starseeker	Your attacks with this weapon blind the enemy for 1d4 rounds
Skyfire	Your attacks with this weapon deal fire damage
Befouled	Your attacks mark the target with foul ichor causing them to fail Hide attempts for 1d4 rounds
Cold-blooded	You can't be frightened if you dealt damage in the previous combat round
Poisonous	Your attacks with this weapon deal poison damage instead of their standard damage type



APPENDIX B: NPC MONSTER HUNTERS

JAGER MORN

Medium humanoid (human), lawful good

Armor Class 15 (leather)

Hit Points 12 (1d10+2)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
11	16 (+3)	15 (+2)	9 (-1)	14 (+2)	14 (+2)

Saving Throws Strength +2, Constitution +4

Skills Acrobatics +5, Athletics +2, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Dwarvish

Defense. While Jager is wearing armor, he gains a +1 bonus to AC.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 6 (1d6+3) slashing damage.

BONUS ACTIONS

Second Wind (1/Rest). On Jager's turn, he can regain hit points equal to 1d10+1.

ROLEPLAYING

Humble, unyielding, just, and charismatic, Jager Morn is eager to put himself in harm's way when he sees another struggling. His valor is earned each time he strikes out against those that would suppress others.

DESCRIPTION

Jager is pleasant in appearance, with copper hair and brown eyes. He wears leather armor and wields a shortsword (Mercy). Jager seeks to free himself from an ancient curse.

Ideal: "Magnanimity. I refuse to be petty. On my shoulders rests a willingness to face danger, and actions for noble purposes."

Bond: "I am a companion to those that are bullied."

Flaw: "Critical. I tend to express disapproving comments and judgments."

Mannerisms: Looks a fellow hunter in the eye, Cocks his head while listening.

EVENT FLOW

This chart outlines the overall flow of NPC interactions throughout the game. While this is the recommended path of progression, this is by no means the only way available; you may choose particular events in a different order depending on your priorities.

FOR VALKA

Jager Morn's hunt companion and estranged lover, Valka, is presumed eaten by Primalrites. She was a seasoned hunter, traveling to the island in the first landfall expedition. Jager asks the vanguard to look for Valka.

Rugged Coast

Speak with Jager Morn and agree to look for his former companion, then defeat the Panoboros and pick up Valka's sword (Ironclad).



Rugged Coast

Speak with Jager Morn and give him Ironclad to initiate the next quest of Jager Morn.

SUNKEN HEART, BURIED TREASURE

At the very least Jager has closure even if he seeks to distract himself by dangerous hunts and downtime activities.

Unless someone in the vanguard has gone out of the way to shame him or his grief, Jager has a *friendly* attitude towards the hunters and actively seeks to spend downtime with them.

Hunters Guild

After defeating the Panoboros but before taking on the Asiwani, speak to Jager Morn and join him in diving for sunken treasure during downtime.

RIESEL OF THE FLAME

Medium humanoid (tiefling), chaotic good

Armor Class 12 (leather)

Hit Points 10 (1d8+2)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	11	13 (+1)	17 (+3)

Saving Throws Wisdom +3, Charisma +5

Skills Arcana +2, Intimidation +5, Perception +3, Survival +3

Senses darkvision 60', passive Perception 13

Languages Common, Infernal

Dark One's Blessing. When Riesel reduces a hostile creature to 0 hit points, she gains temporary 4 hit points.

Hellish Resistance. Riesel has resistance to fire damage.

Spellcasting. Riesel is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13: +5 to hit with spell attacks). She has the following warlock spells prepared:

Cantrips (at will): *eldritch blast, mage hand, thaumaturgy*
1st level (2 slot): *burning hands, hex*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 3 (1d4+1) piercing damage.

Crossbow, Light. *Ranged Weapon Attack:* +3 to hit, range 80/320', one target. *Hit:* 5 (1d8+1) piercing damage. Riesel carries a quiver of ten bolts.

ROLEPLAYING

Confident, defiant, and embracing, Riesel of the Flame is a celebration of personality. Her heart beats impulsively as a hunter, wanting to be fiercely independent while yearning to be in a vanguard. She can't imagine her life any other way.

DESCRIPTION

Riesel is exceptionally radiant, with tangled red hair and fiery eyes. She wears blackened leather and wields a dagger (Keeper) and light crossbow. Riesel is passionate and destructive.

Ideal: "Independence. The individual knows liberty best."

Bond: "I will do anything for my friends."

Flaw: "Intolerant. I am not tolerant of views, beliefs, or behavior that differs from my own."

Mannerisms: Is constantly drawing, Has to touch everything

KINDRED SOULS

Riesel of the Flame is looking for some muscle. She has been hunting a Primalrite and needs support to take it down. Riesel asks the vanguard if they could help.

Depending on if the vanguard encounter her in the Thunder Ruins or in the Dark Volcano, the quest changes. If they encounter her in the Thunder Ruins, she needs help with a Barboros. Otherwise, she needs help with a Cockatrex in the Dark Volcano.

Doing one of these quests stops the other from happening – so if they help take down the Barboros, she doesn't ask for help with the Cockatrex.

Thunder Ruins

Speak with Riesel of the Flame and agree to help, then defeat the Barboros.



Hunters Guild

After defeating the Barboros but before going on another hunt, speak to Riesel of the Flame. Decide whether to take the rare spoil or request to be initiated into her faction, the Wolfhorde.

Dark Volcano

Speak with Riesel of the Flame and agree to help, then defeat the Cockatrex.



Hunters Guild

After defeating the Cockatrex but before going on another hunt, speak to Riesel of the Flame. Decide whether to take the rare spoil or request to be initiated into her faction, the Wolfhorde.

Unless someone in the vanguard has gone out of the way to berate or annoy her, Riesel has a *friendly* attitude towards the hunters and actively seeks to spend downtime with them.

EGON BRAN

Medium humanoid (hill dwarf), neutral good

Armor Class 11 (leather)

Hit Points 14 (1d10+4)

Speed 25'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10	16 (+3)	8 (-1)	15 (+2)	12 (+1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, History +1, Intimidation +3, Perception +4

Senses darkvision 60', passive Perception 14

Languages Common, Dwarvish

Dwarven Resilience. Egon has advantage on saving throw against poison, and has resistance against poison damage.

Great Weapon Fighting. When Egon rolls a 1 or 2 on a damage die for an attack made with his greatsword, he can reroll the die and must use the new roll (even if the new roll is a 1 or a 2). Egon must use his greatsword with two hands to gain this benefit.

ACTIONS

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 10 (2d6+3) slashing damage.

BONUS ACTIONS

Second Wind (1/ Rest). On Egon's turn, he can regain hit points equal to 1d10+1.

ROLEPLAYING

Egon was born with his own sense of justice. Taking an oath on his father's deathbed to never turn his sword against another dwarf, he leaves his homeland to grieve.

DESCRIPTION

Egon has thick golden hair and light brown eyes, and small ears. He wears braided leather and wields a chipped greatsword (Gloryseeker). Egon was ousted from his clan for killing his father in a duel.

Ideal: "Steadfast. I am firm and resolute, the foundation rock that others build upon."

Bond: "I am a mentor to new hunters."

Flaw: "Vengeful. I am unforgiving when it comes to perceived injury."

Mannerisms: Always exhausted, Obsessed with routines

OLD SCHOOL

Egon Bran is looking for someone to mentor. He has been closely watching the vanguard, approaching them with the bravado of an old hunter. Egon asks the vanguard if they need training.

Rugged Coast

Speak with Egon Bran and he'll offer training to you. Deciding to train with him initiates the next part. Deciding against it, he leaves in a huff.

Hunters Guild

After gaining experience, speak with Egon Bran and he will do training with you as a downtime activity.

Training to level up takes 10 less days with Egon's mentorship (to a minimum of 10 days). If a training hunter is a fighter or ranger, then they also gain inspiration from his guidance and routine.

Unless someone in the vanguard has gone out of the way to harass or belittle him, Egon has a *friendly* attitude towards the hunters and actively seeks to spend downtime with them.

AMELIA DUSK

Medium humanoid (half elf), chaotic good

Armor Class 14

Hit Points 9 (1d6+3)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	10	13 (+1)	17 (+3)

Saving Throws Constitution +4, Charisma +5

Skills Arcana +2, Insight +3, Nature +2, Perception +3, Persuasion +5, Survival +3

Senses darkvision 60', passive Perception 13

Languages Common, Draconic, Elvish

Dragon Resilience. Amelia has a thin sheen of bronze scales on running up her arms and legs. When not wearing armor her AC is 14.

Fey Ancestry. Amelia has advantage on saving throws against being charmed and magic can't put her to sleep.

Spellcasting. Amelia is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13: +5 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, mending, prestidigitation, shocking grasp*

1st level (2 slot): *chromatic orb, shield*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 3 (1d4+1) piercing damage.

Crossbow, Light. *Ranged Weapon Attack:* +3 to hit, range 80/320', one target. *Hit:* 4 (1d8) piercing damage. Amelia carries a quiver of twenty bolts.

ROLEPLAYING

A guild artisan, Amelia is a master of using her magic to devise elegantly crafted armor and weapons from monster spoils. Her bold constructs have even lead to the creation of guild pets.

DESCRIPTION

Elegant and graceful, Amelia has bronze hair and dark gray eyes. She wears traveling clothes and wields a dagger and light crossbow. Amelia seeks to discover the truth of her lineage.

Ideal: "Harbinger. I love showing others signs of what is to come."

Bond: "I feel closer to people through my crafts."

Flaw: "Ritualistic. This MUST be done in the same way."

Mannerisms: Obsessed with symmetry, Counts everything

MANTLE PIECE

Amelia Dusk is devising mantles that can mimic the traits of terrorgons but is having trouble getting her hands on the needed spoils. She is in need of terrorgon scales for her work to continue. Amelia asks the vanguard to go to get the following spoils: Raptor Scale, Viper Scale, Voltor Scale, Piscine Scale, Amphibigon Scale, and Gran Scale.

Hunters Guild

Speak with Amelia Dusk and bring her a Raptor Scale, then trade it in for a Raptor Mantle.

Hunters Guild

Speak with Amelia Dusk and bring her a Viper Scale, then trade it in for a Viper Mantle.

Hunters Guild

Speak with Amelia Dusk and bring her a Voltor Scale, then trade it in for a Voltor Mantle.

Hunters Guild

Speak with Amelia Dusk and bring her a Piscine Scale, then trade it in for a Piscine Mantle.

Hunters Guild

Speak with Amelia Dusk and bring her a Amphibigon Scale, then trade it in for a Amphibigon Mantle.

Hunters Guild

Speak with Amelia Dusk and bring her a Gran Scale, then trade it in for a Gran Mantle.

ENHANCED VERSION

Creature Armor recipes can include Terrorgon Scale as a free option, giving the Creature Armor the effect of a Monstrous Mantle. Once crafted, the Creature Armor can use the mantle's effect as a 'charge' similar to a magic item's charge. After the effect goes off and the charge is expended, the armor can be recharged by expending a scale of the appropriate type.

Hunters Guild

After getting all of the Terrorgon Scales, speak to Amelia Dusk and you can now devise Creature Armor recipes to include a Monstrous Mantle.

MIRBELLA ALM

Medium humanoid (half elf), chaotic neutral

Armor Class 14 (leather)

Hit Points 12 (1d10+2)

Speed 35'

STR	DEX	CON	INT	WIS	CHA
10	17 (+3)	14 (+2)	12 (+1)	15 (+2)	8 (-1)

Saving Throws Strength +2, Dexterity +5

Skills Animal Handling +4, Athletics +2, Insight +4, Nature +3, Perception +4, Stealth +5, Survival +4

Senses darkvision 60', passive Perception 14

Languages Common, Elvish

Favored Enemy. Mirbella has advantage on Survival checks to track dronebroods and venomites, as well as on Intelligence checks to recall info about them.

Fey Ancestry. Mirbella has advantage on saving throws against being charmed and magic can't put her to sleep.

Natural Explorer. While Mirbella is in coastal terrain, she gets double the proficiency bonus for Intelligence and Wisdom check she is proficient in, difficult terrain doesn't slow her group down, can move stealthily alone at normal pace, and always alert for danger.

ACTIONS

Spear. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 4 (1d6+1) piercing damage.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60', one target. *Hit:* 4 (1d6+1) piercing damage.

ROLEPLAYING

Defiant, distrustful, and brash, Mirbella has rejected society before it can judge her. Her affinity with animals is in sharp contrast to how poorly she gets along with other hunters.

DESCRIPTION

Mirbella has long white hair and narrow hazel eyes. She wears piecemeal leather and wields a spear. Mirbella is as honest as an animal and sharp-tongued as a snake.

Ideal: "Stewardship. We all need to do our part in taking care of nature."

Bond: "The wild has a voice of its own, and is slowly being swallowed up by darkness."

Flaw: "Jealousy. I feel a sharp pang of jealousy when other people get along."

Mannerisms: Keeps invisible pets, Fidgets

PAW PRINTS

Mirbella Alm's hunting pet and companion, Reiter, has been infested with Pisonfly eggs. The pet has grown increasingly aggressive and has struck out at Mirbella several times before running off. Mirbella asks the vanguard to find out about her pet.

Rugged Coast

Speak with Mirbella and find out more about her pet.

Rugged Coast

After defeating the Pisonfly, go to its nest and search for the pet.

Rugged Coast

Find out if the pet's body has hatched any new Pisonflies, and if so, defeat them. Deciding to retrieve the pet for Mirbella initiates the next part.

Rugged Coast

Speak with Mirbella Alm and convince her to bury her pet to initiate the next quest.

BETTER DAYS

After the ordeal of her pet passing, Mirbella Alm is focusing on becoming a guild wrangler to help others bond with their pets. It's rough going but rewarding seeing the connection form between another hunter and their pet.

Unless someone in the vanguard has gone out of the way to be cruel to her or animals, Mirbella has a *friendly* attitude towards the hunters.

Hunters Guild

After helping Mirbella putting her pet to rest, speak to her and she helps you bond with a guild pet in half the downtime days (minimum of 10 days).

Hunters Guild

After getting her help in bonding with a guild pet, speak to Mirbella and she can train that guild pet to level up without canceling the pet's bond with you.

HOGHEAD

Medium humanoid (half-orc), neutral

Armor Class 13

Hit Points 14 (1d10+4)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	8 (-1)	13 (+1)	10

Saving Throws Strength +5, Constitution +4

Skills Animal Handling +3, Athletics +5, Intimidation +2, Nature +1, Survival +3

Senses darkvision 60', passive Perception 11

Languages Common, Orc

Relentless Endurance (1/Long Rest). When Hoghead is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Savage Attacks. When Hoghead scores a critical hit, add 1 additional damage dice roll.

Unarmored Defense. While Hoghead is not wearing armor, his AC is 13 (already included). He can use a shield and still gain this benefit.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 6 (1d12+3) slashing damage.

BONUS ACTIONS

Rage (2/Long Rest). For 1 minute, Hoghead gains advantage on Strength checks and saves. He also gains resistance to bludgeoning, piercing, and slashing damage. And lastly, when he makes melee weapon attacks using Strength, he deals +2 bonus damage.

ROLEPLAYING

Fierce, rustic, and intimidating, Hoghead is an outsider even among hunters. Skilled in taking down large monsters, he goes after his quarry with grim determination.

DESCRIPTION

Hoghead is striking in appearance, with a dark fringe of coarse hair and brown eyes. He dons a loincloth and wields a Greataxe (Old Warrior). Hoghead wears a full helm in the shape of a boar's head that he won after a three-day fight.

Ideal: "Apex. To be the best."

Bond: "I am one of a dying breed and I will not go out without a fight."

Flaw: "Fated. This will end up doomed."

Mannerisms: Addicted to murrberries, Backhanded compliments

THE STRONGEST! THE BEST!

Hoghead wants to be the strongest hunter on the island. He seeks to intimidate, challenging others to brute contests of Beast Wrestling and Dueling. Hoghead asks the vanguard who among them is the strongest, the best!

Lost Swamp

Speak with Hoghead and agree to defeat a Trench Croc with no weapons or spells.

Kudzu Jungle

Speak with Hoghead and agree to defeat a Vandal Cat with no weapons or spells.

Unless someone in the vanguard has defeated the beasts in Beast Wrestling, Hoghead has a *negative* attitude towards the hunters. If a hunter has agreed to Beast Wrestle and failed to succeed, then Hoghead outright challenges them to a duel during the next downtime.

Hunters Guild

Speak with Hoghead and agree to duel him in the Crucible Arena. Deciding to duel Hoghead initiates the next part. Deciding to back down from Hoghead causes all npc guild hunters to lower their attitude towards that hunter until they accept the challenge.

Thunder Ruins

Go to the Crucible Arena and fight Hoghead. The duel continues until one of two things happen: a duelist is down to 1/10th their health, or a primalrite shows up.

Unless someone in the vanguard has defeated Hoghead in a duel, Hoghead has a *negative* attitude towards the hunters. If a hunter wins in a duel against Hoghead, then Hoghead reluctantly accepts his place.

HAWKTHORNE

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 8 (1d6+2)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	11

Saving Throws Intelligence +5, Wisdom +4

Skills Arcana +5, Investigation +5, Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Halfling

Arcane Recovery (1/Day). When Hawthorne visits a bonfire, regain spell slots totaling no more than 1.

Spellcasting. Hawthorne is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13; +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion*
1st level (2 slot): *detect magic, grease, identify, longstrider, mage armor, magic missile*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5', one creature. *Hit:* 2 (1d6 - 1) bludgeoning damage.

ROLEPLAYING

Ingenious, inquisitive, and always in control, Hawthorne looks to master the unknown. His spells focus on answering questions and protecting him when those answers come out bad. Ingenious and farsighted, he often suffers from headaches and bouts of insomnia.

DESCRIPTION

Hawthorne has dark brown hair and blue eyes. He wears practical and wields a quarterstaff (Sagebender). Many believe that he related to the master of the Hunters Guild.

Ideal: "Discretion. Being discrete in one's speech, keeping secrets."

Bond: "I have an unquenchable thirst for revealing the secrets out there."

Flaw: "Dismissive. I make a showing if something is unworthy of consideration."

Mannerisms: Uses large words to gauge another's comprehension, Can predict the future (sometimes)

FAVORS FOR FAVORS

Hawthorne is smart and connected. He knows that vanguards need strong, loyal hunters and he has the connections in the guild to see it happen.

Hawthorne hints to the vanguard that he can help them in getting a guild pet in return for small favors.

Hunters Guild

Speak with Hawthorne and convince him to allow the vanguard to get a guild pet.

Hunters Guild

Speak with Hawthorne and show off the guild pet.

After the Icrofly contract, Hawthorne has a *neutral* attitude towards the hunters and most likely ask them to do small favors like fetch the following while out on hunts:

Hunters Guild

Speak with Hawthorne and agree to get him some Toxic Waste.

Hunters Guild

Speak with Hawthorne and agree to get him some Dung.

Hunters Guild

Speak with Hawthorne and agree to get him a branch of the Snaketree.

Hunters Guild

Speak with Hawthorne and agree to get him a Lightning Wisp.

Hunters Guild

Speak with Hawthorne and agree to get him some Oily Dreg.

Hunters Guild

Speak with Hawthorne and agree to get him some Arc Shard remains.

Hunters Guild

Speak with Hawthorne and agree to get him some tar from the Tarbelcher.

After doing a small favor, Hawthorne has a *friendly* attitude towards the hunters...until he needs something again.

CAVERRA

Medium humanoid (human), lawful evil

Armor Class 12 (leather)

Hit Points 7 (1d6+1)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Intelligence +4, Wisdom +4

Skills Arcana +4, History +4, Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Arcane Recovery (1/Day). When Caverra visits a bonfire, regain spell slots totaling no more than 1.

Awakened Mind. Caverra can telepathically speak to any creature she can see within 30' of you. She doesn't need to share the same language in order to speak but the creature must know at least one language.

Spellcasting. Caverra is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13: +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash, minor illusion*
1st level (2 slot): *burning hands, disguise self, hideous laughter, mage armor, magic missile, sleep*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 3 (1d4+1) piercing damage.

ROLEPLAYING

Captivating and sharp in the pursuit of power, Caverra looks to gain influence around her. Her spells focus on exploiting situations to her advantage. Cultured and decisive, she often uses that allure to get others to help her.

DESCRIPTION

Caverra is exceptionally beautiful, with black hair and dangerous blue eyes. She wears wayfarer leathers and an iron amulet. She is practical, secretive, and rumored to be a mindreader.

Ideal: "Empowerment. We must become stronger and more confident, especially in controlling one's life and claiming one's rights."

Bond: "What I desire – love, wealth, or revenge – is my right to have and to hold."

Flaw: "Cruel. I cause pain or suffering."

Mannerisms: Can't keep relationships, Mimics mannerisms from others

LOVE LETTER

Caverra lures in a new lover before the old ones even know about it. She thrills at being the top of the love triangle, pining for the attention of both suitors and gaining power from it. Caverra asks the vanguard to deliver a secret letter in haste. She dodges the answer if anyone asks "who?" by saying that the recipient of the letter will approach them. Caverra also hints that it is a love letter.

Lost Swamp

Speak with Caverra and agree to deliver a secret letter. Reading the letter initiates the next part.

Hunters Guild

The hunter of the vanguard that reads the letter is secretly the lover! If more than one hunter reads it, then they mistakenly believe the letter is for them.

After handing over the letter, Caverra has a *friendly* attitude (if standoffish) towards the vanguard (especially any that is flirting with her). She does not clarify who the letter is for in any direct way and will have dalliances. If she can get spoils, gear, anything from another hunter smitten with her, then she will.

SAUREN OF THE LOWLANDS

Medium humanoid (high elf), neutral evil

Armor Class 14 (leather)

Hit Points 9 (1d8+1)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
10	17 (+3)	13 (+1)	9 (-1)	14 (+2)	14 (+2)

Saving Throws Dexterity +5, Intelligence +1

Skills Acrobatics +5, Insight +4, Intimidation +4, Investigation +1, Perception +4, Stealth +5, Survival +4

Senses darkvision 60', passive Perception 14

Languages Common, Elvish, Orc

Fey Ancestry. Sauren has advantage on saving throws against being charmed and magic can't put him to sleep.

Sneak Attack (1/Turn). Sauren deals an extra 3 (1d6) damage when he has advantage on the attack roll, or when the target is within 5' of an ally of Sauren that isn't incapacitated and Sauren doesn't have disadvantage on the attack roll.

Spellcasting. Sauren is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 9: +1 to hit with spell attacks). He has the following wizard spell prepared:

Cantrips (at will): *chill touch*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 4 (1d6+3) slashing damage.

ROLEPLAYING

Cunning, confident, and overbearing, Sauren is eager to tell you how wrong you are in not taking his advice. His marked cynicism quickly flares up into outrage if others don't seek his counsel.

DESCRIPTION

Sauren has a handsome narrow face, with bone-white hair and amber eyes. He wears expensive garments and wields a shortsword (Palethroat). Sauren dislikes having people behind him.

Ideal: "Loyalty. We should be faithful to a person, ideal, custom, cause, or duty."

Bond: "I spend enough time in the decrepit slums to teach you a thing or two."

Flaw: "Predatory. I seek to exploit or oppress others."

Mannerisms: Points at the person while talking, Pinches the bridge of his nose while listening

THIS MESS WE'RE IN

Sauren seems to have gotten himself caught in a rusted cage out in the Lost Swamp. He has a bit of a reputation as a *backstab* and a *cheat-thief* among hunters and it looks like someone has decided to put him in his place. Sauren demands the vanguard to let him out.

Lost Swamp

Speak with Sauren of the Lowlands and agree to let him out of the rusted cage. Deciding to let him out initiates the next part.

Lost Swamp

Speak with Sauren and convince him not to poison Jager Morn. Deciding to tell Jager initiates the next part.

Lost Swamp

Let the fight happen, until one of them dies or stop them from fighting. Deciding to let the fight happen results in Sauren being mortally wounded by an enraged Jager. Stopping the fight results in Sauren backstabbing Jager with his poisoned blade. In either decision, the wounded man dies and his killer runs off. Taking the fallen hunter back to the guild hall initiates the next parts.

Hunters Guild

Side with Jager killing Sauren after a death threat and Jager can be found in the Lost Swamp. Side with Sauren killing Jager after being humiliated and Sauren can be found in the Lost Swamp. Encountering the killer in the Lost Swamp initiates the next part.

Lost Swamp

Speak with the killer (Jager or Sauren) and convince them to turn themselves in.

Unless someone in the vanguard has gone out of their way, the killer has a *negative* attitude towards the hunters.

VICTOR THE UNHURT

Small humanoid (lightfoot halfling), neutral evil

Armor Class 14 (leather)

Hit Points 10 (1d8+2)

Speed 25'

STR	DEX	CON	INT	WIS	CHA
10	16 (+3)	14 (+2)	8 (-1)	13 (+1)	16 (+3)

Saving Throws Dexterity +5, Charisma +5

Skills Acrobatics +5, Perception +3, Performance +5, Persuasion +5, Stealth +5

Senses passive Perception 13

Languages Common, Halfling

Brave. Victor has advantage on saving throws against being frightened.

Halfling Nimbleness. Victor can move through the space of larger creatures.

Lucky. Victor can reroll 1s on rolls that use a d20.

Naturally Stealthy. Victor can hide behind creatures larger than himself.

Spellcasting. Victor is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13: +5 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *minor illusion, vicious mockery*

1st level (2 slot): *faerie fire, heroism, silent image, sleep*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 6 (1d6+3) piercing damage.

Crossbow, Light. *Ranged Weapon Attack:* +5 to hit, range 80/320', one target. *Hit:* 7 (1d8+3) piercing damage. Victor carries a quiver of ten bolts.

ROLEPLAYING

Talented and washed-up, Victor never gives up without a fight. The very picture of halfling vitality and eternal upbeat attitude, Victor is determined to prove his worth.

DESCRIPTION

Victor has curly brown hair and soft brown eyes that flash with wit. He wears travel-stained clothing and several pouches hang from his belt. Victor is the world's greatest bard and he'll tell you that over and over again.

Ideal: "Awe. We live and breathe to be inspired."

Bond: "I am a worldshaker – my observations are truths best sung low - and you'll love me for it."

Flaw: "Fickle. My tastes are changing frequently, especially my loyalties, interests or affection."

Mannerisms: Obsessive gambler, Loses everything easily

SMALL GAME

Victor is an expert gambler but somewhat of an amateur winner. He needs to win and do so in a big way, so he frequently sets up games of Snare and Old Hunt during downtime. Victor asks the vanguard to play a bit after the hunt.

Rugged Coast

Speak with Victor and during the next downtime play a game of Snare.

Dark Volcano

Speak with Victor and during the next downtime play a game of Old Hunt.

After playing Snare and Old Hunt, Victor has a *friendly* attitude towards the hunters and most likely come up with playful nicknames for each one.

BIG STAKES

Only one Hunter player can enter and they must come into the game with at least 12 bone shards. If the Hunter player wins, they get one of the Profaned skulls. Otherwise, they lose a Profaned Skull of their choice.

Hunters Guild

After one of the Profaned Skulls is looted but before all of them have been found, speak with Victor and enter a 5-player game of Snare. If the player loses the skull, looting another one initiates the next quest.

DOUBLE OR NOTHING

Only the player that lost the skull in the Snare game can enter and they must put another skull on the line. If the Hunter player wins, they get the first skull back. Otherwise, they lose another skull.

Hunters Guild

After one of the Profaned Skulls is lost in a game of Snare, speak with Victor and enter a single player game of Old Hunt with no Gambit allowed. If the player fails to match a pair of dice in five turns, they lose another skull!

After the Double or Nothing quest, Victor composes a wonderfully sharp performance depicting the amusing games people play.

DOWNTIME ACTIVITIES

This section describes several new downtime activities to add depth to the hunters between game sessions. Depending on the style of your adventure, and the particular interactions with NPCs, you can make some or all of the following additional activities available as options. Doing a downtime activity with a listed NPC shifts the NPC's attitude towards friendly.

DIVING FOR SUNKEN TREASURE

Suggested NPCs: Jager Morn

Treasure lies on the floor of the coastal waters, nearly 100 feet beneath the surface. Between hunts, a hunter strong enough for long dives can undertake a search to locate a shipwreck or loot known shipwrecks around the island.

Locate Shipwrecks (10 days): As an activity, the hunter carefully plumbs the waters surrounding the island, finding a shipwreck. At the end of the time spent exploring, the hunter must make a Athletics 15+ check. If the check succeeds, a shipwreck has been found and cataloged (pick one below). If the check fails, the search leads to dead ends or ships already plundered.

Shipwrecks: Argo, Black Freighter, Demeter, Lebioda, Nautilus, Salty Sea Horse

Looting A Shipwreck (20 days): Hunter players that pick a suitable shipwreck roll a percentile and adds their Strength score on this downtime activity, then compares the total to the appropriate Looting a Shipwreck table to determine what item(s) is found. An item is found once, in which case reroll until a new item is found or a result of natural 20 or lower.

Any found item that a Hunter player can barter or sell away has a gold piece value after it. Depending on if the Hunter player is particularly interested or curious about an item and the style of your campaign, an item can be a minor magic item. Perhaps the item has a dramatic backstory or the primal chaos of the island has warped its nature or a magic user used the item to store her spell, but the item can now cast one spell before losing its magic. At your discretion, you allow the item to have one spell below randomly or appropriately picked for the item.

LOOTING THE ARGO

d100 + Str	Treasure
20 or lower	Nothing of note
21-40	Packed clay jars flush with wine
41-80	Waxed clay jars of greek fire
81-90	Golden helmet fitted with black ram horns
91 or higher	Ornate leather-braided box lined with blue silk containing a piece of wood

LOOTING THE BLACK FREIGHTER

d100 + Str	Treasure
20 or lower	Nothing of note
21-40	Worn leather sack of 25 gp and a primitive obsidian idol
41-80	Ivory-inlaid sailor's compass
81-90	Small casket of ceremonial wine (120 gp)
91 or higher	Wax-sealed box of old world spice (250 gp)

LOOTING THE DEMETER

d100 + Str	Treasure
20 or lower	Nothing of note
21-40	Sable coinpurse containing two sharp fangs
41-80	Grand pouch containing 1d4 ivory cameos (25 gp each)
81-90	Dirt-filled locket
91 or higher	Handsome traveler's humidor (50 gp) containing 2d4 cigars (300 gp each)

LOOTING THE LEBIODA

d100 + Str	Treasure
20 or lower	Nothing of note
21-40	Leather belt with silver wolfshhead buckle (50 gp)
41-80	Rabbit fur boots (25 gp) and 1d4 silk gowns (25 gp each)
81-90	Ceramic funeral urn containing 125 gp and ashes
91 or higher	Black coffer of specially treated dried mushrooms (280 gp)

LOOTING THE NAUTILUS

d100 + Str	Treasure
20 or lower	Nothing of note
21-40	Bloodied handkerchief wrapped around a broken royal medallion
41-80	Velvet sailor's glove (25 gp) containing 1d4 green speckled stones
81-90	Festooned carrying case containing gold bullion
91 or higher	Chipped wooden box containing a black flag emblazoned with a large golden "N"

LOOTING THE SALTY SEA HORSE

d100 + Str	Treasure
20 or lower	Nothing of note
21-40	August leather case containing a green glass flask
41-80	Silk choker trimmed with sable (25 gp) and 1d4 silver-banded hairpins (50 gp)
81-90	Black animal mask
91 or higher	Opulent case (50 gp) of 2d4 ripened cheeses (350 gp each)

CURIOUS MAGIC ITEM

d12	Spell
1	Alarm
2	Blade Ward
3	Detect Magic
4	Detect Poison and Disease
5	Disguise Self
6	Expeditious Retreat
7	Feather Fall
8	Friends
9	Identify
10	Mage Hand
11	Misty Step
12	Spare the Dying

Identifying the Magic Item: A detect magic reveals a faint aura around the item as long as it is removed from its case (if it has one) and the item's magic isn't exhausted. With an identify spell or a short rest while being in contact with the item, the hunter learns the item's spell as well as how to use it.

SPOILCRAFTING

Suggested NPCs: Amelia Dusk

The best way to hunt monsters is to use their own defenses against them. Between hunts, a hunter can use those hard-won spoils and rewards to upgrade existing armor or make new armor sets or weapons.

Making Recipes (10 days): As an activity, the hunter devises potential spoilcraft recipes to make. At the end of 10 days, they pick the item type - bone charm, creature armor, monstrous mantle, or fervent weapon- and can make 1d2 (+ Intelligence modifier) recipes of that type. To determine the discovered recipes, they roll using the tables in the Spoilcraft appendix at the back of this book. The recipes do not have to be used immediately, and can be used at a later time or traded to another hunter.

Copying Recipe (10 days): A hunter can spend 10 downtime days to copy up to their Intelligence modifier in spoilcraft recipes from their inventory.

Optimizing Recipe (10 days): A hunter can spend 10 downtime days to reroll on a recipe's property table. A recipe can be optimized one or more times but the new property replaces the existing one.

HANDLING A GUILD PET

Suggested NPCs: Hawthorne, Mirbella

Guild pets are the GM player's purview, so you decide how they wind up in your campaign. If you think a creature would be too disruptive as a guild pet, simply omit pets from being available.

Getting a Guild Pet (10 days): A hunter can spend downtime requesting a new guild pet from the guild. Between hunts, the hunter undertakes small favors, socializes, and makes sound arguments to the guild masters. After doing so, the Hunter player must make a successful Deception 15+ or Persuasion 15+ check (their choice). If the check succeeds, the guild pet arrives when the requesting hunter levels up.

Otherwise, the guild is too busy at this time. This roll automatically fails if the vanguard already has two guild pets. The guild pet arrives as a 1st level guild pet. Go to the Guild Pet appendix at the back of this book to determine the pet's stats.

Bonding with a Guild Pet (10-60 days): A hunter can spend downtime bonding and gaining trust with a guild pet before they can use them in a hunt. If you choose this option, a hunter must bond for a number of days before they can control the guild pet on a hunt. The bonding time required depends on the level of the hunter, as shown on the Bonding with a Guild Pet table.

BONDING WITH A GUILD PET

Level	Downtime
1-3	1d6 x 10 days
4-6	1d4 x 10 days
7-9	20 days
10+	10 days

At the end of this time, the guild pet has bonded with the hunter, following commands while on hunts with them. A guild pet bonds to one hunter and vice versa. In addition, rangers above 3rd level can skip this bonding activity if your campaign is using the class feature of animal companion.

Leveling a Guild Pet (10-20 days): A hunter can spend downtime training a guild pet to level up. If you choose this option, a hunter must train a pet for a number of days before the pet can advance.

LEVELING A GUILD PET

Level	Downtime
2-3	10 days
4+	20 days

At the end of this time, the guild pet advances a level. A guild pet's level can't exceed the trainer's level. A hunter not bonded with a guild pet can train it, but the training cancels any bond the guild pet has with another hunter.

CONTROLLING ALTARS

Suggested NPCs: Caverra

While traversing the island on hunts, the hunters might stumble upon dire altars built ages ago to an old enemy. Building on that curiosity, you can allow hunters to go out to discover all of them and destroy them.

Locating Altar (10 days): As an activity, the hunter asks NPCs for clues, attempting to locate an elusive Altar to Primalrites. At the end of the time spent interviewing, the hunter must make an Investigation 15+ check. Attempting the activity as teamwork allows for one check, using the highest hunter's ability bonus and advantage (roll 2d20 take the highest). If the check succeeds, rumors confirm of a grim altar. Determine which one by picking one from the Altars table. If the check fails, the trail goes cold as the suspected altar site disappears until the next downtime.

ALTARS OF PRIMALRITES

Region	Description
Lost Swamp	Burial mound filled with scorched-black animal bones
Dark Volcano	Blackstone pyramid topped with a bronze capstone
Thunder Ruins	Green patina statue of a monstrous figure devouring smaller figures
Kudzu Jungle	Aged stone arch over a rough-hewn stone altar
Rugged Coast	A makeshift altar covering a massive fossil (located openly on the Petrified Cliffs).

Restoring/Destroying an Altar (10-40 days): Once hunters have revealed an Altar of Primalrites, they can visit to restore the altar to its gruesome glory or destroy the altar, reducing it to rubble. Determine the level of destruction an altar has by using the Destruction table.

ALTARS: DESTRUCTION

d4	Amount of Damage	Restore	Destroy
1	Minor (25%)	10 days	10 days
2	Moderate (50%)	20 days	10 days
3	Major (75%)	30 days	10 days
4	Complete (100%)	40 days	10 days

Your players might be interested in rebuilding the altars or tearing them down just for the sake of doing it.

As an option, you can have the altars affect the power of Primalrites, allowing players to influence contract difficulty with the following rules:

- If all 5 altars are revealed and have only minor damage, Primalrites have advantage on all saving throws.
- If all 5 altars are revealed and are completely destroyed, hunters have advantage on the first spoil roll.

ENJOYING BONEFIRE GAMES

Suggested NPCs: Victor the Unhurt

A simple dice game can form the backdrop of a memorable game sessions as hunters pass time between hunts. The games here illustrate the variety of ways bonfire games can work in the game. Feel free to alter the name, ante, dice, or other characteristics of these games to suit your playthrough.

Old Hunt (1 player, 1 day)

Also known as the Wild Tail, the Old Hunt is the dice game preferred by older hunters in the guild. The game is often used to settle debts in a double-or-nothing game of chance.

Requires: 2d6, and a cup.

Setup: Place the two six-sided dice in the cup. Next, give the player the cup.

The Ante: Varies. Typically, it's a common or better spoil.

The Turn: The player has five turns to match two dice as a pair. During a turn, they roll the dice and follow the result:

Roll	Result
Pair	Wins the purse (equal to double the ante).
No Pair	No luck. Turn ends.

Play continues until either the player wins the purse or five turns have occurred. If one of the rolls matches the turn it is roll on – for example, rolling a 3 on turn 3 – the die becomes **locked**. A locked die does not go back into the cup, but stays on the table as that roll until the end of the game.

The Gambit: When a die is locked, the player can push. Doing so at the start of a turn, they double the ante and unlocks the die. Once unlocked, the die goes back into the cup.

Snare (3-8 players, 1 day): A dice game taken from the Isle of Ruul, birthplace of the Wolfhorde. Enjoys a healthy following as the game gradually separates a hunter from their spoils.

Snare often allows different ante types including but not limited to **bone shards** from various monsters. You can break apart the following spoils, yielding bone shards: Ripper Claw (1), Horn (2), Wing Bone (3), Tailbone (4), Jawbone (5), or Primal Bone (10).

Requires: Bone shards, a cup, and a 1d6.

Setup: Each player needs 8 shards. Next, place the cup and d6 within easy reach of all players.

The Ante: Everyone adds one or more shards to the cup. The player with the fewest shards in front of him is the **hunter**. For tiebreaking, the first player that antes is the hunter instead.

The Turn: The player left of the hunter goes first. During their turn, the player rolls 1d6 and follows the result:

d6	Result
1	Add 1 shard
2	Add 2 shards
3	Everyone adds 1 shard
4	Take 1 shard
5	Take 2 shards
6	Win the cup

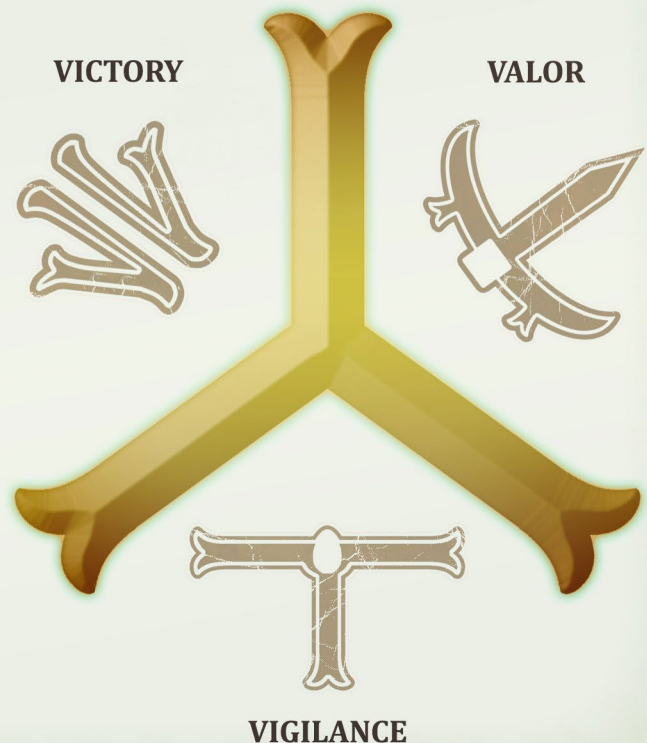
After a player is done rolling the die, the player to their left goes next. Play continues until someone has won the cup. The hunter remains the hunter until the next game's ante. If you have to add shards and cannot, you are out of the game.

The Gambit: Instead of rolling the die during their turn, the hunter can **snare**. Doing so, the hunter picks another player, and if that player wins the cup on their turn, the hunter gets it instead.

CEDALION, THE HUNTERS MARK

An Ageless symbol used by hunters, protecting them from dread monsters. This three-armed rune roughly means "sworn" or "charge", and is adopted by the Hunters Guild to represent the core virtues of the ideal hunter.

Surrounding the Cedalion are the three faction marks and their personal virtue. The Iron Haws strive for dominating victories, The Wolfhorde strive for glorious valor, and the Fervendt strive for ever-wise vigilance.





APPENDIX C: STEP-BY-STEP GUILD PETS

This appendix provides rules on creating pet companions. You may roll up a pet companion or choose among the options in the table if your GM allows it.

GETTING A GUILD PET

You can spend downtime requesting a new guild pet from the guild. Between hunts, you undertake small favors, socializes, and makes sound arguments to the guild masters. After doing so, you must make a successful Deception 15+ or Persuasion 15+ check (your choice). If the check succeeds, the guild pet arrives when you level up next. Otherwise, the guild is too busy at this time.

This roll automatically fails if the vanguard already has two guild pets. The guild pet starts at 1st level. Go through the following sequence in order to create your guild pet:

1. CHOOSE A BODY TYPE

Your pet has **body type** similar to an animal. It might be bat-like with wings, or pig-like with hooves and a potbelly, or like any number of different animals. The type of body you choose for your pet will help you choose actions and traits that are appropriate for your pet.

1. BODY TYPE TABLE

d20	Body Type
1	Bat-like
2	Bear-like
3	Beetle-like
4	Bird-like
5	Cat-like
6	Deer-like
7	Dinosaur-like
8	Dog-like
9	Frog-like
10	Insect-like
11	Jellyfish-like
12	Kangaroo-like
13	Lizard-like
14	Monkey-like
15	Mouse-like
16	Pig-like
17	Seal-like
18	Snake-like
19	Spider-like
20	Turtle-like

2. CHOOSE A PET TYPE

Every pet belongs to a **pet type**, one of four species in the world. These four types are beast, elemental, ooze, and plant. The type of pet you choose is important, by establishing the natural actions, enhancements, and traits your pet can get. These talents help make your pet be a wonderful companion by your side and a formidable force in the wild. Your pet type might also increase one or more of its **ability scores**, which you determine in the next step. Note these increases and remember to apply them later.

2. PET TYPE TABLE

d20	Pet Type
1-4	Beast
5-8	Elemental
9-12	Ooze
13-16	Plant
17-20	Pick One

3. DETERMINE ABILITY SCORES

Much of what your pet does in the game depends on its six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The method described here allows you to build a pet companion with a set of ability scores you choose individually.

You have 18 points to spend on its ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 10 costs 2 points. Using this method, 15 is the highest ability score you can end up with (although the ability increase from your pet's type may exceed this). You can't have a score lower than 1. This method enables you to assign low ability scores in order to get high ability scores. For example, a low score of 4 (costs -2 points) offsets a high score of 15 (costs you 9 points).

ABILITY SCORE POINT COST			
Score	Cost	Score	Cost
1	-4	9	1
2	-3	10	2
3	-3	11	3
4	-2	12	4
5	-2	13	5
6	-1	14	7
7	-1	15	9
8	0		

After assigning ability scores to your pet companion, determine its ability modifiers using the Ability Score and Modifiers table. You'll use these modifier to fill out your pet's actions as well as traits in the next step.

ABILITY SCORE AND MODIFIERS			
Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

4. CHOOSE A PET ACTION

Your pet's actions are determined by pet type (beast, elemental, ooze, or plant). Take your pet's ability scores and body type into account as you figure out how and what it does in combat. For example, if your pet is a snake-like elemental then Constrict, Tail, Bite are all valid choices.

4. PET ACTION TABLES

d20	Beast Actions
1-5	Bludgeoning (Constrict, Fist, Hooves, Ram, Tail)
6-10	Piercing (Beak, Bite, Gore, Sting)
11-15	Slashing (Claw, Talons, Tusk)
16-20	Pick One
d20	Elemental Actions
1-5	Bludgeoning (Constrict, Tail)
6-10	Piercing (Bite)
11-15	Slashing (Claw)
16-20	Pick One
d20	Ooze Actions
1-15	Bludgeoning (Pseudopod)
16-20	Pick One
d20	Plant Actions
1-5	Bludgeoning (Constrict, Slam)
6-10	Piercing (Bite)
11-15	Slashing (Claw, Rake)
16-20	Pick One

5. CHOOSE A PET TRAIT

Just like your pet's action, its trait is determined by pet type.

6. DESCRIBE YOUR PET

Once you know the basic game aspects of your pet companion, it's time to flesh it out as its own individual. Your pet needs a creature name that generalizes what creature it is. For example, an Ooze turtle or Flying plant snake gives a general impression of what type of creature it is. You may want to design your pet after an existing fantasy creature or create an entirely new creature; it's up to you and the game you want to play.

5. PET TRAIT TABLES

d20	Beast Traits
1	Amphibious
2	Beast of Burden
3	Blood Frenzy
4	Charge
5	Flyby
6	Illumination
7	Keen Senses
8	Mimicry
9	Pack Tactics
10	Pounce
11	Rampage
12	Relentless
13	Spider Climb
14	Sure-Footed
15-20	Pick One
d20	Elemental Traits
1	Air Form
2	Death Burst (fire)
3	Earth Glide
4	Fire Form
5	Heated Body
6	Ignited Illumination
7	Illumination
8	Invisibility
9	Invisible in Water:
10	Rolling Charge
11	Stone Camouflage
12	Water Form
13-20	Pick One
d20	Ooze Traits
1-3	Corrode Metal
4-6	Corrosive Form
7-9	False Appearance
10-12	Ooze Cube
13-15	Transparent
16-20	Pick One
d20	Plant Traits
1-5	Damage Absorption (lightning)
6-10	Death Burst (spores)
11-15	False Appearance
16-20	Pick One

Now that you have a **creature name**, how about a proper name or nickname? This can give your pet a sense of individuality that others can recognize in the game.

Next, spend a few minutes describing its **appearance**. Use the details about senses, size, speed, and special movement listed in the type features to rough out details. How does it move? Can it see in the dark? Does it fit in a pocket, sit on a shoulder, or carry equipment?

Lastly, you may give it an **alignment**, providing an explanation on how the pet companion sees itself in relation to others including you. This can be the most telling feature and played up as **bonds** and **flaws**.

BEYOND 1st LEVEL

As your pet companion goes on hunts and overcomes challenges, it reflects this bond by gaining levels. When your pet gains a level, its growth grants access to more pet features. Some levels allow you to increase your pet's ability scores and movement. Other levels grant you additional actions, traits and can enhance your pet's actions to devastating effect. In addition, each time your pet gains a level, it gains additional Hit Dice, making it tougher in combat.

LEVELING A GUILD PET

A hunter can spend downtime training a guild pet to level up. At the GM player's discretion, you must train a pet for a number of days before the pet can advance.

LEVELING A GUILD PET

Level	Downtime
2-3	10 days
4+	20 days

At the end of this time, the guild pet advances a level. A guild pet's level can't exceed the trainer's level. A hunter not bonded with a guild pet can train it, but the training cancels any bond the guild pet has with another hunter.

PET BOND

Your pet companion gains a variety of benefits from bonding to you. Your pet obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions in combat. If you are incapacitated or absent, your pet acts on its own.

BONDING WITH A GUILD PET

A hunter can spend downtime bonding and gaining trust with a guild pet before they can use them in a hunt. With your GM's permission, you must bond for a number of days before they can control the guild pet on a hunt. The bonding time required depends on the level of the hunter, as shown on the Bonding with a Guild Pet table.

BONDING WITH A GUILD PET

Level	Downtime
1-3	1d6 x 10 days
4-6	1d4 x 10 days
7-9	20 days
10+	10 days

At the end of this time, the guild pet has bonded with the hunter, following commands while on hunts with them. A guild pet bonds to one hunter and vice versa. In addition, rangers above 3rd level can skip this bonding activity if your campaign is using the class feature of animal companion.

PET TYPES

The description of each pet type includes traits that are common to members of that species. The following entries appear among the traits of most pet types.

FEATURES

Your pet's type determines what new actions, traits, and specific improvements that can be accessed based on the pet's level.

BONUS TRAITS

Characteristics that are the hallmark of your pet's type.

ABILITY SCORE INCREASE

Every type increases one or more of a pet's ability scores.

HIT POINTS

Your pet's starting hit points and increase rate when leveling up.

SIZE

Most pets are Medium, a size category for creatures 4-8' tall. If your pet is smaller, certain rules of the game affect them differently including lower hit dice and speed.

SPEED

Your pet's speed determines how far it can move when traveling and fighting in combat.

BEAST

Beasts are non-humanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language.

BEAST FEATURES

Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	2x Movement
4	+2	Ability Score Improvement
5	+3	Melee Weapon Action
6	+3	3x Movement
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

BEAST FEATURES

Your pet beast has certain characteristics in common with all other beasts.

BONUS TRAITS

Ability Score Increase: The beast's Strength or Dexterity score increases by 2, or both by 1.

Bestial Senses: The beast gains your choice of *Keen Hearing*, *Keen Sight*, or *Keen Smell*.

Special Movement: The beast gains your choice of burrow 20', climb 20', fly 20', or swim 20'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: Natural armor, light armor

Saving Throws: All

Skills: Perception, Stealth

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 30'

BEAST ACTIONS

At 1st level and again at 5th level, your pet adopts a melee weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Bludgeoning: Constrict, Fist, Hooves, Ram, Tail

Piercing: Beak, Bite, Gore, Sting

Slashing: Claw, Talons, Tusk

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

BEAST ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Drain (Requires a piercing action): After a successful attack, your pet attaches to the target. While attached, your pet doesn't attack. Instead at the start of each of your pet's turns, the target loses 3 (1d6) hit points due to blood loss. Your pet can detach itself by spending 5' of its movement. A creature, including the target, can use its action to detach your pet.

Grapple (Requires a bludgeoning action): After a successful attack, the target is grappled (escape DC = 10 + STR modifier). Until this grapple ends, the target is restrained, and your pet can't grapple another target. Only enhances actions that deal bludgeoning damage.

Knockdown (Requires a bludgeoning or piercing action): After a successful attack, the target must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone.

Poison (Requires a piercing or slashing action): After a successful attack, the target must make a Constitution saving throw (DC = 10 + CON modifier), taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

BEAST TRAITS

At 1st level and again at 7th level, your pet can adopt a new beast trait. Choose one of the following traits.

Amphibious: Your pet can breathe air and water.

Beast of Burden: Your pet is considered to be a Large animal for the purpose of determining its carrying capacity.

Blood Frenzy: Your pet has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Charge: If your pet moves at least 20' straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 3 (1d6) damage of the same type as the melee weapon attack. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Flyby: Your pet doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination: Your pet sheds bright light in a 10-foot radius and dim light for additional 10'.

Keen Senses: Your pet has advantage on Wisdom (Perception) checks that rely on the associated sense.

Mimicry: Your pet can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check (DC = 10 + WIS modifier).

Pack Tactics: Your pet has advantage on an attack roll against a target if at least one of your allies is within 5' of your pet and the ally isn't incapacitated.

Pounce: If your pet moves at least 20' straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone. If the target is prone, your pet can make one weapon attack against it as a bonus action.

Rampage: When your pet reduces a target to 0 hit points with a melee attack on its turn, you pet can take a bonus action to move up to half its speed and make a weapon attack.

Relentless (Recharges after a Short or Long rest): If your pet takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Spider Climb: Your pet can climb difficult surfaces, including upside down on ceilings, without needing to make ability check.

Sure-Footed: Your pet has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ELEMENTAL

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animated masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy.

ELEMENTAL FEATURES

Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	2x Movement
4	+2	Ability Score Improvement
5	+3	Ranged Spell Action
6	+3	3x Movement
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

ELEMENTAL FEATURES

Your pet elemental has certain characteristics in common with all other elementals.

BONUS TRAITS

Ability Score Increase: The elemental increases an ability score of your choice by 2.

Elemental Immunity: The elemental is immune to poison.

Elemental Nature: The elemental doesn't require air, food, drink, or sleep.

Elemental Senses: The elemental has darkvision 60'.

Special Movement: The elemental gains your choice of burrow 30', climb 30', fly 30', or swim 30'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: Natural armor

Saving Throws: All

Skills: Perception, Arcana

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 30'

ELEMENTAL ACTIONS

At 1st level, your pet adopts a melee weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Bludgeoning: Constrict, Tail

Piercing: Bite

Slashing: Claw

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

At 5th level, your pet adopts a ranged spell attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Ranged: Hurl Bolt, Hurl Flame, Hurl Ice

Ranged Spell Attack = 3 + proficiency bonus + Dexterity modifier

Range = 60'

Target = 1 creature

Hit = 2d6 elemental damage (cold, fire, or lightning)

ELEMENTAL ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Charged (Requires a ranged, piercing or slashing action): A successful attack deals an additional 1d6 lightning damage.

Frosted (Requires a ranged, piercing or slashing action): A successful attack deals an additional 1d6 cold damage.

Grapple (Requires a bludgeoning action): After a successful attack, the target is grappled (escape DC = 10 + STR modifier). Until this grapple ends, the target is restrained, and the elemental can't grapple another target.

Heated (Requires a ranged, piercing or slashing action): A successful attack deals an additional 1d6 fire damage.

ELEMENTAL TRAITS

At 1st level and again at 7th level, your pet can adopt a new elemental trait. Choose one of the following traits.

Air Form: Your pet can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Death Burst (fire): When your pet dies, it explodes in a burst of fire and magma. Each target within 10' of it must make a Dexterity saving throw (DC = 10 + DEX modifier), taking 2d6 fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Earth Glide: Your pet can burrow through nonmagical, unworked earth and stone. While doing so, the it doesn't disturb the material it moves through.

Fire Form: Your pet can move through a space as narrow as 1 inch wide without squeezing. Targets that touch your pet or hits it with a melee attack while within 5' off it takes 1d6 fire damage. In addition, your pet can enter a hostile target's space and stop there. The first time it enters a target's space on a turn that target takes 1d6 fire damage and catches fire; until someone takes an action to douse the fire, the target takes 1d6 fire damage at the start of each of its turns.

Heated Body: A target that touches your pet or hits it with a melee attack while within 5' of it takes 1d6 fire damage.

Ignited Illumination: As a bonus action, your pet can set itself ablaze or extinguish its flames. While ablaze, it sheds bright light in a 10-foot radius and dim light for an additional 10'.

Illumination: Your pet sheds bright light in a 10-foot radius and dim light for additional 10'.

Invisibility: Your pet is invisible.

Invisible in Water: Your pet is invisible while fully immersed in water.

Rolling Charge: If your pet rolls at least 20' straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 1d6 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone.

Stone Camouflage: Your pet has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Water Form: Your pet can enter a hostile target's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

OOZE

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way.

OOZE FEATURES

Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	Pick One: Burrow 10', Fly 10', or Swim 20'
4	+2	Ability Score Improvement
5	+3	Engulf Action
6	+3	Pick One: Burrow 10', Fly 10' or Swim 20'
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

OOZE FEATURES

Your pet ooze has certain characteristics in common with all other oozes.

BONUS TRAITS

Ability Score Increase: The Ooze increases an ability score of your choice by 2.

Ooze Nature: The ooze is immune to blinded, charmed, deafened, exhausted, frightened, prone, and unconscious conditions.

Ooze Senses: The ooze has blindsight 60'.

Amorphous: The ooze can move through a space as narrow as 1" wide without squeezing.

Slime Climb: The ooze can climb difficult surfaces, including upside down on ceilings, without an ability check.

Special Movement: The ooze gains your choice of burrow 10', fly 10', or swim 20'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: None

Saving Throws: All

Skills: Survival, Stealth

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 20'

OOZE ACTIONS

At 1st level, your pet adopts a melee weapon attack as an action.

Bludgeoning: Pseudopod

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

At 5th level, your pet adopts a unique *Engulf* as an action.

Engulf: Your pet moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever your pet enters a creature's space, the creature must make a Dexterity saving throw (DC = 10 + DEX modifier). On a successful save, the creature can choose to be pushed 5' back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, and the creature takes 7 (2d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a Strength check (DC = 10 + STR modifier). On a success, the creature escapes and enters a space of its choice within 5' of the ooze.

OOZE ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Acid (Requires a bludgeoning action): A successful attack deals an additional 1d6 acid damage.

Corrode (Requires a bludgeoning action): After a successful attack, if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

OOZE TRAITS

At 1st level and again at 7th level, your pet can adopt a new ooze trait. Choose one of the following traits.

Corrode Metal: Any nonmagical weapon made of metal that hits your pet corrodes. After dealing damage, the weapon takes a permanent and cumulative 1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits your pet is destroyed after dealing damage. Your pet can eat through 2-inch-thick, nonmagical metal in 1 round.

Corrosive Form: A target that touches your pet or hits it with a melee attack while within 5' of it takes 1d6 acid damage. Any nonmagical weapon made of metal or wood that hits the creature corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to 5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits your pet is destroyed after dealing damage. Your pet can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance: While your pet remains motionless, it is indistinguishable from a nearby or common object to the surroundings.

Ooze Cube: Your pet takes up its entire space. Other targets can enter the space, but a target that does so is subjected to your pet's Engulf action (if it has one) and has disadvantage on the saving throw. Targets inside the creature can be seen but have total cover. A target within 5' of your pet can take an action to pull a target or object out of it. Doing so requires a successful Strength check (DC = 10 + STR modifier), and the target making the attempt takes 1d6 acid damage. It can hold only one creature of its size.

Transparent: Even while your pet is in plain sight, it makes a successful Wisdom (Perception) check (DC = 10 + WIS modifier) to spot the creature if it has neither moved nor attacked. A target that tries to enter your pet's space while unaware of the creature is surprised.

PLANT

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous.

PLANT FEATURES

Lvl	Prof.	Features
1	+2	Melee Weapon Action, Trait
2	+2	Enhancement
3	+2	2x Movement
4	+2	Ability Score Improvement
5	+3	Ranged Weapon Action
6	+3	3x Movement
7	+3	Trait
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhancement

PLANT FEATURES

Your pet plant has certain characteristics in common with all other plants.

BONUS TRAITS

Ability Score Increase: The plant increases Strength or Constitution by 2, or both by 1.

Plant Immunity: The plant is immune to blinded and deafened.

Hardy Nature: The plant has an AC 13 (natural armor)

Plant Senses: The plant has blindsight 60'.

Special Movement: The plant gains your choice of burrow 10', climb 10', fly 20', or swim 20'.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st level: 8 + pet's Constitution modifier

Hit Points at Higher levels: 1d8 + pet's Constitution modifier per pet level after 1st

PROFICIENCIES

Armor Class: Natural armor

Saving Throws: All

Skills: Perception, Nature

SIZES

Tiny: Lower hit dice to 1d4, lower speed to 10'

Small: Lower hit dice to 1d6, lower speed to 20'

Medium: 1d8 hit dice, Speed 25'

PLANT ACTIONS

At 1st level, your pet adopts a melee weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Bludgeoning: Constrict, Slam

Piercing: Bite

Slashing: Claw, Rake

Melee Weapon Attack = 3 + proficiency bonus + Strength modifier

Reach = 5'

Target = 1 creature

Hit = 1d6 + proficiency bonus + Strength modifier

At 5th level, your pet adopts a ranged weapon attack as an action. Decide the damage type that best suits your pet and choose an action listed there.

Ranged: Needles, Rock

Ranged Spell Attack = 3 + proficiency bonus + Dexterity modifier

Range = 30/60'

Target = 1 creature

Hit = 2d6 piercing or bludgeoning damage

PLANT ENHANCEMENTS

Starting at 2nd level and again at 10th level, your pet can enhance an action to inflict an effect. Each action can have only one enhancement.

Grapple (Requires a bludgeoning action): After a successful attack, the target is grappled (escape DC = 10 + STR modifier). Until this grapple ends, the target is restrained, and the plant can't grapple another target.

Knockdown (Requires a bludgeoning or piercing action): After a successful attack, the target must succeed on a Strength saving throw (DC = 10 + STR modifier) or be knocked prone.

Poison (Requires a piercing or slashing action): After a successful attack, the target must make a Constitution saving throw (DC = 10 + CON modifier), taking 2d6 poison damage on a failed save, or half as much damage on a successful one.

Rotting Touch (Requires a bludgeoning or slashing action): After a successful melee attack deals an additional 1d6 necrotic damage.

PLANT TRAITS

At 1st level and again at 7th level, your pet can adopt a new plant trait. Choose one of the following traits.

Damage Absorption (lightning): Whenever your pet is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the damage dealt.

Death Burst (spores): Your pet explodes when it drops to 0 hit points. Each creature within 20' of it must succeed on a Constitution saving throw (DC = 10 + CON modifier) or take 7 (2d6) poison damage and become infected with a disease on a failed save. Target's immune to the poisoned condition are immune to this disease. Spores invade an infected target's system, killing the target in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the target dies, it sprouts 2d4 tiny gas spores that grow to full size in 7 days.

False Appearance: While your pet remains motionless, it is indistinguishable from a nearby or common flora to the surroundings.

TREASURES OF THE SUNKEN ISLAND

Idolized treasures lay in the rubble-strewn vaults of Arcosa. They are extremely valuable, but are always guarded by profaned powers that make them risky to snatch.



BANNERS

Banners are magic items that grow in power the longer they are displayed.



BLESSED MARKS

Marks are one-use only magic items that allow a bearer to mystically-mark a creature.



PROFANED SKULLS

Skulls offer a chaotic array of powers to those lucky enough to find them.



SPELL SCROLLS

Spell Scrolls are one-use only magic items that allow a spellcaster to cast a spell of the same name.

BANNERS

BANNER	Effect	After 3 hunts...	After 5 hunts...
Sacred Moon	You gain a +1 bonus to Spoil rolls	+2 to Spoil rolls	+3 to Spoil rolls
Emerging Shadow	You gain a +1 bonus to Loot rolls	+2 to Loot rolls	+3 to Loot rolls
Totem of Gateway	You gain +10 hp to your max hit points	+20 hp	+30 hp
Blood-Enshrined	You ignore the effects of level 1 exhaustion	Ignore levels 1-2	Ignore levels 1-3
Divine Spite	You gain +1 bonus to Damage rolls	+2 to Damage rolls	+3 to Damage rolls
Totem of Dominion	You heal 1 hp on melee attacks	Heal 2 hp	Heal 3 hp
Totem of Starry Horns	You ignore up to 2 poison damage	Ignore 4 poison damage	Poison Resistance
Lost Sun	You gain +1 bonus to death saves	+2 to Death saves	+3 to Death saves
Feathered Resplendent	You gain +1 Strength (max 20)	+2 Strength (max 20)	+3 Strength (max 20)
Gleaming Hand Standard	You gain +1 bonus to ranged attack roll	+2 to Ranged Attack rolls	+3 to Ranged Attack rolls

BLESSED MARKS

BLESSED MARKS	Effect
Agile	Grants advantage/disadvantage on Dexterity checks and saves
Colossal	Grants advantage/disadvantage on Constitution checks and saves
Striker	Grants advantage/disadvantage on Strength checks and saves
Astute	Grants advantage/disadvantage on Intelligence checks and saves
Shrewd	Grants advantage/disadvantage on Charisma checks and saves
Wise	Grants advantage/disadvantage on Wisdom checks and saves

PROFANED SKULLS

PROFANED SKULL	Effect
Revered Izel, the First Skull	While attuned to this skull, you gain +2 to your Wisdom (max 24) and you are immune to disease. However, your facial appearance changes daily.
Lord Hasca, Hooded Skull of the Sunscorched-Dawn	While attuned to this skull, you can curse a creature in sight with a weakness to fire and you are immune to non-magical fire. However, you are blinded during the day.
White Imix, Pale Skull of the Moon-Dusken Flower	While attuned to this skull, your walking speed doubles, you are resistant to poison damage and immune to poisoned condition. However, you deal 1d6 necrotic damage to plants around you.
Warden Xon, Rime Skull of Mist-Mirrored Sorrow	While attuned to this skull, you can't be blinded, deafened, or stunned and you gain proficiency in a Charisma skill of your choice. However, you have disadvantage on all saving throws.
Prophet Tzlian, Obsidian Skull of Ghosting-wind	While attuned to this skull, you gain +2 to your Intelligence (max 24) and you can bind profane powers anywhere. However, creatures within 30' of you are hostile, excluding hunters and npcs.



Loot Rolls: When a Hunter player rolls for loot after a hunt, make sure you look up the result on the appropriate Loot Table. For each loot roll, use the Loot Table based on the character's level.

Level	Loot Items
1-2	Roll on Loot Table A
3-4	Roll on Loot Table B
5-6	Roll on Loot Table C
7-9	Roll on Loot Table D
10+	Roll on Loot Table E

LOOT ITEM CATEGORIES

Each loot item belongs to a category; banners, marks, skulls, and spell scrolls.

Banners: Banners are magic items that grow in power the longer they are displayed. They must be worn or wielded for their magic to work, and can be affixed onto cloaks, shields, or melee weapons with the *Two-Handed* weapon property.

As the number of hunts that are major victories increase, so does a banner's effect. If a Hunter player attuned to a banner discards, drops, or stops wearing a banner, any accumulated effect may be lost at your discretion.

Blessed Marks: Marks are one-use only magic items that allow a bearer to mystically-mark a creature, granting an advantage/disadvantage to ability checks and saving throws. As a bonus action, the bearer expends the mark on a target they see (or themselves).

Until the end of the bearer's next turn, the target has advantage/disadvantage (bearer chooses) on the related ability score.

Profaned Skulls: Skulls offer an chaotic array of powers to those lucky enough to find them. They must be wielded or worn for their magic to work, and can be affixed onto weapons, armor, and gear. While the wielder has a skull, they get the good and bad effects of the skull and can wield one or more skulls at a time.

Spell Scrolls: Spell Scrolls are one-use only magic items that allow a spellcaster to cast a spell of the same name. As a Casting a Spell action, the spellcaster invokes the scroll, unleashing its power.

LOOT TABLE A

d20	Item
1-2	Spell Scroll (cantrip)
3-5	Spell Scroll (1 st level)
6-8	Spell Scroll (2 nd level)
9-11	Blessed Mark of the Agile
12-14	Blessed Mark of the Colossal
15-17	Blessed Mark of the Striker
18	Sacred Moon Banner
19	Emerging Shadow Standard
20	Rime Skull of Mist-Mirrored Sorrow

LOOT TABLE B

d20	Item
1-2	Spell Scroll (1 st level)
3-5	Spell Scroll (2 nd level)
6-8	Spell Scroll (3 rd level)
9-11	Blessed Mark of the Colossal
12-14	Blessed Mark of the Striker
15-17	Blessed Mark of the Astute
18	Totem of Gateway
19	Blood-Enshrined Banner
20	Pale Skull of the Moon-Dusken Flower

LOOT TABLE C

d20	Item
1-2	Spell Scroll (2 nd level)
3-5	Spell Scroll (3 rd level)
6-8	Spell Scroll (4 th level)
9-11	Blessed Mark of the Striker
12-14	Blessed Mark of the Astute
15-17	Blessed Mark of the Shrewd
18	Divine Spite Banner
19	Totem of Dominion
20	Obsidian Skull of Ghosting-Wind

LOOT TABLE D

d20	Item
1-2	Spell Scroll (3 rd level)
3-5	Spell Scroll (4 th level)
6-8	Spell Scroll (5 th level)
9-11	Blessed Mark of the Astute
12-14	Blessed Mark of the Shrewd
15-17	Blessed Mark of the Wise
18	Totem of Starry Horns
19	Feathered Resplendent Banner
20	The First Skull

LOOT TABLE E

d20	Item
1-2	Spell Scroll (4 th level)
3-5	Spell Scroll (5 th level)
6-8	Spell Scroll (6 th level)
9-11	Blessed Mark of the Agile
12-14	Blessed Mark of the Shrewd
15-17	Blessed Mark of the Wise
18	Gleaming Hand Standard
19	Lost Sun Standard
20	Hooded Skull of Sunscorched-Dawn

BOUNTY BOARD



X Recommended Level

☠ Challenge