

AMELLWIND'S GUIDE TO MONSTER HUNTING

HOME BREW

Explore the Rules and Options for players and Dungeon Masters in this Monster Hunter supplement for the Dungeons and Dragons 5e made by [/u/Amellwind](https://www.twitch.tv/amellwind) [twitch.tv/amellwind](https://www.twitch.tv/amellwind) | [patreon.com/amellwind](https://www.patreon.com/amellwind)

Welcome to Monster Hunter

In Monster Hunter, the player takes the role of a Hunter. Slaying or trapping large monsters across various landscapes as part of quests given to them by the locals. As part of its core gameplay, players use loot gained from slaying monsters, gathering resources, and quest rewards to craft improved weapons, armor, and other items that allows them to face more powerful monsters. This gameplay holds the same in this version of fifth edition of d&d. Throughout this book you will find the lore, gods, rules, equipment, and information about the Old World to help you create your own campaign or adventure in the Monster Hunter Universe.

What is different

The biggest difference between your standard D&D game and a Monster Hunter styled D&D game is the equipment and magical items. In a standard D&D game, players are rewarded as they travel through their game by finding magical equipment or purchasing it from a magic shop.

Monster Hunter is a high magic setting game, but magical armor, weapons, and other items that do not have a limited amount of uses do not exist in the world though. Instead you gain materials from hunting creatures, gathering resources, or finding a merchant who offers materials for a cost. These materials provide magical effects that you slot into your weapons, armor, and trinkets to gain some type of magical benefit.

How do I obtain Materials?

Obtaining materials to upgrade your weapon and armor is a core part of Monster Hunter. The 2 most common ways to obtain material for you is carving materials off your kills or capturing larger creatures in the field. Occasionally a hunter may get lucky and come across a discard material in the field, possibly from a creature shedding, or what was left over from another creature's kill. There is rumored to be a tradesman that travels from location to location that offers materials for a price.

Carving

Carving your kills is one of 2 ways to obtain materials while on a hunt. When you attempt to carve a creature, make a Dexterity (Survival) check against the creatures Carve DC. On a success, roll a d20 and compare the results to the creatures loot table (Monster Hunter Loot Table PDF). On a failed save, treat the roll as if they rolled a 1 on the loot table.

Carve DC = $10 + 1/2$ of the creatures CR rounded down

Variant Carve Rule: Rewarding the natural 20

When you roll a natural 20 on a Carve check, you roll an additional d20 and add that number to the loot table roll. The new number is the material found on that carve check.

Any total higher than 20, counts as if a 20 was rolled.

Capturing

Certain creatures can be captured. A creature that can be captured will have a captured section of their loot table. A captured creature may provide loot that you are unable to obtain, an increased or decreased chance to obtain certain loot that you may have gotten from carving. When you capture a creature, you obtain a number of materials as labeled in the creatures loot table. No check is made, but the material is not gathered until you return to town.

See Tranq Bomb (AGtMH p.82) for capturing rules.



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CHAPTER 1

Campaigns in Monster
Hunter



The Tale of the Five

Once there was a world without time. The world was nothing but white light, inhabited only by people and five dragons.

In that world, there was only eternity, and a sun that burned without beginning or end. And because there was only timeless eternity, nothing was ever lost ... yet nothing was ever gained.

One day, the people began to wonder why their world had no beginning or end, so they asked the dragons.

The dragons opened their mouths as if to answer, but from their mouths poured water instead of words. It rushed out in streams to create the sky and the oceans, and the dragons swam away. The dragons swam to the center of the ocean and there they began to transform into an island.

One dragon sank into the sea and became the land.

One dragon lifted its gaze to the sky and became the mountains.

One dragon stooped low and became the lakes, and scattered its scale to create the rain.

One dragon fell into a deep slumber and became the forests.

The last dragon climbed far into the sky to become a Star of Sapphire Blue, shining brightly above the island.

The people could not understand why the dragons had left, or why they had transformed. Eventually, a lone youth decided to go to the island to seek the answers from the dragons themselves. He donned a simple cloak, climbed into a simple boat, and cast off alone into the murky seas.

At last, guided by the light of Sapphire Star, he reached the Island of The Five.

Some time passed, and the youth returned.

“Did you speak with the Dragons?” the people asked.

“Yes, I spoke with them,” he replied.

“Then tell us, why did they create the island?”

But the youth did not answer. Instead, he reached into his cloak and pulled out five Dragon Scales, which he gave to the people. And then, before anyone realized, the youth disappeared.

The people left their white world and sailed across the ocean.

Using the five scales, they created their own lands, their own mountains, their own lakes, and their own forests. Last of all they created a bright moon, so that the Sapphire Star, which had guided the youth during his voyage to seek the dragons, would no longer shine alone in the sky.

The land grew large enough to obscure the sun, and day and night were born.

The mountains, lakes and forests breathed together, and the seasons were born. The moon casts its light on the ocean, and waves were born.

And thus time was also born.

Swept up on the almighty current of time, the people came to know death. But the people also came to know life.

Countless days and countless nights have passed since people first came to live on the islands they had created. As time passed, they lost their memory of the Five Dragons, and even the memory of how Time itself had been born.

But deep in their hearts there dwelt a quiet knowledge of the Island of The Five, the most sacred place in the world, which to this day sleeps in the middle of the ocean, uninhabited by people, and unchanged even by the relentless flow of time.

From the village chiefs, who protect and guide young hunters, to academics of the Wycademy, who research the mysteries of the world, everyone has their own ideas about the origins of the Old World, but the widely accepted version of this world's creation is the *Tale of the Five Dragons*.

There are many myths and unknowns to what happened after the creation of the five continents. In villages, village chiefs pass down myths and tales of godlike creatures that continue to shape the world in the dragons' image to this day. Father tells the stories of great heroes and ferocious beasts to their sons and daughters. Others remain focused on the few existing truths, exploring beneath the rot and ruin that hides the technology of the ancients, scars of old battles, and forgotten hunters of old. The details are often debated, and while the common folk may live their entire lives with little care for the question of where we all came from, the question remains, consuming the curious, calling those hungry for purpose, and fueling the business of adventuring to delve into the dangerous shadows of ancient ruins.

The History and Myths of the Old World

The following information outlines what is known within scholarly circles and historical archives, kept by the Wycademy, Royal Paleontology Scriveners, and the Wyverians. The learned student may begin their journey with seeds of this history to explore, while others uncover its truths as they wander along their path. Regardless, we all came from somewhere, and to learn from history is to write a better destiny.

The Myth of the Old World

The Tale of the Five

Once there was a world without time. The world was nothing but white light, inhabited only by people and five dragons. In that world, there was only eternity, and a sun that burned without beginning or end. And because there was only timeless eternity, nothing was ever lost... yet nothing was ever gained. One day, the people began to wonder why their world had no beginning or end, so they asked the dragons.

The dragons opened their mouths as if to answer, but from their mouths poured water instead of words. It rushed out in streams to create the sky and the oceans, and the dragons swam away. The dragons swam to the center of the ocean and there they began to transform into an island. One dragon sank into the sea and became the land. One dragon lifted its gaze to the sky and became the mountains. One dragon stooped low and became the lakes, and scattered its scale to create the rain. One dragon fell into a deep slumber and became the forests. The last dragon climbed far into the sky to become a Star of Sapphire Blue, shining brightly above the island.

The people could not understand why the dragons had left, or why they had transformed. Eventually, a lone youth decided to go to the island to seek the answers from the dragons themselves. He donned a simple cloak, climbed into a simple boat, and cast off alone into the murky seas. At last, guided by the light of Sapphire Star, he reached the Island of The Five. Some time passed, and the youth returned.

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Last of all they created a bright moon, so that the Sapphire Star, which had guided the youth during his voyage to seek the dragons, would no longer shine alone in the sky.

The land grew large enough to obscure the sun, and day and night were born. The mountains, lakes and forests breathed together, and the seasons were born. The moon casts its light on the ocean, and waves

Swept up on the almighty current of time, the people came to know death. But the people also came to know life. Countless days and countless nights have passed since people first came to live on the islands they had created. As time passed, they lost their memory of the Five Dragons, and even the memory of how Time itself had been born.

But deep in their hearts there dwelt a quiet knowledge of the Island of The Five, the most sacred place in the world, which to this day sleeps in the middle of the ocean, uninhabited by people, and unchanged even by the relentless flow of time.

Time Began

As the hand of time ticked its first second, the five looked down on their creation and found it empty. Vast oceans, islands, mountains, and forests filled the world, but it contained only humans.

Thus, the Five formed the first creatures, the Elder Dragons, created with physical power reflecting the Five themselves. The Elder Dragons had the power to shape the land, adapt and change it to fit the Five's image. As the first minute went by, the second creatures were molded — the leviathans, amphibians, and other sea creatures; including the ancestors of the desert piscine wyverns who lived in the sea at this time.

As Jhen Mohran and Ceadeus's ancestors modeled the seas to provide its new occupants a place to dwell, islands dotted the landscape and enormous coral reefs that seemed to stretch forever into the depths formed, creating a colorful display beneath clear ocean waves. The sea flourished and the humans who set sail began to take notice. Believing the mohran's and ceadeus to be the sea architect of the Five, the humans began to pray and worship the Elder Dragons.

Touched by the humans' worship of the dragons, the first of the Five Dragons infused its worshipers with the power of the sea, creating the first tritons, or sea people, as they are commonly known.

As time continued to tick, the second of the Five Dragons wrought the elves. Worshipers of Kirin and other powerful and beautiful Elder Dragons, the elves have an unearthly grace and fine features, that is sometimes compared to the Five's own divinity.

The Five continued to create as the day went on. Creatures began to appear in the sky and large beasts patrolled the land. Many races were formed as the human's continued to discover new Elder Dragons to worship.

Satisfied with their creation, the Five departed this world, but not before leaving aspects of themselves as the new gods, or The Aspects as they are typically known to the common man, to watch over the world from the Outer Planes.

In the time after the five dragons, ancient species of monsters ruled the world. The world was at peace, many species of Elder Dragons thrived in their environments, living in harmony with other creatures. Nature was truly at peace with itself in this age.

The Age of the Ancients

It is unknown when the age of the ancients began, but most researchers and scholars believe it started when the first races experienced death for the first time. Having been immortal before time began, the first races feared this unending sleep and prayed to the Five who blessed them with these forms to save them. The Aspects heard their plight and were crushed to see the pain in the hearts of the first races, and so the Aspects sought to ease their suffering. First, by extending the life of the halflings by a hundred years or so, hoping that this extended time would ease their pain before the unending sleep. To their dismay, it only prolonged the inevitable. The Aspects continued to experiment, extending the life of dwarves, gnomes, elves, and lastly the wyverians far beyond that of humans, but they found it was not within their power to extend the life of the first races indefinitely, but they could mold it. Death was not the end, but instead it was the beginning and end of a cycle. When a creature died, the Aspects welcomed the first races and all other creations of the five to the Outer Planes where they remained until they were infused with new life and returned to the material plane. This is commonly referred to as "The Wheel."

But the Wheel was flawed. Unknown to the Aspects, the twisting and contorting of the Five's original creation had corrupted it. This corruption slowly seeped into the pores of the Outer Plane, forming the Fatalis, the lord of the newly formed Lower Planes. Thought to be created by the mixing of energy between Limbo, the Abyss, and the Nine Hells the Fatalis sought to destroy and recreate in its own image. In the beginning it started small, first influencing small monsters making them rabid and territorial. The harmony of nature had been broken, but the Aspects did not take notice. Their concern for the first races blinded them to small changes in the world. As the wheel turned, the Fatalis grew in power and began twisting and contorting the monsters under its command into the first demons.

Next it moved its sights to the first races, offering power and knowledge to the weakest of them. The ones who accepted the Fatalis's offer became the first devils. The ones who attempted to resist the Fatalis but failed, were twisted into the monstrous races like the orcs, goblins, or kobolds.

The Aspects looked on in horror as these abominations to nature invaded the Five's creation. Monsters and humanoids alike were being slaughtered, forests were burning, mountains were demolished, and seas became sand. The War of the Ancients had begun.

War of the Ancients

The War of the Ancients threatened to undo everything the Five created. The battle took place across all creation and the Aspects were unable to focus their assistance in just one area. So they shared their knowledge with the first races, showing them how to fortify themselves by creating walled settlements. They taught them how to harness the nature around them to fight, how to bend the earth to their will, use the bodies of fallen monsters to strengthen themselves, harness the destructive power of the magic they possessed, and work with the uncorrupted monsters of the world. A century went by, but inch by inch the monsters and first races forged ahead together. They pushed back the corruption from the world, winning skirmish after skirmish until the emergence of a new threat.

The Fatalis released its generals across the Material and Upper Planes. Created from granting its most powerful warriors fused with its own essence, the Archdevils were the ones to invade the Upper Planes in an attempt to break the Wheel and spread the corruption further. On the material plane Demon Lords, created from elder dragons under its influence of the Fatalis, trampled armies and once again threatened the existence of the Five's creation. With hope waning, the first races once again turned to the Aspects again, praying for assistance.

It was never in the Aspect's power to grant immortality to all of the first races and they knew that, but it was within their power to gift it to a select few. In doing so they would weaken themselves, but it was what was required. And so, the Aspects called upon the most faithful, wise, and powerful of the first races and ascended them to godhood. These lesser pantheons of gods took to the battlefield against the Archdevils and Demonlords, pushing them back into the Nine Hells and the Abyss. The Aspects themselves took the fight to the Fatalis's lair where they sealed Fatalis away, preventing it from ever physically leaving its lair for eternity, but at the cost of the first Aspect Io's life.

NOTABLE EVENTS AND LOCATIONS DURING THE WAR OF THE ANCIENTS

Heaven's Mount

In the small village of Cathar, old folktales are told of Heaven's Mounts creation during the War of the Ancients. It has been said that the peak of Heaven's mount is a gateway to the Upper Planes and was guarded by a number of elder dragons known as dalamadur. When the Archdevils attacked the Upper Planes, they used the gate atop the mountain to invade, but not before the dalamadurs massacred much of the Devil's army. Now the mountains have markings all over them, showing where each of these elder dragons dug. In the present, chunks of the mountains are falling to the ground and the formations don't look natural in the slightest. It is said that these giant elder dragons went underground under the mountain and still guard the gate to this day.

Great Forest Brawl

In the War of the Ancients, a brawl took place in the Great Forest. This fight was between an espinas and an unknown elder dragon, believed to be the first of many created by the Fatalis.

Espinas was the ruler and protected its home with all of its might, even going as far as taking on the elder dragon solo to stay. Through determination and power, espinas was able to defeat the elder dragon and claim its title as Lord of the Great Forest. This made espinas one of the few monsters equal to an elder dragon during this age, but there is no known sighting of espinas in recent years.

The Great Seas

In Ancient times, the desert region of the Old World was covered by a great sea filled with the ancestors of some monsters seen today. The Jhen Mohran's ancestors ruled the region and defended it with the tritons against the Demon Lord Dagon and its army during the War of the Ancients. These sea battles did untold damage not only to the sea itself, but it remained in a constant stalemate between the two forces until the end of the war. Whenever one side would win a battle, the other would counter attack somewhere else, canceling out the territory each gain. It wasn't until the lesser gods entered the battle that Dagon was forced back to the abyss, but not before he opened a portal to the Shadowsea that would consume the entirety of the region's water before vanishing. For centuries after the war, the region remained an inhospitable barren waste of sea creature bones and decayed vegetation until the Sand God, Odibatorasu transformed the region into the deserts found in the present.

The End of the War

The war finally came to a close when Fatalis and its generals were finally pushed back to their respective planes. The second Aspect, Pelor, filled the void that the First Aspect left behind, becoming the leader of the other Aspects and gods. The lesser gods, or guardians as they came to be known as, said their goodbyes to the first races and joined the remaining Aspects in the Upper Planes. The first races and the monsters of the material plane went their separate ways, nature was once again in harmony, for now...

Though the Fatalis was sealed, the corruption of the Five's creation still seeped into the Lower Plane, forming new devils, creatures, and other abominations. It was only a matter of time before the corruption once again leaked into the Material Plane. So, the Aspects and Guardians set forward their plans to protect the world.

Unlike the original five Aspects, the Guardians did not agree on how exactly to go about protecting the world and split into smaller pantheons that reported to one of the Aspects. They were known as: The Platinum Court, The Wild Lords, and the Radiant Eye. Some believed the creation of new monsters and expansion of nature was the best solution, and so they went to the Beastlands to begin their work. Others believed that the first races were the answer. After all the Aspects choose them to become gods. So they shared their power and knowledge with those deserving and created what is now known as the ancient civilization. Finally, a select few sought to contain the corruption, hoping to prevent its spread. In doing so, the world would remain in harmony forever, or so they thought.

The Time of the Ancient Civilization

The Platinum Court

When the Guardians formed the Platinum Court they presented themselves to the new leaders of the first races at the request of the third Aspect Bahamut. The pantheon nurtured the first races, expanding their knowledge and power beyond their wildest dreams. Thousands of years passed and the ancestors of the first races came to be known as the ancient civilization. In time they used their newfound knowledge and the materials they collected from the monster corpses during the War of the Ancients to build giant towers that reached to the heavens, cities of stone within the mountains, elegant towns in the forests, and settlements of all different types across the world. They became a highly-advanced society with technology that the races of today still can't figure out.

The Wild Lords

The Wild Lords under the leadership of the Fifth Aspect Eldath, spent their time repairing the world and creating monsters to inhabit it. They started with the creation of three monsters; the akantor, odibatorasu, and ukanlos. To the races of the present day they are known respectively as the black, white, and sand gods. The odibatorasu created the deserts from the now empty sea, while the ukanlos and akantor repaired the damage from the demons within the Northern El De regions. They filled the world with warrior monsters to defend the land. These formidable beasts could mold the world around them and bend the elements to their will.

The Radiant Eye

Before the world could return to what it once was, the Radiant Eye under the command of the Fourth Aspect, Tiamat, set out to rid the material plane of the corruption that remained after the War of the Ancients. They enlisted the members of the ancient civilization and monsters alike to hunt down the rabid beasts, and sanctify the lands across the world. Using the technology of the ancient civilization and with the assistance of the Platinum Court they crafted weapons and armor to combat the new monsters born from the corruption. They used the powers granted to them by the gods, blessing the land, and sending the corruption back to the Lower Plane, but in doing so they strengthened the demons, devils, and the Fatalis himself.

The Great Dragon War

Nobody knows exactly when the war that wiped out almost every monster and race began, but scholars and other researchers suggest it started long before the ancient civilization attempted to create the equal dragon weapon. A set of dominos that fell into place if you will. Though it is mostly unknown what exactly happened in the war, The Legend of the Black Dragon is said to describe all that happened in the Great Dragon War. The war ended with most of the dragons extinct and with ancient civilization gone for good.

The Unknown History.

It all started with the Great Wheel. Tiamat along with the assistance of the Radiant Eyes attempted to patch the holes in the Great Wheel where the corruption emanated from. If successful, the corruption would grow no stronger, and the Lower Planes and Fatalis would no longer be able to use it to enter the material plane without first weakening themselves in the process. The patch for a time was a success, but it was applied at an unknown and devastating cost. The corruption had taken hold of Tiamat and as it grew within her, so did the Fatalis's influence.

With Tiamat as its new vestige, the Fatalis set its plan in motion. Tiamat slowly spread the corruption through the Radiant Eyes and its followers, twisting and contorting them into the pantheon known as the Eyes of the Abyss. Soon the corrupt monsters roamed free, spreading Fatalis's influence to the Wild Lord's creations.

During this time, the ancient civilization had stalled. Reports of Tiamat's successful patching of the Great Wheel brought celebration to the ancients, but with their resources running dry from the War of the Ancients and with the now corrupt followers of the Radiant Eye no longer killing new monsters, the ancients grew desperate. After much discussion and a bit of influence by Fatalis, the decision was made to begin hunting the monsters throughout the world. Waiting for them to die was too slow and would only ever be enough for repairs.

At the same time the other gods began to take notice of the spreading corruption throughout the Five's world. The three confronted Tiamat who responded by opening a portal for the Archdevils and their army to enter the Upper Plane, sending the heavens into chaos. The Great Dragon War had begun.

As the war raged in the heaven's above, the ancient civilization continued to advance on the material plane. Their advancement did not come without sacrifices as an innumerable amount of dragons were hunted, killed, and captured for the sake of research; to improve the quality of life for the ancients. Because of this, many of the species were left on the brink of extinction. This wanton destruction of their kin angered the dragons. No longer would they sit idly by and let their kind be killed or be used as mere cattle. It was time to break away from the ancients who had forgotten the rules of nature, and destroy them.

Eventually the wars converged, Tiamat and the archdevils were pushed out of the Upper Planes into the Material Plane. In an attempt to weaken the Aspects army, Fatalis sent an aspect of itself to destroy the kingdom of Schrade. The material plane became the battle field for all sides. The monsters of the world had been fully consumed by the corruption and joined the demons and devils in the war. This began a long, violent war between the ancients, dragons, devils, and demons that spread worldwide, leaving behind mass destruction just about everywhere.

At the end of the war, the ancient civilization and almost every creature in the world was wiped out. Tiamat was banished to the Nine Hells, along with the Archdevils. Those within her pantheon were scattered across the Planes of Limbo and Pandemonium, a punishment for their treason. The Aspect of Fatalis was sealed away in the ruins of Castle Schrade and the Platinum Court with the Wild Lords returned to the Upper Planes victorious in the war at the cost of everything.

Rebuilding the World

Centuries passed before the gods regained their power, and many were devastated by the destruction of their creations. Some gods were so filled with despair and grief they wished to leave and start anew. Others wished to stay and rebuild. After much debate and input from the remaining three Aspects, the gods looked to rebuild. There was just one complication.

When the Great Wheel was patched by Tiamat, the corruption had only one place to go, into the life of the new creations. The corruption and fatalis's influence would always remain within anything the gods created and they no longer had the power to change or create a new system. So they did only what they could, they poured their own divine influence into the wheel. Their creations from this point forward would be capable of both good and evil, and the war with Fatalis would continue through their creations, but so long as they guided them towards the light, the balance would remain.

The Wild Lords filled the world with new creatures, big and small, but none as powerful as the warrior monsters that existed before. They adapted nature to work with the corruption and keep it in balance with the help of the wyverians, who became the first druids and rangers.

The Platinum Court created the races once more. Using religion and worship, the Platinum Court guided the masses indirectly towards the light. They shared their power with those they deemed worthy and limited the knowledge they gave, letting the races advance their technology slowly through the information found in the ruined settlements of the ancient civilization.

The Rise of Hunting

Hundreds of years after the rebuilding of the world, some wyverians began to hunt down monsters at the request of the Wild Lords. This was the beginning of the hunting career. These wyverians were known to wander the world in search of creatures that fell to the Fatalis's corruption but also to be one with nature itself, due to having a great compassion for it and its many life forms. Besides hunting, some wyverians became merchants and began to take requests from people to do certain things, such as gathering mushrooms or mining for rare ore. The main reason why the wyverians started hunting is because the other races were defenseless against the harsh monsters that haunted many areas, due to the Platinum's Court decision to limit the knowledge they passed down. This led to wyverians protecting the other races against said monsters due to the will of the Wild Lords and taking pity on the other races. Some of the other races saw this act and followed in the footsteps of the wyverians. This eventually led to the Hunter's Guild forming some time later.

The Hunter's Guild is Formed

The Hunter's Guild was formed when the other races saw what the wyverians were doing in order to help preserve all species and to harmonize all races with nature. This led to the corporation growing overtime and becoming well-known among the world for its hunters and hunting restrictions. Other corporations soon formed, such as the *Royal Paleontology Scriveners* and *Elder Dragon Observation Team*.

Generations

Generations passed since the founding of the Hunter's guild. In this time, new rules were founded in the hunters guild and technology continued to progress as hunters and other explorers searched the ruins of the ancient civilization that were dotted across the world. But those are stories for another time.

Additional history will be added in future updates to Amellwind's Guide to Monster Hunting



The Gods of Monster Hunter

The gods found within these pages are not set in stone and you should feel free to add or remove them as you see fit. In addition you will find that some of the lore may have changed from a standard *dungeons and dragons* setting so that the gods would fit within this new setting.

The Five

The Five were the creators of the world and the Upper Planes. They populated the universe with creatures and blessed the many of the first humans with their power, creating the first races. Once their work was done, the Five left aspects of themselves to watch over their creation before leaving the Universe. The Five were never named, and only ever referenced by their number.

The Aspects

The Aspects were created from a portion of the Five's power. They are the leaders of all lesser gods and the creators of "The Great Wheel". They are also responsible, albeit unintentionally, for the creation of the god, Fatalis, and the Lower Planes.

The First Aspect Io

Alignment: Neutral • **Domains:** Dragons, Knowledge, Magic, Spells, Strength, Travel, and Wealth.

Io cared for all of the Five's "children," but favored the dragons, and their continued existence in the world. Io was considered to be the greatest dragon of them all and as such was the leader of the Aspects, granting him the title of the Prime Deity. He is the Concordant Dragon, encompassing good and evil, law and chaos, and transcends them all. It was said that Io only manifested once on the material plane, during the War of the Ancients, when he ascended the first human to godhood.

At the end of the War of the Ancients Io sacrificed himself to seal Fatalis away in his lair. Though Io is dead, he is remembered and celebrated through the teachings of the Platinum Court and the Wild Lords. To this day, a few wyverians and dragonborn pay homage and live in service to Io through Bahamut.

His symbol was a multi-coloured disk.

Remembrance of Io

When Io was still alive, one of his rituals involved the blending of many things together, reflecting Io's own nature. One common ritual involved drinking wine with a drop of blood from each participant dissolved in it. After Io's death, the followers of both the Wild Lords and the Platinum court honor this rite during the Autumn Harvest Festival. Those who can't drink, such as children, instead hold a potluck in the middle of town.

The Second Aspect Pelor

Alignment: Neutral Good • **Domains:** Good, Healing, Strength, Sun, Travel

The God of the sun and summer, Pelor is the keeper of time. He supports those in need and opposes all that is evil and for that reason, he took it upon himself to become the Prime Deity after Io's death. As the Prime Deity, Pelor guides and lords over the remaining aspects and the lesser pantheons. He believes justice and freedom are brought about through charity, modesty, and perseverance.

Pelor's leadership and resolve was tested with the betrayal of Tiamat, but he did not falter. Instead his wrath and the wrath of his followers were more focused than ever on the corruption of the world.

Pelor's strength is a spiritual strength, opposed to physical strength. His strength is the power of will and hope, the need to face evil in the face of insurmountable odds. Pelor is wrathful against the forces of evil, corruption, and darkness, and is especially opposed to the undead. However, Pelor urges his followers to remember that excessive attention to things of evil can blind one to the truly important things: compassion and goodness.

Pelor's priests teach that the truly strong don't need to prove their power. Pelorians strive to perform so many good acts that evil has no room in which to exist, though they will fight if necessary.

In times of war, his clerics heal the sick, bless the crops, and destroy any evil that threatens the balance of the world. Pelorian paladins, known as Crusaders, are at the forefront of almost every battle. They see themselves as the burning light of the sun which scours away darkness and evil and brings strength and comfort to the innocent.

Pelor's services involve communal prayer, the singing of hymns, and the distribution of alms. Prayers to Pelor are often affirmations in the first person, for example, "I am merciful, just as the Sun of Mercy shines on me." Weddings and rites of passage often take place at the beginning of a new season. Farmers often request a ritual known as the Blessing of the Sun-Kissed Field.

Pelor's temples are tall, with large windows; many are stained-glass cathedrals. They are arranged so that the sun shines into most of the rooms during the day, and many feature large courtyards. They tend to be airy and blindingly white. Temple trappings are typically yellow or gold. They are always kept clean. Many Pelorian temples have hospital wings.

Commandments of Pelor

- Alleviate suffering wherever you find it.
- Bring Pelor's light into places of darkness, showing kindness, mercy, and compassion.
- Be ever vigilant for evil. People are quick to forget the lessons of the past.

The Third Aspect Bahamut

Alignment: Lawful Good • **Domains:** Life, War

Bahamut, also known as "The Platinum Dragon", is revered in many locales. The pillar of justice, protection, nobility, and honor, Bahamut stands as the leader of the Platinum Court. He stood vehemently against all evil and as such, was the first to take up arms against Fatalis in the War of the Ancients and against his own sister Tiamat during the Great Dragon War.

After the Great Dragon War, Bahamut was a beacon in the darkness to all the races and revered by the elder dragons. He, along with the Platinum Court, sought to guide the races of the world on how to survive and live with nature.

In agreement with the remaining Aspects, Bahamut locked away the knowledge of the ancient civilization within his hoard, only sharing the information to those in need and that he deemed worthy. However he also pursued viciously, (usually sending his champions and followers) those who tried to steal the hoard from his palace as, after all, he was a god of justice.

In spite of his stance against evil, Bahamut is also considered one of the most compassionate beings in the multiverse. He has limitless empathy for the downtrodden, the dispossessed, and the helpless. He usually preferred to polymorph those who had offended him into kelbi, and other herbivores, instead of killing them.

Bahamut accepts only good clerics. Clerics of Bahamut, be they dragons, half-dragons, or other beings attracted to Bahamut's philosophy, strive to take constant but subtle action on behalf of good, intervening wherever they are needed but trying to do as little harm as possible in the process. Many wyverians maintain simple shrines to Bahamut in their homes, usually nothing more elaborate than Bahamut's symbol scribed on a wall.

Temples to Bahamut were extremely rare, as the Platinum Dragon didn't appreciate being honored by objects, taking into account deeds instead. The few temples that were made to honor him were beautiful and elegant buildings with simple furniture and no embellishment or adornment.

Bahamut's worshipers and clergy had no formal rituals or ceremonies. Those who followed the Platinum Dragon believed in the philosophy of "praying through their deeds". The only activity that was considered as something like a ritual was the Rite of Rebirth, the magical process by which non-dragon humanoids transformed themselves into dragonborn.

Commandments of The Platinum Dragon

- Stand as a paragon of honor and justice.
- Smite evil wherever it is found, yet show compassion to those who have strayed from righteousness.
- Defend the weak, bring freedom to those without, and protect the ideals of just order.

The Fourth Aspect Tiamat

Alignment: Lawful Evil, Chaotic Evil • **Domains:** Trickery

Also known as "The Undying Queen", Tiamat once sought to contain the corruption of the world, but during her attempts to contain it, she instead succumbed to it. Once a god who followed in the footsteps of her brother Bahamut and the Prime Deity, Pelor. Tiamat has since become arrogant, greedy, hateful, spiteful and vain. She never forgives any kind of slight and is focused on obtaining more power and wealth. She disdained mortals, regarding them as mere disposable tools in her schemes.

Tiamat resides in the Lower Planes after her banishment during the Great Dragon War. After being abandoned by Fatalis for her failures during the war, Tiamat's maliciousness and insanity grew. As such, she constantly seeks to extend the power and dominion of her rule over the land, particularly by twisting creatures made by the Wild Lords into her servants. She believes deities of all creeds and from every pantheon are inherently tyrannical, and therefore her rivals. She considered herself the only being powerful enough to defy these gods, including Fatalis, and overthrow their despotic rule.

Tiamat has an insatiable greed for treasures, but prefers that her followers bring it to her in the form of gifts instead of searching for riches on her own. As such, Tiamat only accepts those with evil in their heart. Her followers work tirelessly toward her agenda of world domination. When Tiamat assumed her throne as the only goddess of the Realms, her draconic children would serve her as dukes, or so her followers believed, and her clergy struggled to gain the position vassals when that move came.

In her natural form, Tiamat is a thick-bodied dragon with five heads and a wyvern's tail. Each head is a different color: white, black, green, blue, and red. Her massive body is striped in those colors.

Though many evil beings honor Tiamat, few keep shrines dedicated to her in their lairs because they don't want Tiamat's greedy eyes gazing at their treasure hoards. Instead, they dedicate vast, gloomy caverns to their deity and keep them stocked with treasure and sacrifices

Commandments of The Undying Queen

- Amass wealth, and spend little. The gold, and the power that comes with it, is sufficient reward.
- Do not forgive nor forget an indignity to yourself. Let no affront go unpunished.
- Take what you covet. Those without the strength to defend their dominion are not worthy to have a dominion.

The Fifth Aspect Eldath

Alignment: Neutral good • **Domains:** Life, Nature

Also known as "The Green Goddess", the Fifth Aspect Eldath acts as the guardian of nature, her presence is felt wherever there is calm. She is a pacifist who avoids hostile action, even if threatened. Although shy, quiet and enigmatic, Eldath possesses unknown depths of character and unexpressed resolve that could not be broken.

As leader of the Wild Lords, Eldath protects rivers, streams, and druids' groves; her dogma is pacifistic, and her followers only resort to violence in defense of themselves, of their friends and loved ones, and of pools and groves. As such wyverians, elves, and other peaceful monstrous races typically worship her.

Her worshipers, known as Eldathyns, are organized into a simplistic hierarchy, where priests report to a local high priest responsible for a realm or larger region. Most followers dwelt in quiet forest communities with open-air sacred places of worship or in woodside cottages.

Many people came to Eldath for help in overcoming memories of a violent past, sometimes a single event that affected them but it could also have been an accumulation of battles fought by the individual.

Her clergy often followed migratory patterns traveling from holy site to holy site in a local area. They took care of the holy sites and allied with the local druids who followed the Wild Lords, of which Eldath was the leader of. Violence of any kind against an Eldathan priest was considered taboo, and murdering one was said to bring extremely bad luck. Even so, most servants of Eldath preferred to avoid conflict rather than trying to pacify it because they understood that peace cannot be forced. They would happily preside over peaceful meetings and witness political treaties.

Commandments of The Green Goddess

- Seek stillness and thereby find peace.
- Tend to nature
- Nurture and aid, and do not restrict or punish.
- Work violence only to defend, and slay no thing of the forest except to prevent it from slaying themselves or another under their protection.
- Share with all beings the beneficial things that grow in or come from running water that all may know of and praise Eldath.

The Lesser Gods

Also known as "The Guardians", were originally members of the first races that ascended to godhood during the War of the Ancients. The members of the Platinum Court and the Wild Lords guide the first races and nature itself to this day, but the lesser gods who were once part of the Radiant Eye now corrupted serve themselves.

The Platinum Court

The Platinum Court was formed after the War of the Ancients, around the same time as the Wild Lords and Radiant Eye. Located on the Celestial plane, the court is led by the third aspect, Bahamut. Under his leadership the Platinum Court guides the races of the world, sharing their knowledge with those they believe to be pillars of the communities and punishing those that stray from their teachings.

The All-Father

Alignment: Lawful Good • **Domains:** Forge, Knowledge

Moradin is the god of the dwarves and troverians; and the patron of craft and creation. He is worshipped by smiths, artisans, and miners alike, granting inspiration where respect and prayer are given. After the Great Dragon War, Moradin recreated the dalamadur and other creatures to form and shape the mountains, providing homes for his followers.

The All-Father is a harsh but fair judge, he is strength and force of will embodied. Moradin inspires dwarven and troverian inventions and constantly sought to improve the races, encouraging their good nature, intelligence, and harmonious existence with other good races while battling their pride and isolationist tendencies.

Moradin's avatar appears as a stern faced male dwarf with powerful musculature, especially in the upper body, and with flowing black hair and beard. He always wears a field plate and carries a large shield and a war hammer.

Moradin is worshipped at forges and hearths. Melted metals are sacrificed to him monthly during the crescent moon. The church of Moradin has an active role in guiding the morals of dwarven and troverian communities. They emphasize the All-Father's hand in everyday activities such as mining, smithing, and engineering, and invoke his blessings when these tasks are begun. They take an active role in teaching the young of the communities and oversee most formal ceremonies.

His symbol is a hammer and anvil.

Commandments of The All-Father

- Honor him by emulating his principles and workmanship in smithing, stoneworking, and other tasks.

- Found new kingdoms and clan lands, defending the existing ones from all threats.
- Innovate with new processes and skills.

The Broken God

Alignment: Lawful Good • **Domains:** Life

Ilmater is the god of those who suffered, the oppressed, and the persecuted, who offered them relief and support, encouraged them to endure, and who encouraged others to help them, to take their burdens or take their places. He is the incarnation of compassion, and the eternal foe of suffering.

Those who were oppressed, sick, lame, or poor are likely to be worshipers of Ilmater, and people who had been injured or were otherwise suffering would often call upon him for aid. His faith is popular among the poor in big cities, and with serfs and slaves, as well as merchants, thieves, and a few guards. Although people of any alignment can worship Ilmater, he is largely followed by folk of a lawful and good bent, especially among his own clergy.

Ilmater appeared as a short man with a burly build and wearing only a breechcloth, with a plain but kind and comforting face, balding head, and a hairy body. But this body bore the marks of mutilation and torture on the rack, covered with open cuts, closed scars, burns, and a range of other wounds. Ilmater's joints were broken, his limbs were ravaged, and his hands were smashed yet still functional. Moving caused him a great deal of pain as he dragged himself around. No matter how much his avatar healed, it still showed these terrible wounds.

His Symbol is hands bound at the wrist with a red cord.

Commandments of The Broken God

- Help ease the suffering of all,
- Stand against those who enjoy causing destruction and spreading pain and suffering for others.
- Encourage those to endure, encourage others to help, and take their burdens or take their place.

The Even-Handed

Alignment: Lawful Good • **Domains:** Order, War

Tyr, also known as "The God of Justice", rules over the concepts of courage, law, protection, trust, strategy, tactics, war, and writing.

Among Tyr's worshipers were guards, judges, lawyers, magistrates, the oppressed, and paladins. The highly organized church of Tyr was strong in the more civilized lands of the Realms. They were known for never refusing service or aid to the faithful when they were in distress. Followers of Tyr were expected to show fairness, wisdom, and kindness to the innocent. Tyrans never enforced an unjust law.

Commoners view Tyr and his clerics as stern arbiters of justice, often missing the paternal philosophical nuances of Tyrann doctrine for its more obvious black-and-white teachings on the nature of morality. They tend to view Tyr as something of a divine constant. They know that Tyr expects fairness, good judgment, and kindness toward the innocent from his followers, and hence afford Tyr's clerics a great deal of trust.

Tyr was portrayed as blind or with a bloody bandage over his eyes and missing his right hand, for which he bore his title of the Maimed God. (His title of the Even-Handed, though it referred to his position of god of justice, was also seen as dark humor.) His wounded eyes were seen as symbolic of "blind justice" and the sometimes cost of living a lawful life. He usually was shown as a burly, noble warrior with a powerful build and a bearded face.

His symbol is balanced scales resting on a warhammer.

Commandments of The Even-Handed

- Reveal the truth, punish the guilty, right the wrong, and always be true and just in your actions.
- Uphold the law wherever you go and punish those who do wrong under the law.
- Be vigilant in your observations and anticipations so you may detect those who plan injustices before their actions threaten law and order.
- Deliver vengeance to the guilty for those who cannot do it themselves.

The Hand of Righteousness

Alignment: Lawful Good • **Domains:** Law, Protection, Strength, War

Torm the True, patron of paladins and an unswerving enemy of corruption and evil, serves the people of the Old World by exemplifying the chivalric ideal. An ascended hero who lived his mortal life in service to a just sovereign, Torm eschews the pretense of his fellow deities, instead adopting a humble position that he exists to serve the common good and the rule of law as established by honorable mortal rulers.

Torm's worshipers consisted mainly of human males and females who favored the causes of both good and law. Righteousness, honesty, loyalty and truth were their primary pursuits. After the Great Dragon War, the number of dwarven and elvish members was increasing. In the present generations, Torm's followers shine as beacons of hope and courage.

Temples of Torm frequently double as Fortresses. Often constructed high on mountains to offer their residents a clear view of the surrounding area, such structures feature drilling grounds, high towers, austere quarters for resident and visiting knights, and plainly adorned, simple worship halls. White granite walls and statues of teostras and armored figures predominate, with badges of knights who fell in duty lining the high-ceilinged hallways.

His symbol was a right-hand gauntlet held upright with palm forward

Commandments of The Hand of Righteousness

- Salvation may be found through service.
- Strive to maintain law and order.
- Bring painful, quick death to traitors.
- Question unjust laws by suggesting improvement or alternatives, not additional laws.
- Your fourfold duties are to faith, family, masters, and all good beings of the Old World.

The Moonmaiden

Alignment: Chaotic Good • **Domains:** Knowledge, Life

Selûne is the goddess of the moon, moonlight and stars; beauty and purity; love and marriage; navigation and navigators; tracking, wanderers, and seekers; diviners and dreams; good and non-evil lycanthropes; and autumn. Hers was the moon's mysterious power, the heavenly force that governed the world's tides and a mother's reproductive cycles, caused lycanthropes to shift form, and drew one to the brink of madness, and back again. Her nature, appearance, and mood all changed in turn with the phases of the moon and as such worked closely with the Wild Lords during the creation of the mizutsune, zinogre, and nargacuga.

Selûne and her teachings of compassion and guidance were appealing to all folk who lived their lives by the moonlit night sky, and hence her faithful were a very diverse group. She was followed by those who were lost and those who were questing. In particular, she was commonly worshiped by tritons and many of his temples mark the center of their settlements.

The appearance of Selune's temples vary as much as her clerics, from small shrines in the wilderness to huge open-air or skylit buildings the size of great mansions. Reflecting ponds, small gardens, and feminine zymology dominate Selûnite architecture.

Her holy symbol is a bright pair of eyes of a darkly beautiful human woman, encircled by seven silver stars.

Commandments of The Moonmaiden

- Let all on whom Selûne's light falls be welcome if they desire.

- As the silver moon waxes and wanes, so too does life.
- See all other beings as equals.
- Turn to the moon, and she will be your true guide.
- Promote acceptance and tolerance.
- Aid fellow Selûnites as if they were your dearest friends.

The Wild Lords

Under the leadership of the Fifth Aspect Eldath, the Wild Lords maintain the sanctity of nature, life and their respective creations. During the reemergence, the Wild Lords set out to balance nature and sought to minimize Fatalis and Tiamat's influence over it. While some of the gods within the pantheon disagree on how exactly to go about this (creating creatures of all different shapes and sizes, and shaping the land based on their own vision), they all agree that the corruption must be contained.

The Forest Father

Alignment: Neutral • **Domains:** Nature

Silvanus, also known as "The Old Oak" is a god of nature and one of the oldest of the sentient races when he ascended. His worshipers protect places of nature from the encroachment of civilization with vigor and were implacable foes of industrious peoples. It is due to these ideals that both wyverians and firbolgs are the Forest Fathers most common worshippers.

The church of Silvanus endlessly strives to preserve the sacred Balance, despite population pressures that lead to too-heavy hunting or farming. Members of the clergy work to redirect development and control populations through covert sponsorship of brigands, breeding and selective placing of predators, and other means. It is essential that such work be as secretive as possible, so that most folk view the servants of Silvanus as essentially benign lovers of trees. Wildlife breeding, nursing sick animals, and replanting trees and wild shrubs are all work that should be done as publicly as possible to support this perception—and as necessary work to redress the slipping Balance, of course

The Forest Father appears to mortals most commonly as a withered, timeworn, bearded man, usually levitating amongst scenes of nature, like trees, possibly springing from an old, large oak tree. To druids and rangers, however, he appears as a long-limbed young man covered in armor made of oak leaves. He carries an enchanted maul hammer, "The Great Mallet of Silvanus", and mauls are his clergy's favored weapon.

Many rituals of worship to the deity take place in a crown stand or tall, ancient trees on a hilltop. The deity must always be worshiped by sacrifice, but never by blood sacrifice. Instead, something made from material taken from wood must be ceremonially broken and buried—not burned.

His symbol is a green living oak tree leaf.

Commandments of the Forest Father

- Hold your distance and take in the total situation, rather than latching on to the popular idea of what is best.
- It is the duty of the devout to see the cycle and the sacred Balance as clearly as possible.
- Make others see the Balance and work against those that would disturb it.
- Watch, anticipate, and quietly manipulate.
- Resort to violence and open confrontation only when pressured by time or hostile action.
- Fight against the felling of forests, banish disease wherever you find it, defend the trees, and plant new flora wherever possible.

Guardian of the Deep

Alignment: Good • **Domains:** Deep Wilds

Sculptor and architect of many wonders throughout the multiverse, Persana is best known for recreation of the seas on the material plane. After the Great Dragon War, Persana took it upon himself to bring life back to the seas. First with the reemergence of the tritons. Then the elder dragons and so forth until the sea was once again a majestic body of beauty. The Architect of the Deep works in many mediums, from stone and shell to coral and water, and even his foes cannot in good faith say his creations are ugly or uninspired. Little interests him besides his creations, but more than one of his enemies has been fooled into thinking that means he maintains no associations with other powers of the sea.

Persana rarely manifested his power to directly aid his followers. Instead, he favors communicating to his followers in dreams and sendings, sometimes directing them to build someplace or something, he may also indicate a place or object must be guarded or defended; often these are places or objects of great magical power or great evil.

Persana's priesthood tends to have an aloof and superior attitude towards other clergies, even those they are on good terms with. They willingly work with and help allied clergies and communities, but it can often take a substantial effort and great evidence to mobilize them; once mobilized, however, they are a force to be reckoned with under the waves.

Temples honoring Persana can be found in most triton communities, with only the smallest settlements lacking one. These temples are grand constructions, featuring the best architecture tritons can muster, and are widely regarded as among the most beautiful buildings to be found under the waves, although sea elves often disagree. They are built upon a geometric plan, with soaring spires regularly placed around the structure.

His symbol is a silver trident against a silhouetted conch.

Commandments of Guardian of the Deep

- Protect both the depths and the shallows against the great evils that lurk in the deep trenches.
- Evil always rises, and good will always confront it; justice is found in the balance between these forces
- Always strive to better your skills and improve your creations
- Nature dictates the shape of the world, for good or ill, so the only concern of the creatures that inhabit it is survival.

The Huntsman

Alignment: Chaotic good • **Domains:** Nature, War

Solonor Thelandira, the god of hunting, archery, and survival in wild and harsh places. He teaches his followers the arts of hunting; including archery, moving unseen and hiding in the wild places. He is always in pursuit of quarry, and he rarely remains in one location for very long. Unlike many hunters, the Great Archer stalks prey only out of concern for the overall balance between the species and to destroy evil-doers, particularly the creations of Fatalis and Tiamat.

The Huntsman is a well-respected member of the Wild Lords, answering to Eldath. He counts his allies as practically all good-aligned nature deities as well as Silvanus and several beast cults. Solonor considers Lolth his worst foe. His worshipers are invariably elves or half-elves of a natural bent, usually rangers, or other warriors who were particularly skilled at archery.

The church of Solonor is a disparate one, with little communication among groups of clerics except to exchange information. Solonor's clerics serve as scouts and archers in elven armies, as bowyers, fletchers, archery instructors in elven settlements, and as hunters and providers for far-flung rural communities.

Solonor manifests as a lean & muscular male elf clad in a cloak of leaves. Wolf, a Beast Totem Spirit worshiped by wood elves, is often depicted at the side of Solonor in religious iconography.

Solonor's faithful generally eschew frivolous celebrations, considering them unnecessary distractions to the tasks at hand. Once per lunar month, under the soft light of the full moon, the Great Archer's faithful assemble to give thanks for the skills Solonor has taught and the bounty thus provided. Hunters sacrifice hunting trophies that cannot otherwise be employed, and unbroken arrows engraved with the symbol of Solonor are fired into the sky to poke holes in the firmament and allow the light of Solonor's teachings to shine forth on his people. Each Harvest Festival, the followers of Solonor assemble to compete in great archery meets. The winners of such contests are said to receive Keen-Eye's blessing.

Commandments of The Huntsman

- Walk in harmony with nature and oppose the efforts of those who would disturb her delicate balance.
- Preserve the wild places from excessive encroachment, and work with those who would settle the land to preserve the beauty that first attracted them.
- Hunt only for sustenance, culling the old and the weak from the herd so that all species may prosper.
- Choose your targets carefully, for an ill-considered action can have a long-reaching impact.

The Lady of the Woods

Alignment: Good • **Domains:** Deep Wilds

Shilallia is the patron and protector of pregnant forest creatures, a planter of trees and nurturer of seedlings. She rejoices in life and shields against death. She is said to be earthy and winsome, and when not taking care of their needs delights in frolicking in the woods and playing with the woodland creatures who are her charges.

Shiallia's church is casually organized, without much of a formal structure or hierarchy. Her followers are sometimes known as the Silent Helpers, perhaps for the tales of their quiet and unseen aid in guiding lost children and fools past the dangers of the Great Forest. Certain particularly dedicated priests of The Lady of the Woods are known as Woodwives, and it is said that they possess spells which can increase fertility and ease childbirth. She has been known to confer *acorns of desire* on especially favored worshipers, which can grant them wishes.

The Lady of the Woods usually appears as a voluptuously beautiful female korred whose long blond hair was festooned with garlands of oak leaves and golden acorns.

Her symbol is a golden acorn.

Commandments of The Lady of the Woods

- The only true goal of any living thing is to procreate.
- Death is not to be feared, for it is part of the natural cycle of life.
- Life, particularly the birth of new life, is to be encouraged and nurtured whenever and wherever possible.
- Nature dictates the shape of the world, for good or ill, so the only concern of the creatures that inhabit it is survival.

Lord Firemane

Alignment: Chaotic good • **Domains:** Nature, War

Nobanion, also known as "Lord Firemane", leads his faithful along a noble path, without force or coercion, and never takes the rear in command. He genuinely wants his pride to willingly choose benevolent and good actions over the alternatives by their own accord. He is a deity of virtue, and would never ask another to take an action that he himself would not, including the sacrifice of their own life.

Nobanion's worshipers included druids and rangers of the Old World, of mixed lawful and good alignments in areas such as the Verdant Hills and the Terosu Jungle. Nobanion's followers are strictly ordered in rank but not otherwise organized. The Pride of Nobanion fills leadership roles in many communities where he is revered. Many serve as benevolent monarchs, judges, militia, constables, or as guardians against evil.

When Lord Firemane manifests in the world he appears as a Great Teostra radiating a powerful, yet gentle presence. Nobanion possesses a majesty and charisma that can be overwhelming at times. Even the smallest of animals feels comfortable around him.

The Festival of the Pride, known by the common folk as the Summer Twilight Festival normally takes place on the 28th of Dusk and lasts for a week. This is a time for frolicking, dancing, courting a mate, lovemaking, and generally celebrating the bounty of life and its potential.

His symbol is a male lion's head on a green shield.

Commandments of Lord Firemane

- Hunt only when hungry and do not gorge without need.
- Waste nothing and all shall have plenty.
- Live and let live unless provoked.
- Protect the pride and all its members, but if injury or illness bring them down, allow him or her a swift and painless end to suffering.
- The law of the jungle is that only the strong survive, but they survive best by being leaders, not tyrants, by protecting the weak, not bullying them.

The Corrupted Gods

Created by the corruption of the Great Wheel or born from it, the Corrupted seek to twist and pervert the Fives creation to their own image. Though each serves under Tiamat or Fatalis in some way, it does not mean they are necessarily loyal or willing to work with each other outside of their respective pantheons or groups. This shortcoming allowed the Aspects and Guardians to defeat and banish the corrupt gods back to the lower planes.

Fatalis

Alignment: Chaotic Evil • **Domains:** Creation, Death, Trickery

Fatalis is an evil god of eternal darkness, decay, destruction, entropy, malign knowledge, and insanity. It is an evil incarnate that threatens the very existence of not only the material plane, but the very multiverse. Fatalis is hated by nearly all other gods, who would gladly put aside their differences to stop the Dark God from escaping its demiplane prison.

In its endless imprisonment, Fatalis exerts its will on the creatures of the material plane and brings the infinite depths of its mind into reality. The Aspects had thought it locked away at the end of the War of the Ancients until its aspect returned to ruin the world during the Great Dragon War. When the aspect was sealed away in the Ruins of Castle Schrade, its chaotic mind has fallen into more frightful dreams, imagining nightmarish creatures into existence.

Fatalis's few followers are almost all insane, and those who are not are extremely dangerous. Contact with the imprisoned God is only possible in proximity to one of his remaining artifacts or forgotten unholy sites, and even then his blessings come at the cost of madness. Its followers are highly secretive, and its temples are well hidden. Many follow it in the optimistic belief that Fatalis will spare its loyal servants when it destroys the multiverse. Their goal is to bring together all of its artifacts, and to free Fatalis from his imprisonment, where it will destroy the multiverse. Although the cult's leaders are fully aware of this, many low-ranking members merely seek revenge against society, and are unaware of the full extent of the Dark God's destruction, should it be freed.

Followers of Fatalis conduct terrible rituals of sacrifice. Most of their rites involve failed attempts to commune with their deity, or learn the secrets to unlocking the seals that bind it. If it has holy days, they are unknown to all but perhaps some of his followers.

His holy symbol is a jagged counterclockwise dark spiral rune known as the Spiral of Decay.

Commandments of Fatalis

- Light must be snuffed, perfection decayed, order dissolved, and minds fragmented.

The Eyes of the Abyss

Once known as the Radiant Eye, the pantheon was twisted and corrupted by its leader Tiamat. Once they sought to contain the corruption, they now seek ways to release it upon the material plane. The members of the pantheon remain allies in the thinnest terms while continuing to serve Tiamat, but only so long as it benefits them.

The Black Lord

Alignment: Lawful Evil • **Domains:** Order, War

Bane is the evil and malicious greater deity of fear, hatred, tyranny, and ruler of Banehold. Preferring to plot and scheme, Bane rarely appears to act in a direct manner; instead acting through his worshipers and other various agents. His ultimate goal was to eventually control all of the Old World.

Like many of the younger gods, Bane was once a mortal human that ascended during the War of the Ancients. Originally part of the Radiant Eye, Bane succumbed to the corruption and was twisted under the leadership of Tiamat. Now part of the Eyes of the Abyss, he forged an alliance with Bhaal and Myrkul. The three forged a pact of mutual aid and ambition: together they would conquer not just the world, but the heavens, becoming gods unto themselves.

Among the evil gods, Bane's church is among the most stable and powerful. While there was a time when the god encouraged sectarianism and violent disputes, that time has long since passed and today the god's faithful are as likely to solve their disputes through reasonable debate as through show of force. That being said, Bane's church obeys a strict hierarchy extending from the god's most powerful worshipers to his weakest ones, with the god himself the lord of everything they do. Though worshipers of Bane come from every station in life, they all know to whom they owe their blessings, ready to turn it over to the Black Lord at any time.

When summoned he has a dark and rather shadowy appearance with a resemblance of dark armor and his tell-tale jeweled dark gauntlet. He emanates an aura of vast power and cruel intelligence.

His symbol is an upright black right hand, thumb and fingers together.

Commandments of The Black Lord

- Serve no one but The Black Lord.
- Fear him always and make others fear him even more than you do.

- Spread the dark fear of Bane.
- Submit to the word of The Black Lord as uttered by his ranking clergy, since true power can only be gained through service to him.

Dark Mother

Alignment: Chaotic Evil • **Domains:** Trickery, War

Once known as the god of love, Sune. She was worshiped by all, but Elves were the most common among her clergy. When Sune succumbed to the corruption of the Great Wheel she took on a new name, Lolth the Mother of Lust. Lolth is the goddess of the drow, a chaotic deity who revels in chaos, inspiring it in her followers along with the veneration of spiders. Using her newfound power and influence, Lolth corrupted and twisted the elves that worshipped her when she was known as Sune, creating the first drow.

Her love of chaos often makes her appear mad but the wise see her as a calculating individual who is always several steps ahead of those who believe that they can anticipate her. She is cruel and domineering, forcing her will upon her followers and her enemies, a will which instructed the strong to crush the weak in the most torturous way imaginable.

The way that new-born spider broods tore each other apart to survive especially appealed to her. She promoted this by encouraging her worshipers to kill their rivals, thus ensuring that they were the strongest of the brood. Her real goals were to hold absolute control over the dark elves, prevent the rise of alternative faiths or ideas, and avoid complacency (even though she found amusement in the strife that plagued her followers' communities). However, in the long run her influence proved to be an obstacle to the growth and success of the drow, preventing them from unifying against common enemies or for a common cause.

Lolth's follower base was varied. It mainly consisted of drow but also included aranea, chitine, draegloth and deep dragons. She gained a few elven followers and tried to gain more worshipers by assuming the aspect of a deity of rot.

Lolth's clerics are usually female, although there are rare male clerics, but none of which are allowed to achieve the rank of high priest. Her clerics wear red and black, and drow tunics and helms. The Spider Queen's sacred animals are (naturally) arachnids. She is worshipped on the full moon in underground marble temples. Enemies and riches are sacrificed to her monthly. Servants who fail Lolth (and there are many ways to fail the capricious goddess) are usually either slain or transformed into creatures called driders.

Lolth usually appears in two forms: drow and arachnid. In drow form, the Spider Queen appears as an "exquisitely beautiful" female dark elf, sometimes covered in clinging spiders. In her arachnid form, Lolth takes the appearance of

a giant black widow spider with the head of a female drow or human peering from between the eight spider-eyes. Sometimes, the two foremost pairs of her spider-legs are actually humanoid arms. On rare occasions her arachnid form has taken more of a drider-like appearance.

Commandments of the Dark Mother

- The strong should rule over the weak.
- There are no other rules.

Lord of Bones

Alignment: Neutral Evil • **Domains:** Death, Decay, Old age, Exhaustion, Dusk, Autumn

After Tiamat's corruption, Myrkul became known as the Lord of Bones, the Lord of the Dead and the Reaper. He had become a god of the dead in the Old World. Myrkul has a cold, malignant intelligence. He is always alert, never sleeps, and is never surprised. He has never been known to lose his temper or be anything other than coldly amused when a mortal succeeds in avoiding his directives or chosen fates.

The worship of Myrkul is not popular in the Old World. His worshipers, who are often undertakers in one form or another, are a morose, secretive lot, reticent to share their faith with those outside his meager and unorganized church. These Myrkulytes are tasked with ensuring the people of Toril both feared and respected death. To aggrandize Myrkul's power they would propagate rumors that merely touching one of his priests would bring certain death.

The avatar of Myrkul appears as a skeleton of a man hidden in flowing black robes. His wrinkled, lesioned skin and blackened, cracked lips gives the appearance he was just on the verge of death. He speaks in a rather high whisper, though his words never show enough inflection to convey feeling or concern.

The holy symbol of Myrkul is a white skull inset into a black triangle.

Commandments of the Lord of Bones

- Know me and fear me.
- My embrace is for all and is patient but sure.
- The dead can always find you.
- My hand is everywhere - there is no door I cannot pass, nor guardian who can withstand me.

Lord of Murder

Alignment: Neutral Evil • **Domains:** Death, Decay, Old age, Exhaustion, Dusk, Autumn

After the Radiant Eye became the Eye of the Abyss, Bhaal became a god of death who favored murders that were carried out through violent or ritualistic means.

The Lord of Murder is feared throughout all of the Old World especially on the island Aya. Despite this shared dread throughout the Realms, the exact nature of what the Lord of Murder has power over is contested among sages and scholars. In his best incarnation he might have taken strength in violently punishing murderers and warmongers. Challengers of this notion insisted that he judged whether a murder was righteous or not.

The clergy of Bhaal in the Old World are known as Bhaalists or Bhaalyn, the latter being used more commonly in the lands east of the Terosu Jungle. Together they were a disorderly network of local hierarchies, with the urban and rural branches maintaining distant relations from one another. Collectively, they believed that murder was both a duty to their god and a game for their enjoyment. Each cleric of Bhaal was expected to perform at least one murder every tenday, in the darkest moment in the dead of night.

Bhaal has three avatar forms; a shape-shifting one called Kazgoroth, a human-sized one called the Slayer, and a giant called the Ravager. The Slayer appears as a corpse-like male humanoid, whereas the Ravager is large and bestial.

The holy symbol of Bhaal is a skull surrounded by a ring of bloody droplets.

Commandments of the Lord of Murder

- Commit murder once every ten days. If imprisonment or other constraining circumstances make this impossible, murder twice for each death missed.
- Make all folk fear Bhaal.
- Let your killings be especially elegant, or grisly, or seem easy so that those observing them are awed or terrified.
- Tell folk that gold proffered can make the Lord of Murder overlook them for today.

The Undying King

Alignment: Neutral Evil • **Domains:** Evil, Knowledge, Magic

Vecna is considered the most powerful and the most evil lich in history. He rose to power during the Great Dragon War as a lieutenant of Fatis but was eventually destroyed, and his left hand and left eye were the only parts of his body to survive. Seeing Vecna's value after his death, Fatis rewarded Vecna by ascending him to godhood.

With his new found power Vecna joined the Eyes of the Abyss, but not before creating many secret strongholds in far-off regions of the Material Plane. There, the souls of those who worshipped the Undying King in life continue to serve him in death.

Vecna and his faithful believe in the power of secrets and their ultimate ability to destroy anyone, no matter how powerful. Vecna hopes one day to destroy every other deity in existence, leaving himself the sole ruler of creation, but until his power grows beyond contention, the Eyes of the Abyss provide him safety and powerful allies.

Vecna's cult is very secretive, and cells have been uncovered, at various points in history. Clerics of Vecna often don't realize which god they're serving when they're first initiated. Many are deluded into believing they belong to an obscure sect of Torm or Shilallia. The truth is not revealed to them until they show their willingness to do anything in the pursuit of knowledge and power.

Each position in Vecna's cult is named for a certain body part. At the top is Vecna himself, followed by the Voice of Vecna, which can only be filled by Vecna's manifestation. Next is the Heart of Vecna, the high priest of the cult. Individual congregations are known as Organs. Each Organ is led by a Thought of Vecna. Lesser priests are known as Memories of Vecna.

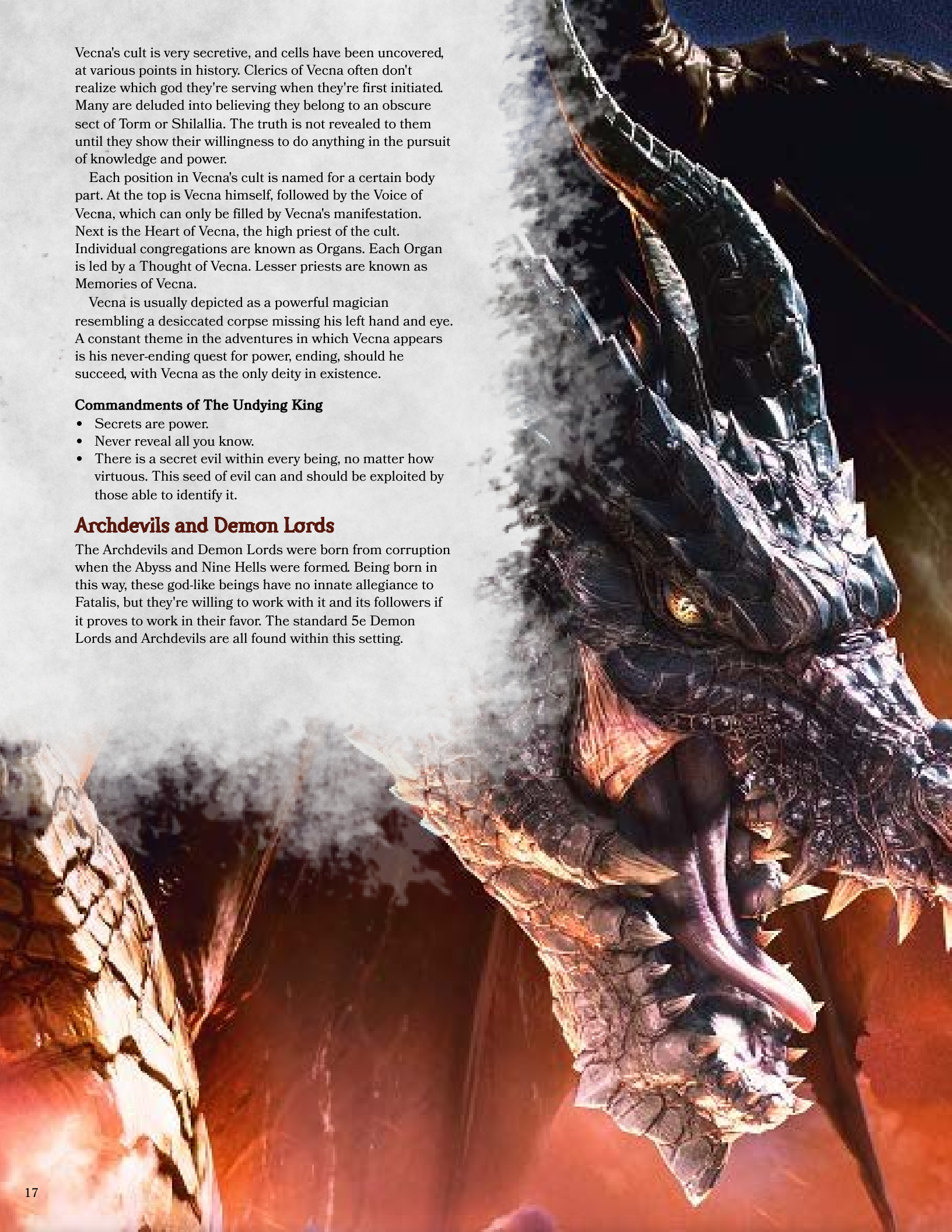
Vecna is usually depicted as a powerful magician resembling a desiccated corpse missing his left hand and eye. A constant theme in the adventures in which Vecna appears is his never-ending quest for power, ending, should he succeed, with Vecna as the only deity in existence.

Commandments of The Undying King

- Secrets are power.
- Never reveal all you know.
- There is a secret evil within every being, no matter how virtuous. This seed of evil can and should be exploited by those able to identify it.

Archdevils and Demon Lords

The Archdevils and Demon Lords were born from corruption when the Abyss and Nine Hells were formed. Being born in this way, these god-like beings have no innate allegiance to Fatalis, but they're willing to work with it and its followers if it proves to work in their favor. The standard 5e Demon Lords and Archdevils are all found within this setting.



The Races of Monster Hunter

Since the reemergence after the Great Dragon War a thousand years ago, the races of the world crawled back from extinction. Even with the slow advancements of technology, twelve of the races left their mark in the Old World. Working together with each other, under the guidance of the Platinum Court and Wild Lords, these races set out to become the society we have today.

This section stands as a resource to help inspire you in deciding how your character's racial background fits within the Monster Hunter Universe. The game statistics of each of the standard 5e races are identical to those in the *Players Hand Book*. The statistics for the new races can be found in Chapter 3 of this guide.

Dragonborn

In the time of the ancient civilization the dragonborn were known far and wide, as the most devout and honorable race of the time. The original dragonborn were known to be humans who had ascended, by the grace of Io, to a state of body and mind that closely resembled the original image of the Five. These dragonborn excelled at all they did, becoming great heroes, community leaders, head of clerics and other research institutions of the ancient civilization.

By the end of the Great Dragon War, most of the dragonborn had been wiped out with many of the elder dragonborn bloodlines going extinct with their elder dragon brethren. After the reemergence dragonborns were a rare sight for villages and even some towns. Those that lived in cities were typically well respected noble families that could trace their heritage back to the ancient civilization. New dragonborns that weren't born from these families were almost unheard of. It was a rare occasion when a person of any race proved themselves worthy to an Aspect, and were granted the gift as a reward. In Tiamat's case, she lorded the ascension over her followers, only granting the gift to those who bring her priceless artifacts, great wealth, or progress her plans beyond her expectations. Those who fail her, or request the ascension, instead are typically turned into kobolds.

Dragonborn of any age have a well-known dedication to honor, but how deeply rooted this trait is remains debatable. However, all dragonborn tended to view all living things, even hated enemies, as deserving of courtesy and respect. To dragonborn, honor was more than a word and was often considered more important than life itself. Cowardice was not simply undesirable among dragonborn, it was considered outright repulsive.

Part of the roots of this honorable attitude lay in the dragonborn's drive for self-improvement. The draconic nature of dragonborn gave them a strong self-consciousness and a tendency for strong emotions. Both of these combined to make dragonborn particularly wanting for the approval of others. Dragonborn placed great value on the skill of an individual, including themselves. Failing at a task was anathema to dragonborn and as a result they could sometimes push themselves to unhealthy extremes of effort. This aspect of the dragonborn mind meant few of the race took a laid-back approach to any skill or ability, striving always to become the masters of a particular skill, and dragonborn respected those among other races who approached life in the same manner. As a result, most dragonborn adventurers came to their way of life through a desire to prove themselves and win respect from their brethren.

Dwarves

The bold and hardy dwarves of the Old World are known as skilled warriors, miners, and workers of stone and metal. Modeled by the All-Father after the reemergence almost every dwarf in the Old World originates from Harth, a village near the Everwoods (located west of the Old World). Harth itself still stands as the central heart of dwarven society, but in the last few hundred years they have welcomed the troverians into their home. Combining their crafts, the troverians and dwarves have made a dramatic impact on a hunter's quality of life. Mountain and hill dwarves alike can be found in the many cities and locales of the Old World, but typically in small numbers. Hill dwarves are known to make above ground settlements of their own. If drawn to more dangerous pursuits, many dwarves turn to mercenary work, working with the hunters guild and wycademy in search of ancient civilization artifacts.

Duergar

The dwarves that stray away from their heritage and gave into the corruption in their heart became the first duergar. As generations passed, the duergar carved out an existence in the Underdark, near the volcanoes in the northern el de region. Their kinship to other dwarven subraces could be compared to that of the drow to surface elves.

Duergar are a dark and cruel race, who show no mercy to their foes and who take great pleasure in inflicting pain on others. They are pessimistic of their future and deeply cynical regarding the motives of others. Because of their pessimism, duergar rarely adventured of their own free will and were instead most commonly exiles cast out of their society. These adventurers, most commonly concerned with personal gratification, were commonly outlanders, gladiators, criminals, or urchins.

Hill Dwarves

Hill dwarves are stout, tough individuals like their mountain brethren but are less off-putting and gruff in nature. They are a deeply materialistic race who believe that the resources of the natural world exist only to serve the purpose of conscious beings. To a hill dwarf, there is no greater purpose than to fashion the minerals of the earth into things of beauty.

Hill dwarves were once mountain dwarves that were exiled from their homes or had their home destroyed and moved above ground instead of deeper like their duergar cousins. As generations passed, these dwarves settled above ground, forsaking the old ways and in exchange found new friends, new business opportunities, spiritual enlightenment, and even arcane knowledge.

Mountain Dwarves

Whether or not the mountain dwarves claim that they'd been carved from the world's stone was true, dwarves shared many qualities considered similar to the stone they lived with. Strong, hardy, and dependable, dwarves are polite, particularly to elders, and possess a wisdom beyond that of many other races. Dwarves value their traditions and look for inspiration from the ancient civilization. Dwarves were also known for their stubborn nature and cynicism.

A mountain dwarves friendship and trust is hard to earn, but was ironclad once won. For dwarves, loyalty is more than a word and they feel that it should be both valued and rewarded. Naturally suspicious, the mountain dwarves are slow to trust others and rightfully so. Many of their attempts at expanding their territory proved disastrous due to trusting other races. They do not forgive these past mistakes easily and the entire race has more or less declared war on goblins and orcs as a whole, wiping them out where they find them.

Elves

The elves were one of the first races created after the creation of the Old World. They were the first race to be created by Eldath meant to represent the beauty of nature. The elves originated in the wooded lands of the Verdant Hills, and many elves still call the forest their home. After the War of the Ancients, when the elves allied themselves with Eldath against Fatalis and its demonic horde, many of the high elf families did not return to the forest, instead choosing a new life in the city of Riveru. Even after the reemergence, Riveru was a wondrous thing of beauty. Many elven heroes and hunters originate from this city.

High Elves

The high elves, named for their close resemblance to Eldath and innate magic ability, call the city of Riveru home. Within the city, the elves focus their studies and talents on the protection of the city. Many of the high elves were known to join the wycademy to expand their knowledge while others joined the Hunters Guild before returning to the city to pass along their new found knowledge.

The high elves are in good standing with their wood elf kin, and with the other races of the world. They have a deep seeded hatred for the Dark Mother and the drow that follow her. Seeking to disrupt her plans over anything else, besides the protection of their city.

Wood Elves

Since ancient times, the wood elves have fought to protect their homeland. After the founding of the Hunters Guild and the Elder Dragon Observation team, young wood elves found that their wanderlust and skills in hunting and survival were a perfect fit for these organizations. Over the passage of time, the wood elf clans spread far and wide, preferring to take up residence in the small villages or outposts near or in the forests of the world. They viewed themselves as guardians of these forests. They were allies and teachers rather than rivals to those in their communities. As a people, wood elves are largely seen as calm and level-headed.

Many hours of a typical wood elf's life are spent on the hunt, which was both a practical activity and a pleasurable

one. Most of the time that wood elves were not hunting they were enjoying themselves at ease within the highest branches of their forest homes.

Drow Elves

Few elves let alone other races wish to be associated with their subterranean kin. The drow were once high elves that worshiped the goddess Sune. When the goddess was corrupted she used her alluring whispers to convince her followers to ally with Fatalis in the Great Dragon War. After the Dark Mothers banishment to the Lower Planes, her high elf followers went into exile, hiding below the earth. As generations went by, the high elves blonde hair turned a silvery white, eyes blood red, and their once beautiful skin turned the color of ash. They took on a new name, no longer the high elves, but the drow servants of Lolth.

Drow, by reputation, were almost entirely evil. The drow society nominally had two purposes, called "the First and Second Part of the Destiny of the People". The former was about forcing all other races of the Underdark into subservience, while the latter was about driving the entire elven population into extinction. To achieve this Lolth promoted perpetual infighting and violent competition, so that the constant training would make them stronger and smarter. However, the extreme, self-destructive degree to which this was taken prevented the drow from achieving either of their purposes, barring possibilities for significant growth. In fact, despite her rhetoric, Lolth merely enjoyed the infighting that she promoted and put no effort into reaching the supposed goals.

Drow rarely come to the surface, for most are too proud to return defeated to the sun-drenched lands of the Green Goddess, even to escape the madness of the underworld. Nevertheless, some still choose this dishonorable path. Those that travel to Riveru seeking redemption are executed before they enter the gates. The drow that return to their original homeland are welcomed by the wood elves, but only after renouncing Lolth and embracing Eldath once again. Others seek to join the Hunters Guild, as a way of atoning for their races' past sins by slaying the corruption that seeps into other creatures, like it did to their ancestors.

Half-Elves

For a human, having a half-elf child was a blessing that brought their family closer to the gods. They grew up adored in their communities, growing up with acceptance and praise. It is uncommon for a half-elf to leave their families or communities when they come of age. Most of them take over family businesses or find a respectable job in town. Those that do feel the wanderlust from their elven heritage, usually join the Hunters Guild or Wycademy as a way to satiate that need.

For the elves, their opinions varied. The wood elves welcome the half-elves with arms wide open, sharing their traditions and knowledge. The high elves of Riveru are not so accepting, the half-elves in their eyes are tainted. Their innate magic and ancestry are weakened by the human blood flowing within them, but that isn't to say that the half-elves have their uses. Half-elves in Riveru work as house servants and doing other menial tasks in the town.

It is a tough life, that many half-elves choose to leave once they come of age, never to return to the city. Finally, the drow do not breed with weaker races, as such no drow half-elves are known to exist, but should one ever come to be, it would only find death by both the high elves and drow, but it might find sanctuary with the wood elves.

Gnomes

The gnomes and gnomish culture were extremely prevalent during the time of the ancient civilization. There wasn't a village street or a city block where the sound of gears grinding, minor explosions, and yelps of surprise were mixed in with bursts of laughter and joy. The gnomes were responsible for many of the great innovations and inventions of the time. After the reemergence the ruins of the Tower to the far east and the Sky's Corridor on a remote island off the east coast of the great forest still stand as a testament to their work.

Rock Gnomes

The rock gnomes are more closely related to their ancestors than their cousins the forest gnomes. They have a natural curiosity towards technology and seek to find ways to better improve the lives of those in their communities. Their natural inventiveness leads them to become alchemists and tinkerers, seeking ways to use the resources around them in new ways.

Forest Gnomes

Descendants of a community of rock gnomes that inadvertently teleported themselves to the beastlands while experimenting during the ancient civilization. Unable to find a way back to the material plane the rock gnomes slowly adapted to their new environment.

By the time they had returned to the Old World, generations had passed. The forest gnomes, as they were now called, had taken up residence in the Verdant Hills. Preferring to live in nature than in the bustling cities like their kin, the forest gnomes are more than happy to help their rock gnomish kin in their search to understand how nature works and how to manipulate it.

They tend to be good friends with good-spirited woodland folk, aiding them in their endeavors. Forest gnomes make great scouts for the Hunters Guild and Elder Dragon Observation Team due to their ability to befriend small woodland animals. Using these animals the forest gnomes are able to relay information about threats that might prowl their lands.

Goliaths

One of the last races created by the gods before the Great Dragon War, the goliaths were outlanders who resided in the Snowy Mountains. Molded by Eldath from those who worshiped the ukanlos that resided deep in the mountain range, the goliaths are a race wrapped in tradition. Their society's key focus was competitiveness and held equality and fairness in high regard. They kept track of their accomplishments and saw everything as a challenge. Many outside of the race that didn't understand this tradition would find it quite annoying when a goliath would bring up how many times a certain thing would happen.

This was not the case however. To goliaths, score-keeping was a natural and integral part of life, not meant to belittle or demean anyone.

Ancient goliaths lived in small tribes in the Snowy Mountains, that numbered between forty and sixty. This was usually made up of three to five extended families. Most goliaths lived in the same tribe their entire life. On rare occasions, a tribe that got too large would split into smaller tribes or smaller tribes would merge together.

These tribes only went to war as a final option, and for much of the Great Dragon War they were successful in this endeavor. It wasn't until the death of their beloved ukanlos by the hands of the Dark Mother's cultists that they allied with the Aspects. The war was bloody for the goliaths, many of the families and tribes were wiped out. Those that survived returned to the Snowy Mountains beaten and bruised, but with a new found respect for their allies.

After the reemergence, the goliaths were an integral part of the Pokke Village's founding. The Snowy Mountains had always been their home, and their knowledge of the territory prevented many casualties in those initial years. Though most goliath tribes are nomadic, many of them chose to remain in Pokke Village as gladiators, soldiers, and hunters. In fact, after the founding of the Hunters Guild in Pokke Village, the goliaths were one of the first to join up. The guild to them, represented the tradition that was lost after ukanlos' death. They were able to compete not only with their fellow goliaths, but also all the other members of the guild. Rumors in the past have told of goliath hunters returning to the Snowy Mountain with large pure white eggs. Though they deny it, many believe the goliaths are searching for a ukanlos egg, in hopes of returning on to the mountains once again.

Halflings

Halfling clans have always been known for their curiosity and tendency to collect things. Before the War of the Ancients the halflings were the leading experts in botany and were most commonly herbalists. They lead expeditions across the world collecting plants, mushrooms, and other rare resources that they could study and use to better the life of the races and creatures alike.

When the War of the Ancients began, the halfling clans splintered. The lightfoot clan wished to avoid the war directly, instead focusing their attention on the curative and other beneficial properties the resources they gathered could provide their armies. The Stoutfoot were ready to fight, but while the adults headed to the front lines, their young took to defending the settlements as guards. The forgefoot clan as they came to be known during the war, strayed from plants and mushrooms. Instead they turned their focus on ways to bend the earth to the war's needs.

After the war the halfling clans did not reunite. Two of the clans had found a new passion while the lightfoot clan stuck to the halfling traditions. The lightfoots resented the other clans for straying from the old ways which caused some minor conflicts between the clans throughout the time of the ancient civilization, but their accomplishments overshadowed these "minor" skirmishes.

Lightfoots

After the reemergence the lightfoot clan has spread far and wide. Their traditions still hold strong throughout the clan with most lightfoots using their knowledge to become alchemists, herbalists, researchers, clerics, and druids. They have a tendency to avoid being up front fighters and would rather run when in danger than fight.

The Lightfoots still hold a grudge against the other halfling clans, but they will still work with them if required, albeit reluctantly. They are also not against bringing up any faults in plans or issues caused by their halfling brethren.

Stout

The Stoutfoot clan took a new name after the reemergence. Tired of having a name similar to the traditionalist who are unwilling to change, the Stoutfoot clan came to be known as the Stoutguard clan. The Stoutguards are well known throughout the settlements of the Old World. Many do not take up hunting, instead choosing to guard the villages, cities, and towns they were born in. On a rare occasion, a Stoutguard has been known to enter the ranks of guild knight. Those who reach this achievement are treated as heroes and legends in their halfling communities.

Humans

During the ancient times the human civilizations were widespread across the known world. They are diverse in skills and quick to adapt, which allowed them to learn and live with the other races without conflict. After the reemergence, the humans were recreated by the Aspect Pelor. With the Great Wheel infused with both divine and corruption, the Humans were made stronger, but their once good nature was now shaped by the world around them. Human hunters and folk heroes can originate from anywhere in the Old World and are typically found in all villages, cities, and towns. Most Commonly though, hunters that graduate from the hunter academy are from Minegarde or villages nearby in the Verdant Hills.

Humans living in the Verdant hills provide the infrastructure for port and trade between the three largest cities; Dundorma, Verudo, and Riveru; and the rest of the world. As such, humans are typically skilled in some craft, business, or production. For the humans seeking a life away from civilization, more often than not find work with the wycademy or hunters guild as research explorers, archeologist, handlers, or hunters themselves.

Lynians

The Lynians are a relatively common race in the Old World, able to adapt to their environments much like humans. Although many of the lynian subspecies originated on the main continent in the Old World many of them have migrated to all corners of the world. For those who stay within multispecies communities, their short stature and beast-like nature has always proved a social hindrance in the lands of the tall folk. While lynians fight for respect within human communities, they can prove themselves through deeds, or humor, among their taller neighbors. They've been seen being farmers, traders, adventurers, etc. Some Lynians, known as "palicos", are known to assist hunters and quite a few are independent monster hunters, known as prowlers.

Boaboa

Cousins to the shakalaka, the boaboa are one of the few lynians that can tolerate the cold. They call the arctic regions of the world home and strangely enough worship the popo as a god. During the Great Dragon War, the boaboa allied with the Dark Mother when the goliaths and warforged came for the popo's fur and meat. At the Dark Mother's request, the boaboa were tasked with killing their enemies in the most torturous way possible. In return, the Dark Mother promised her protection of the popo. The boaboa excelled at their task, and it wasn't until her banishment that they realized her betrayal. The northern sea had been poisoned, filled with the corpses of the goliaths the boaboa had slain. It tainted everything, killing the popo and boaboa alike.

After the reemergence, the boaboa worship the Wild Lords. It was by their grace that the popo returned to the world. They still have a great hate for the goliaths, just as the goliaths do for them. They're slow to trust, but once you earn it, the boaboa can prove to be an invaluable lifelong friend.

Felyne & Melynx

The felyne and melynx are the most common lynian subspecies found in the Old World. While both easily adapt to lifestyles with other races taking up jobs as chefs, blacksmith assistants, and other odd jobs, the melynx have a tendency to revert back to their more... wild nature. They are known to occasionally have items of value "appear" in their hands with no knowledge of how they got there. Of course they gladly return the items if asked, but any that go unclaimed are taken to their homes for safekeeping until their owner comes to retrieve them. For those felyne and melynx seeking greater respect, they typically join up with hunters as their palico or as prowlers themselves.

Felyne and Melynx that live in the wild are looked at as their own culture due to their intelligence, lifestyle, and groups. They are known to form villages in secluded areas, where most monsters wouldn't dare to venture to. These villages are known to have tribal exchanges with other lynians and other cultures. They are also known to worship the Wild Lords, with many felyne and melynx druids and rangers originating from these settlements.

Gajalaka

The gajalaka worship the Lord of Murder and answered his call for war during the Great Dragon War. They are outlanders much like their shakalaka cousins, but are aggressive towards all monsters and hunters that enter their territory. After the reemergence the few that remained after the war hid themselves away in an attempt to build their numbers back up. It wasn't until recent history that the gajalaka showed themselves once more. A gajalaka rarely works with anyone from the civilized world, unless exiled, or if it benefits them. They are also rarely accepted due to many of them being acolytes to the Lord of Murder, necromancers, criminals, or thieves.

Grimalkyne

The grimalkyne were once one large tribe during the time of the ancient civilization. They were outlanders, who lived off the land and worked in harmony with nature. They worshiped the Wild Lords and still do to this day.

The reason the grimalkyne split into the separate tribes of today during the Great Dragon War, was due to a disagreement between its four leaders. Each of them believed they were walking the grimalkyne down the correct path. The Bugtrappers tribe headed into the ancient forests, choosing to seclude themselves like the shakalaka. The Protectors and Troupers tribes joined the other races of the world in the fight against Fatalis and Tiamat. Those grimalkyne who become palicos or prowlers are typically from these two tribes. Finally the Plunderers tribe sought to scavenge the battlefields and other ruins of the world, gathering enough supplies to protect themselves.

After the reemergence the Bugtrappers remained in the forests as outlanders, hermits, and sages. They assist hunters and provide aid to those who enter their territories. The Protectors and Troupers took their leave, traveling into the deserts and high mountains to build their own communities. Occasionally these tribes have been known to send emissaries to towns, cities, and guilds as a sign of good will. The Plunderers tribe still remain scavengers and criminals. It is not unheard of for a Plunderers tribe grimalkyne to impersonate a Protector or Troupers as a way to enter a town or guild without suspicion.

Shakalaka

The Shakalaka are very similar to humans, in that they hunt and gather, but are less civilized in nature. Even before the rise of the ancient civilization the shakalaka had secluded themselves deep in the forests of the world. In doing so, the shakalaka avoided much of the carnage of the Great Dragon War, but also stunted their growth as a society, leaving themselves primitive and barbaric even after the reemergence. Even so, the shakalaka are a proud and barbaric subspecies of lynians, attacking most creatures, including hunters, on sight. Young shakalaka or, Ōme Shakalaka (unripe shakalaka) as they are known in their tribes, have been known to befriend hunters, helping them on their quests.

Hunters typically encounter these young Shakalaka when they partake in a coming-of-age ritual in which they are sent out of their settlement to bring back items of great value to their tribe. This can take the form of a rare monster material, treasure, or an object with historical or cultural importance to the tribe (such as a special mask).

Hunters are able to spot an Ōme Shakalaka by their mask. These masks aren't the usual telltale orange gourd masks that adult shakalaka wear. Instead young shakalaka wear masks of all varieties, most commonly acorn masks. Shakalaka that become palicos or prowlers are known to have full helms crafted from the creatures they've killed.

Tieflings

Power hungry, unworthy, untrustworthy scoundrels, and abomination are many of the words that the races of the world used to describe the ancient tieflings. Created when a cult of teostra, shunned by the gods for their power hungry nature, began experimenting in an attempt to ascend by themselves. After numerous failed attempts, their leader cried out to the gods every night, begging for an answer, until he finally received one. Unknowingly under the guidance of the newly manifested Fatalis, the cultist succeeded in their endeavor, but not before killing their beloved teostra and

completing the ritual by injecting its blood into their veins.

These first tieflings had a more bestial look similar to the teostra. They had a fiery coloration, thick horns that curve backwards, large fangs, and a tail that ended in a clump of fur. The males had long flowing red hair and a beard that resembled the teostra's flowing mane. Female tieflings' hair varied in length and the hair between their horns was varying shades of yellow.

Though they had ascended, they had committed an unspeakable act. Killing an elder dragon during this point in history was tantamount to attacking one of the Five themselves. The tieflings were forced to live as outlanders in small communities, or as hermits, but their allure of ascension brought those who felt ignored by the gods to their ranks. The tieflings continued to experiment with other elder dragon blood on the humans that came to them, creating new tieflings of all different colors and abilities. Their continual killing of the elder dragons did not go unnoticed. The Fifth Aspect, Eldath, sensed the blasphemy and the growing threat of the tieflings. So with the help of the other 4 Aspects, the tieflings were banished to the Lower Planes and the ritual was lost to the ages.

The tieflings did not return to the material plane until the Great Dragon War. Their time in the Lower Planes had changed their appearance to the commonly known demonic look of today. Many of the tieflings fought in the archdevils armies, but tieflings were no longer predisposed to evil or power hungry as they once were. Those that sought to defect took the chance to escape and fight on the side of the Platinum Court and Wild Lords, who allowed them to remain on the material plane after the war had ended.

Although their evil ancestors could be many generations removed, the taint lingered. Tieflings tend to have an unsettling air about them, and most people are uncomfortable around them, whether they are aware of the tiefling's unsavory ancestry or not.

When these prejudices were put aside, the tieflings' cunning and personal allure, which made them excellent deceivers, also made them inspiring leaders. Members of other races find that once they demonstrate friendship and trust towards a tiefling, it would quickly be reciprocated in full. Once that bond was forged, it was rarely broken.

Tritons

The tritons were the first humans to worship the Fives creation and as such were infused with the power of the sea. Due to this, many tritons come across as arrogant, but they are in fact benevolent creatures at heart, convinced that other civilized races deserve their protection. Their attitude might grate, but when pirate fleets prowl the waves or a ceadeus awakens from its slumber, they are among the first to take up arms to protect others.

During the War of the Ancients, the tritons suffered massive defeats and many were twisted by Fatalis' offer of power, transforming them into sahuagins. It wasn't until Persana ascended to godhood that the tritons were finally able to push the sahuagins and other corrupt creatures back to the elemental plane of water.

In the aftermath of the war the tritons were tasked by Persana to be the caretakers of the sea. So they began building some small settlements beside deep trenches and even some in other dangerous spots far from the land.

That isn't to say that all triton's live so far from the other races. Many of them call Moga Village and many of the port towns across the Old World home.

Many triton's that live among the other races work as dockhands, shipwrights, or merchants in the ports. While others may join the hunters guild or other research guilds, using their unique attributes to their advantage.

Troverians

Known as the forgefots in ancient times, the troverians took their new name after the reemergence. Unlike the dwarves who were molded by stone and minerals by the all-father, the troverians were born from humans who worshiped the creatures of the earth, and were the last to be ascended by Io before his sacrifice.

The troverians were an instrumental part of the ancient civilization, working with gnomes and dwarves and combining their technology with their own. It was this adaptability that led to the creation of the equal hunter weapons. It was one of their greatest accomplishments and greatest regrets. The equal hunter weapons made life easier for the ancient civilization, but also was the spark that would eventually begin the Great Dragon War.

The troverians live in the mountains and hills, in recent years they were welcomed to the village of Harth where they work together with the dwarves to develop new weapons and items for the Hunters Guild. Most troverian adventurers have some sort of smithing or artisan skill, and typically join one of the many factions to find hidden technology and rare materials that they can bring back home.

Warforged

During the time of the ancient civilization a new race was created, not by the gods, but by man. These Equal Hunter Weapons or "EHWs" were created near the end of the ancient civilization as an attempt to meet the ancient civilizations' needs. Mindless automatons, these first EHWs were used to collect vast resources, be it minerals, herbs, or hunting some of the less intelligent species of wyverns.

By the time of the Great Dragon War, the ancient civilization had made vast improvements to their original design. By pumping wyvern blood through their body and using energized streamstone as its core, the ancient civilization had produced a sapient hunter, now more commonly known as warforged. During the Great Dragon War, these warforged were not just front line soldiers and defenders of the many settlements across the world, they were also tasked with the collection of vast amounts of dragon blood to fuel the ancient civilizations newest weapon, the Equal Dragon Weapon. By the end of the war, all of the warforged had been destroyed, deactivated, or left incomplete in workshop ruins.

After the reemergence, there have been different points in history when a warforged or two have woken up, their programing either incomplete or degraded over time, these warforged have a greater range of free will, and as such, albeit begrudgingly by some of the races, have been recognized as a new species.

Wyverian

While wyverians superficially resemble humans, they actually descend from the first wyverns. After time began, the Fifth Aspect Eldath sought to expand the races' understanding of the Fives creations. As such, she molded the first wyverians from those wyverns who were up to the task.

At the end of the Great Dragon War, the wyverians were one of the few races that survived the end of the ancient civilization. Even so, only a handful of them remained. Seeking to prevent the atrocities that occurred during the Great Dragon War, these ancient wyverians made a pact to hide their knowledge for the rest of the world, but they would also guide the lost and teach them how to be one with nature.

The new wyverians, who came about after the reemergence, call the village of Cathar home. Their population remains small due to the fact that they reproduce less often than many of the other races, but each wyverian seeks to better the world. It is rare to see an evil wyverian, so much so, that there has never been one in recorded history.

When these new wyverians reach adolescence they leave Cathar and head out into the world on a journey of self discovery. Many of these wyverians return to Cathar a few years after their journey began. Others join the Hunters Guild; become academics, joining the Wycademy or the Elder Dragon Observation Team; or become hermits and sages, protecting the balance of nature in the territory they call home. Due to their long life span many of them who never return to Cathar become chiefs of villages, lead researchers, and other positions of respect and power in their old age.

Other Races

There are many other races that live within the Monster Hunter Universe. Many of these races fought alongside or against the humans, elves, and all the other races listed above in one of the two wars. Their origins all begin with being created by one god or another, and which one that created them might vary in your world. Their history and relevance to the ancient civilization are for you to choose, but typically their culture and personalities remain the same as they would in any standard dungeons and dragons campaign setting.

Monstrous Races

The monstrous races of the Old World were born in many different ways. Many of them were born when Fatalis and the other corrupted gods attempted to influence the races of the world. The kobolds were once dragonborns that were twisted into the scrawny-like creatures of today. The Orcs were once goliaths and humans; the goblins, halflings; and tritons were molded into sahuagin.

Not all of the monstrous races were created in this way though, many of them were created from the corruption themselves. Bugbears, hobgoblins, and yuan-ti were all created in such a way. Other than their creation most of these races all act as the GM sees fit. The character's aren't defined by their origins, but by their actions and how they were raised.

Factions & PC Backgrounds

There are many factions in the Monster Hunter Universe. Some of them make up the foundation of society, while others seek to destroy it. Many of these factions are voluntary associations led by guildmasters, but that's the extent of their resemblance to the craft and merchant guilds found in most Dungeons & Dragons worlds. They include many different kinds of organizations:

- A central governing body, the Hunter's Guild
- A corporation led by His Immenseness, the Elder Dragon Observation Team
- Two research institutions, Wycademy, and the Royal Paleontology Scriveners
- A poachers ring, the Talon Society
- A cult of fanatics, the Cult of Fatalis

The denizens of the Old World aren't born into factions. An individual can choose to belong to any, or be tricked into some faction or more commonly belong to no faction at all. Some Factions actively recruit new members, while others simply accept those who seek membership. People within a family might join different factions, which can lead to strong connections between the factions in question or to painful animosity in families whose members follow different paths.

Faction Membership

You establish your character's membership in a faction by choosing one of their faction backgrounds from among those detailed in this chapter. This guide assumes that you have chosen a faction and that you maintain your association with it throughout your life. As a result, your choice of faction can play a more significant role than most backgrounds do in shaping what your character does now.

The backgrounds associated with factions in this chapter work like those in the *Player's Handbook*, giving you proficiencies, languages, equipment, and suggested characteristics (personality traits, ideals, bonds, and flaws). Each faction entry also provides personal contacts; suggestions for your alignment, race, and class; and a list of spells that you can add to your spell list if you're a member of a spellcasting class.

Faction Spells

The spellcasters of the Old World's factions have magic specific to their guild. A faction's description includes a list of faction spells.

If you play a character who has the Spellcasting or the Pact Magic class feature, your guild spells are added to the spell list for your class, thereby expanding the spell options available to you.

Additional Rules

The factions in the Monster Hunter Universe use the same rules for renown and contacts as found in *The Guildmaster's Guide to Ravnica* starting on page 29. As such I cannot just put all that information into this guide, but I will sum up a generic explanation of each rule.

Contacts

Contacts are people you know. They might be a rival, a mentor, a friend, just another member of the faction or possibly a member of a different faction entirely. These contacts should be created with your DM and may provide additional depth for your character. When you create a character you have a number of contacts equal to your Intelligence modifier (minimum of 1).

Renown

Renown is your status in a faction. The higher your renown is, typically the more known and respected you are within the faction. It's also possible to gain renown in other factions, though this renown won't allow you to gain any ranks within the other factions.

To gain renown you must advance the guild's agenda in some way. You will find in the Rank and Renown section of each faction, some suggestions that would merit an increase in your renown, but you should also check the goals of the faction to help determine other ways to gain renown. When you join a faction as a starting character, your renown score with that faction is 1. It is up to the DM when you gain renown, not the player.

There are other rules for gaining renown outside of the list above, but that can be found in *The Guildmaster's Guide to Ravnica*.

Benefits of Renown

There are many benefits when you gain renown in a faction, most often it is tied to an increase in rank within the faction you are in, but not all are guild specific such as the two below:

Renown 3 or Higher. You have established yourself as a respected member of the guild and as such, the guild members are friendly to you by default (though some members might have a reason to dislike you).

Renown 5 or Higher. You gain another contact. This might be a member of your faction, or perhaps someone else you met on your adventures.

Losing Renown

If you go against your faction, or commit a crime against society or nature, you might lose renown. It is up to the DM to determine how much based on the offense. You cannot drop below 0 renown with a faction, but if your renown drops below the required amount for your rank, then you lose the rank and any benefits it gave you. It also may be much harder to obtain that rank again.

Changing Factions

If for some reason you chose to change factions, be it due to the narrative of the story, or some other reason, you then lose all renown with your previous faction and start with 0 renown with the new faction. The only exception with this is if you already gained renown with the new faction prior to joining them. Then instead you start with the renown you already had with them, though it may still take time for you to rise in the ranks.



"Guided by prudence, we meld might and magic to forge hybrid monstrosities, shielding our world. In defiance of judgment, we craft protectors where perception and protection entwine, etching our name in destiny's annals."

- Helix Agent Iihane Hune

The Helix Commission

In the world, there is an organization shrouded in secrecy known as the Helix Commission. The origins of this group are unknown, but some believe it was created by a faction of Wycademy researchers and royal scribes who discovered an ancient incomplete Equal Dragon Weapon in the ruins of an ancient civilization research lab. It has been said that a few lead scientists and researchers within this faction became interested in following in the footsteps of the ancient civilization and began experimenting with creating hybrids of monsters. However, their requests to conduct this research were denied by the leaders of the ruling factions, who wished to keep this information secret.

Despite being denied permission, these scientists and researchers continued their research in secret. They created new hybrid monsters, some of which may be the subspecies, variants, and deviants we see today. But eventually, their experiments were discovered by the Hunter's Guild, who raided their labs and destroyed their work. Those who managed to escape the raid formed the Helix Commission, an organization dedicated to continuing their research in secret and away from the prying eyes of the Hunter's Guild, Wycademy, and Royal Scribes.

The Helix Commission is known to experiment with genetic engineering and hybridization, and rumors persist that they are responsible for the creation of many of the subspecies of monsters that exist in the world today. Despite their secrecy, some brave hunters have managed to infiltrate the Helix Commission's lairs and retrieve valuable information about their research. But even with this knowledge, the true goals and motivations of the Helix Commission remain shrouded in mystery.

Role of the Helix Commission

The Helix Commission is dedicated to studying and experimenting with the creation of hybrid monsters by combining two distinct species. They believe that these hybrids could have incredible potential, both for scientific understanding and practical application. Their goal is to create new, more powerful species that could be used to benefit humanity. However, this research is considered illegal by the Hunter's Guild and immoral by both the Royal Scribes and Wycademy. Despite this, the Helix Commission continues to work tirelessly towards their goal of creating hybrid monsters that can benefit the world.

Methods of the Helix Commission

To conduct their research, the Helix Commission works outside of the expected norms of the world. They perform these experiments in secret, in hidden laboratories scattered throughout the world. They also employ a team of skilled hunters to retrieve the necessary samples and conduct experiments. The process of creating hybrids is complex and risky, often resulting in dangerous and unpredictable creatures. Nonetheless, the Helix Commission believes that the benefits of their research far outweigh the risks.

Members of the Helix Commission

The members of the Helix Commission are scientists who have left the Royal Scribes or Wycademy for a variety of reasons. They are driven by a desire to push the boundaries of scientific knowledge, even if it means breaking the law or operating outside the norms of society. Some members are former hunters who became disillusioned with the Hunter's Guild and its strict code of ethics.

Scientists of the Helix Commission all have diverse types of specializations. Some choose to spend their lives inside the organization, continuing research of old or performing experiments on the creatures brought to them by their hunters. Other researchers choose to venture into the world, discovering new species or gathering new knowledge on known species.

Hierarchy of the Helix Commission

Helix Commission Director

The Director is the leader of the research facility. They are the driving force behind the group's research. They oversee all experiments and are responsible for making the final decision on which species to hybridize. The leader is highly respected among the group members and seen as the ultimate authority on all research matters.

Lead Scientist

Lead scientists are the most experienced and knowledgeable members of the Helix Commission. They have extensive knowledge of the genetic makeup of monsters and are responsible for designing experiments that create hybrids. They work closely with the director of their facility to ensure that their research stays on track.

Scientist

Scientists have all different types of specializations. They are responsible for conducting experiments, analyzing data, and sharing their findings with the rest of the Helix Commission. They may also accompany hunters into the field to collect samples or conduct experiments on live subjects.

Agent

The Agent role within the Helix Commission oversees the practical implementation of the Commission's research and development projects. This includes recruiting hunters and mercenaries to aid in the collection of research specimens, coordinating with the Commission's scientists to ensure that the necessary equipment and personnel are in place for field research, and liaising with external organizations to procure any additional resources or support that may be required.

Agents are typically skilled hunters or mercenaries who possess a deep understanding of monster ecology and behavior. They work closely with the Commission's researchers to identify and locate specimens, and often engage in dangerous missions to capture or eliminate specimens that are deemed too dangerous or unstable for further research.

Additionally, Agents may also act as enforcers for the Commission's strict confidentiality policies, ensuring that any sensitive information or technology is kept strictly secret and out of the hands of rival organizations or factions.

Overall, the Agent role within the Helix Commission is a crucial link between the Commission's scientific research and the practical implementation of that research in the field.

Junior Scientist

Junior scientists are the newest members of the Helix Commission. They are responsible for assisting the senior scientists in their research and are often tasked with the more menial tasks such as gathering materials or cleaning equipment. However, they are also given the opportunity to learn from the more experienced members of the group and to participate in the creation of new hybrids.

Figures of Interest

Dr. Elara Amastacia

Founder Half-Elf Artificer One of the founding members of the Helix Commission, Dr. Amastacia is a renowned monster researcher and expert in hybridization. She is credited with creating some of the most successful and dangerous hybrid monsters known to date.

Sah'tin

Infiltrator, Lizardfolk Ranger A skilled monster hunter who went rogue and joined the Helix Commission, Sah'tin is known for his ruthlessness and willingness to do whatever it takes to achieve his goals. He has been linked to several high-profile attacks on Hunter's Guild facilities and personnel.

Professor Alastair Wren

Lead Scientist, Banbaroborn Artificer. A former member of the Wycademy, Professor Wren left to join the Helix Commission after he became disillusioned with the

Wycademy's stance on monster hybridization. He is an expert in monster physiology and has been instrumental in developing new techniques for hybridization.

Dr. Naluria

Scientist, Wyverian Sorcerer A brilliant geneticist who specializes in creating new species of monsters, Dr. Naluria is a rising star within the Helix Commission. She is known for her experiments involving the incorporation of human DNA into monster hybrids, a practice that is widely considered unethical.

Director Eilif Ironfist

Director, Dwarf Wizard The current director of the Helix Commission, Ironfist, is a former member of the Royal Scriveners who joined the Helix Commission after discovering information that could have saved countless lives had it been shared. He is known for his strategic thinking and has been instrumental in expanding the Commission's reach and influence.

Commission Characters

Alignment: Usually chaotic neutral

Suggested Races: Any

Suggested Classes: Any

Consider the commission for your character if one or more of the following sentences rings true:

- You want to find and fight new, interesting, and potentially challenging monsters.
- You want to help contribute to making a difference in the world, to change it in ways never seen before
- You have a sense of duty, helping the Helix Commission create hybrid monsters is the most pragmatic way to protect against worse monsters.

Joining the Helix Commission

There are several ways to join the Commission. The main way is being recruited by the Commission themselves, as they keep an eye out for potential bright minds who might be willing to work for them. It is not uncommon for invitations to be sent out in this way. Another way would be encountering one of the escaped monsters of the commission, and helping take care of it before it could hurt others, proving their worth. The final way is being a convict of some kind, like poachers or criminals, as the commission always needs expendable minions.

Helix Commission Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Helix Commission Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

HELIX COMMISSION SPELLS

Spell	Level Spells
Cantrip	<i>druidcraft, message</i>
1st	<i>disguise self, Heroism</i>

2nd *alter self, enhance ability*

3rd *nondetection, water breathing*

4th *divination, dominate beast*

5th *passwall, tree stride*

Helix Commission Backgrounds

As you set out into the world, you must decide where your ambitions lie within the Helix Commission. The members of this secretive organization are driven by a desire to push the boundaries of scientific knowledge through genetic engineering and hybridization, even if it means operating outside the norms of society. There is no specific training to become a member of the Helix Commission, as they are often recruited from other factions due to their specialized skills.

Guild Feature: Experimental Resources

As a member of the Helix Commission, you have access to advanced experimental equipment and resources not available to the public. You can use this equipment to enhance your weapons and armor, craft unique items, or conduct research on monsters and their behaviors (*work with your DM to determine what these might be*).

Helix Agent

You are a member of a secret organization dedicated to understanding and manipulating the natural world for the betterment of humanity. Whether you are a trained hunter, a skilled tracker, or a trusted messenger, you have been selected to work for the Commission because of your unique abilities and your unwavering loyalty to the cause.

Skill Proficiencies: Athletics, Survival

Tool Proficiency: Smith's Tools or Tinker's Tools

Languages One of your choice

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp

d8 Personality Trait

- 1 I am always studying my surroundings, looking for potential dangers or advantages.
- 2 I am convinced that any monster can be tamed and trained with the right approach.
- 3 I am obsessed with perfecting my craft and pushing the boundaries of what is possible.
- 4 I am always prepared and equipped for any situation.
- 5 I have a keen eye for detail and can spot even the slightest anomaly.
- 6 I am always looking for ways to improve my skills and abilities.
- 7 I am a natural leader and can inspire those around me to action.
- 8 I am curious and constantly seeking new knowledge and experiences.

d6 Ideals

- 1 **Knowledge.** The pursuit of knowledge is worth any sacrifice. (Neutral)
- 2 **Control.** I seek to control the monster population through study and manipulation. (Lawful)
- 3 **Responsibility.** I understand the importance of my role in the Helix Commission and take it very seriously. (Any)
- 4 **Innovation.** I believe in pushing the boundaries of science and discovery, even if it means taking risks. (Chaotic)
- 5 **Loyalty.** I am devoted to the Helix Commission and will do whatever it takes to protect its secrets and goals. (Neutral)
- 6 **Progress.** I believe in constantly improving and advancing, both in my own abilities and in the field of monster research. (Any)

d6 Bonds

- 1 I owe a debt of loyalty to the Helix Commission and will do whatever it takes to protect its secrets.
I have a close friend or family member who was harmed by a monster, and I seek to prevent that from happening to others.
- 2 I am indebted to a senior member of the Helix Commission who trained and mentored me.
- 3 I have a deep respect for my fellow agents and will go to great lengths to protect them.
I have a long-standing rivalry with another agent in the Helix Commission, and constantly strive to outdo them and prove myself superior.
- 4 I have a personal vendetta against a rival organization or individual who opposes the goals of the Helix Commission.

d6 Flaws

- 1 I have infiltrated the helix commission, but I am starting to see the benefits they provide.
- 2 I am willing to take extreme measures to achieve my goals, even if it means putting innocent lives at risk.
- 3 I struggle to control my temper when provoked and can become aggressive or violent.
- 4 I have a weakness for acquiring and experimenting with forbidden technology before I really understand it.
- 5 I struggle with the ethical implications of my work and often question whether the ends justify the means.
- 6 I am willing to sacrifice innocent lives for the sake of my research.

Feature: Helix Network

You have connections to the Helix Commission and can call on its resources for assistance. When you arrive in a new town or city, you can contact a member of the Commission to provide you with information about the local monster population, or to request assistance with capturing a specific target. However, be warned that the Commission is not always popular and your association with it may draw unwanted attention or suspicion.

Helix Field Scout

The Helix Commission has many cogs that must work perfectly together. One such cog is the Field scouts, who are highly skilled and specialized individuals; responsible for gathering and analyzing data on various creatures and species to help determine which ones are suitable for hybridization. Their primary objective would be to develop new hybrid monsters that possess a combination of the most desirable traits and abilities from the original creatures.

The scouts must travel to various locations to study and collect samples from different creatures. They would need to be highly observant and knowledgeable about the behavior, physiology, and ecology of various animals and beasts.

Skill Proficiencies: Deception, Investigation

Tool Proficiency: Disguise Kit

Languages One of your choice

Equipment: a miner's pick, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 10 gp

d8 Personality Trait

- 1 I have a keen eye for detail and can quickly notice changes in my environment.
- 2 I tend to be cautious and meticulous in my work, always double-checking my data and observations.
- 3 I have a strong desire to learn and discover new things, especially when it comes to creatures and their behavior.
- 4 I have a natural ability to break down complex information and analyze it to find patterns and connections.
- 5 I have a strong will and I am determined to complete my mission, no matter the obstacles.
- 6 I tend to be introverted and prefer the company of animals over people.
- 7 I have a dry sense of humor that comes out when things get tough in the field.
- 8 I tend to be cautious and meticulous in my work, always double-checking my data and observations.

d6 Ideals

- 1 **Responsibility.** I am accountable for the data I collect and the creatures I study, and I take that responsibility seriously. (Good)
- 2 **Discovery.** I am driven by the thrill of discovering something new and unexpected.

d6 Ideals Cont.

- 3 **Freedom.** I value the freedom to explore and learn without the constraints of bureaucracy or red tape. (Chaotic)
- 4 **Progress.** I believe that hybridization can lead to new and exciting discoveries, and I'm always eager to push the boundaries of what's possible. (Chaotic)
- 5 **Cooperation.** I believe that cooperation and collaboration between all members of the Helix Commission is crucial to achieving our collective goals. (Good)
- 6 **Knowledge.** I believe that understanding the natural world is key to unlocking its secrets. (Any)

d6 Bonds

- 1 I am loyal to the Helix Commission and believe in their mission to create new hybrid monsters for the betterment of humanity.
- 2 I am fiercely loyal to my fellow field scouts and will do whatever it takes to keep them safe.
- 3 I am grateful for the opportunity to explore new lands and discover new creatures.
- 4 I have a soft spot for creatures that are misunderstood or maligned by society.
- 5 I am motivated by the desire to make a lasting contribution to the field of hybridization.
- 6 I am haunted by a past mistake that resulted in the unintentional death of a creature I was studying, and I'm determined to never let it happen again.

d6 Flaws

- 1 I become so focused on my research that I neglect other important aspects of my life.
- 2 I am willing to do whatever it takes to achieve my goals, even if it means breaking the law or violating ethical standards.
- 3 I tend to be overly critical of myself and my work, always striving for perfection.
- 4 I can be so fascinated by a creature that I lose sight of my objectivity and become emotionally attached.
- 5 I sometimes act on impulse rather than carefully considering my actions, which can lead to mistakes or even danger.
- 6 I tend to underestimate challenges due to my own confidence.

Feature: Hybrid Hunter

You are experienced and have expertise in tracking and hunting down hybrid creatures that have escaped from the faction's laboratories or breeding facilities. You recognize the signs of a hybrid creature when acting as the trailblazer or scout. Additionally, you can find a place to hide, rest, or recuperate among other members of the commission, if doing so does not put them in danger.

How do I fit in?

As a member of the Helix Commission, you would be an expert of monster anatomy. Carving and tracking such monsters is a small feat of your skills. Your role would be to help track down monsters, explain their habits, and lead your allies into battle so you can learn more about every monster.

Outside of combat, you would be responsible for tracking the monster, examining bodies of said monsters and taking samples from them, and getting rid of the small amounts of evidence left over from escaped Commission Monsters.

Overall, your role as a member of the Helix Commission would be to lead and protect your companions, as well as keeping an eye out for new recruits for the Commission.

Joining a Hunter's Guild Party

As a member of the Helix Commission, you would likely have an interest in studying the monsters that a hunting party encounters, especially if they are creatures that are suitable for hybridization. You might join the party to study the monsters in their natural habitats and to collect samples to bring back to the Helix Commission for further analysis.

To hide your true identity and affiliation with the Helix Commission, you might adopt a false identity, using a disguise kit to change your appearance and clothing. You might also use your skills in deception to blend in with the group and avoid drawing attention to yourself.

As for how you might fit into the group, you would be an asset due to your knowledge and expertise in studying monsters. You might be able to provide useful information about the creatures you encounter, such as their behavior, weaknesses, and strengths.

A Commission Party

The Helix Commission is not known by many, due to many efforts from the Commission to keep their important duties secret, knowing many would not approve of their methods to protect the masses. As such, while it's common for Commission members to be part of groups of hunters, aiding them in hunts, it is rare for the group to know the truth unless they are trusted allies.

Rank and Renown

The Helix Commission is a secretive organization that specializes in studying and researching the arcane forces that shape the world. Members of the Helix Commission gain renown by making groundbreaking discoveries, uncovering lost knowledge, or solving arcane mysteries. As members gain renown, they can advance through the ranks of the organization. Advancement is based on a combination of renown, demonstrated expertise in arcane matters, and the approval of the Commission's leadership.

Rank 1: Novice

Prerequisite: Renown 1 or higher in the Helix Commission

As a Novice of the Helix Commission, you have demonstrated a basic understanding of arcane or scientific theory and have proven your dedication to the pursuit of knowledge. You are granted access to the Commission's library and archives, but you may be ordered on dangerous missions and tests by lead

scientists. Additionally, you may consult with other members of the Commission for advice and guidance.

Rank 2: Full-fledged Member

Prerequisite: Rank 1 and renown 10 or higher in the Helix Commission

As a full-fledged member of the Helix Commission, you have shown a deeper understanding of arcane and scientific principles and have contributed to the organization's body of knowledge. You are granted access to more advanced texts and research materials and may be assigned to assist more senior members of the Commission on their projects. You also receive a salary that allows you to maintain a comfortable lifestyle.

Hybrid Hunter (Special Role)

Prerequisite: Rank 2 and renown 25 or higher in the Helix Commission and must have captured at least three escaped hybrids.

As highly trained member of the Helix Commission you specialize in tracking and capturing escaped test subjects. This role requires exceptional combat skills, knowledge of the creatures being hunted, and a thorough understanding of the Commission's testing facilities.

Your role grants access to special equipment to aid in the capture and containment of escaped hybrids, the authority to detain and arrest those suspected of aiding escaped hybrids, and to purchase rare and exotic monster parts from the Helix Commission for use in creating specialized traps and restraints.

At this rank, you are provided with an income to satisfy a modest lifestyle.

Rank 3: Scientist

Prerequisite: Rank 2 and renown 25 or higher in the Helix Commission

As a scientist of the Helix Commission, you have made significant contributions to the organization's research efforts and have demonstrated a talent for solving complex puzzles. You are granted access to the most innovative research materials and may be given your own research project to pursue, and 1d4 junior scientists (**commoners**) to assist you. You also receive additional research funding and can publish your findings under the Commission's name.

Infiltrator (Special Role)

Prerequisite: Rank 3 and renown 50 or higher in the Helix Commission and must stole information from at least one organization.

A specialized member of the Helix Commission who is tasked with gathering information from other organizations, including but not limited to the Hunter's Guild. This role requires exceptional stealth and deception skills and knowledge of the target organization's culture and practices.

Your role grants access to sensitive information about the Hunter's Guild, such as their hunting schedules, tactics, and high-priority targets, the ability to purchase forged documents and other materials from the Helix

Commission for use in maintaining your cover, and the authority to recruit informants and allies within the Hunter's Guild and other organizations.

At this rank, you are provided with an income to satisfy a comfortable lifestyle.

Rank 4: Lead Scientist

Prerequisite: Rank 3 and renown 50 or higher in the Helix Commission

As a lead scientist of the Helix Commission, you are one of the most accomplished scholars of arcane lore in the world. Your expertise is sought after by other organizations and governments, and you may be called upon to advise on matters of great magical importance. You have access to the most closely guarded secrets of the Commission, and at your request, you are provided with two **young seregios** to act as loyal guards, or bait. Additionally, are granted a generous stipend, allowing you to live a wealthy lifestyle.

Rank 5: Director

Prerequisite: Rank 4 and renown 100 or higher in the Helix Commission and must have served as a member of the Commission for a minimum of 5 years.

The Director of the Helix Commission is responsible for overseeing all aspects of the organization, from research and testing to security and personnel management. This role requires exceptional leadership and strategic skills and a deep understanding of the ethical and moral implications of the Commission's work. As the director, you are given ultimate authority over all Helix Commission operations and personnel in your territory, allowed to allocate resources and personnel as needed to achieve the Commission's goals, and you can call upon 21 (6d6) scientists and support staff to assist you in your research or downtime actions.



I am the esteemed instructor of the Pokke Training School. I am currently looking for as many students as possible to join my hunter's training school. It was ten years ago that this school started with a dream...

... a dream held by hunters who burn with the desires of youth, a dream held by those who wish to become real hunters, a dream held by hunters looking to perfect their skills, a dream held by hunters looking to tie their hopes onto me in their three legged race to first class status! The gate to my Training School is always open, especially to my fans!

-Hunter Training School Master Azrar

The Hunter's Guild

The Hunter's Guild is the central governing body within the Monster Hunter universe. The Hunter's Guild unifies and regulates all hunting activities on which many people make their living. The guild aggregates hunting and gathering requests from far and wide, and posts them within their gathering halls and outposts throughout the land for professional hunters to undertake. These "quests" can have many purposes, including defense of citizens or towns, or research into monster anatomy and biology. The Hunter's Guild is also well-known for preventing poaching. Any unsanctioned hunting is illegal to the Hunter's Guild and can lead to a multitude of punishments, but most commonly death at the hand of a Guild Knight.

The Hunter's Guild headquarters are located in the city of Dundorma, and all major announcements and actions are made from this location. Beyond this, the Hunter's Guild commands a sprawling territory comprising many districts located in a multitude of regions. Each district has a guild master that manages the district, though not all of them are the best managers. Hunter's Guild-certified gathering halls can be found in all major city centers such as the ones noted above. Smaller Hunter's Guild outposts, commonly set up in less populous and more remote towns and villages, such as Pokke Village, Moga Village, or Yukumo Village, and are handled by one or more Hunter's Guild-employed representatives. These smaller outposts are considered to be a part of the larger districts in which they are located.

Though the Hunter's Guild is connected together, each district of it prefers to work alone. This means that not every district is aware of new discoveries made by the other, such as locations and monsters.

The Four Swords of the Guild

The Hunter's Guild crest has four symbols on it. Each symbol on the crest has a meaning that the Hunter's Guild follows. The north represents *Respect for nature*, the west represents *Life as a community*, the south represents *Crafting from nature*, and the east represents *Prosperity from nature*.

Fate of Most Captured Monsters

Usually when a monster is captured, it is torn apart in its sleep with ease by the corporation that requested it. This is due to said corporation wanting to research the body parts and organs of said monster, allowing them to better understand a certain species. The corporations that request for monsters to be captured include Elder Dragon Observation Team, Wycademy, and the Royal Paleontology Scribes. Only on some rare occasions, is the monster tamed and becomes a person's pet.

Goal of the Hunter's Guild

The Hunter's Guild doesn't exist to annihilate all monsters, they exist to harmonize society with nature. Their primary goal is to prevent further damage to the monster populations, so they can prevent other monster species from going extinct like some ancient species. However, if a monster threatens lives, towns, cities, etc, then hunters are allowed to hunt it to prevent destruction. If the monster is rare, the guild will sometimes seek to repel the monster rather than kill it.

The Hunter's Guild also seeks to minimize poaching. Any kill or capture unsanctioned by the Hunter's Guild is illegal in the eyes of the guild. Poaching can lead to a multitude of punishments, but most commonly death at the hand of a Guild Knight.

Furthermore, the Hunter's Guild is responsible for discovering and determining specific hunting grounds throughout the land. Only when a swath of area is officially within the guild's jurisdiction can it be embarked upon for the purposes of undertaking quests. Even despite this, the guild will sometimes only allow hunters within a specific city or region to accept certain quests.

Finally, the Hunter's Guild seeks to rid the world of the monsters that succumb to corruption. These creatures are treated with the highest priority and are one of the few creatures allowed to be killed outside of a hunting ground.

Hierarchy of the Guild

Guild Masters

Guild masters are the leaders of their district. Beyond bureaucratic work, they mainly help hunters register into the Hunter's Guild, in order to let them hunt legally under this corporation and test a hunter's strength. They are known to test a hunter's strength with Urgent Quests in order to see if the hunter is worthy of ranking up. Guild masters are also known to give the hunters various types of advice to help them overcome challenges.

Under the laws set by His Immenseness, the guild master job/title is limited only to wyverians and elves. There are currently four known guild masters located in Dundorma, Loc Lac, Minegarde, and Val Harbor, each a wyverian, responsible for their own districts.

Guild Managers

The guild managers are much like the guild masters, helping hunters register into the Hunter's Guild and providing various types of advice to help them overcome challenges. In addition to their Hunter's Guild responsibilities, the guild managers act like mayors of the town or village they live in, answering only to the guild master in the district where they reside. The guild manager job is also limited to elves and wyverians.

Guild Knights

The main job of a guild knight is to hunt down poachers, other illegal hunters, and wanted murderers; bringing them to justice, typically by killing them. This also applies to hunters that break the rules of the Hunter's Guild. If an emergency situation happens during their post, guild knights try to keep order by acting as leaders. Guild knights have also been known to act as negotiators for settlements and collect info on monsters unknown to the public.

In each district and outpost of the Hunter's Guild, there can be at least twelve guild knights in one location at a time, though there can sometimes be less. Who the guild knights are is mostly unknown to the common members of the guild. Preferring to keep their job a secret, many of the guild knights do other jobs within the guild, acting as receptionists, hunters, teachers, or merchants.

Guild Receptionists

Since monster hunting is a popular job among the world and the geography of the world being mostly unknown, along with its history, a special few individuals have the job of collecting information. This information is not only about an area but the monsters that inhabit it. It is the guild receptionist's job to give hunters quests and to inform them about any monsters within their rank. The job mainly allows females to be guild receptionists, however, some males can be qualified as one too.

The uniforms are different for each district for guild receptionists. Some uniforms are perfect for going to many different environments, others just make it easier to move from place to place while on the job. Many handlers chose to become receptionists after retiring from the field.

Figures of Interest

Felcote

Guild Knight, Felyne Battlemaster A secret guild knight found typically in pokke village. Felcote is a very secretive individual that is seemingly calm and polite. Her job is to search for extremely talented hunters in the world and send them on secret requests to test their skills. Felcote does this to recruit new hunters into the Hunter's Guild highest ranks of honor.

Becky

Guild Knight, Human Paladin She is a guild receptionist, and secretly a guild knight found in Minegarde and occasionally Kokoto Village. She doesn't really like to work much, though she can be quite blunt, giving those that do not know her the impression that she is rude. She sometimes investigates the room of hunters and kills those that break the rules of the Hunter's Guild with a single smash of her hammer. She also occasionally goes out on hunts by herself.

Patty

Guild Receptionist, Human Cleric Patty is known for being a workaholic. She is also known for being kind-hearted, though someone, like Becky, can scare her or make her cry quite easily. Though she is just a receptionist, Patty now watches over Jumbo Village due to her "father", Jumbo Chief, leaving her to travel around the world. She has a dream to travel around the world someday, just like him.

Kokoto Chief

Guild Manager, Wyverian Samurai At one time, he was adventurous and didn't fear any challenges. Nowadays, Kokoto Chief doesn't really show too many emotions. In his youth, he was a legendary hunter that helped shape hunting today. From the beginning of his hunting career, he loved hunting together with his three companions and his wife, even allowing her to attend some hunts. This sadly led to an incident only known as the Five. Today, Kokoto Chief is retired and watches over Kokoto Village. Kokoto Chief also now trains the next generation of hunters.

Hunter's Guild Characters

Alignment: Usually lawful or good, often neutral

Suggested Races: Any race, but rarely do monstrous races join

Suggested Classes: All

Consider the Hunter's Guild for your character if one or more of the following sentences ring true:

- You seek fame and fortune.
- You have a thirst for adventure.
- You enjoy the great outdoors, exploration, and finding rare and undiscovered creatures

Joining the Hunter's Guild

In order to undertake guild-sponsored quests, you must first register yourself as an official Monster Hunter under the Hunter's Guild. Following this, you are sent to a training school where you undergo rigorous physical and mental training. Afterwards you are given a specific measure of personal skill or "Hunter Rank" (often shortened to HR), based on how well you do in the training.

Hunter Rank

A hunter rank is how the Hunter's Guild can gauge one's ability to undertake varying levels of hunting requests. In accordance with this, the guild will assign rankings, often on a number-of-stars basis, to quests listings to ensure that dangerous or difficult quests are only embarked upon by skilled hunters who have proven their aptitude. This is both to ensure the safety of its hunters and to ensure that the request is properly completed.

If hunters are extremely skilled, they will sometimes be sent to do secret requests or investigations for extremely dangerous monsters. They will do these quests secretly so it won't cause a panic to the public, in order to get a better understanding of said situation, because in some cases it is just a false alarm, and so the Hunter's Guild can come up with the proper actions needed to protect the truth or the public without causing a panic.

Guild Card

Each hunter is also given a Guild Card that they can customize at their own free will. They are used as an ID for hunters to list their name, awards they've collected, and the monsters they have slain. These cards can be made out of various materials like timber, ore, and monster materials. The Guild Cards of some elite hunters are known to be made of parts belonging to more dangerous monsters, such as Nargacuga scales and the shell of Zinogre. Some legendary hunters have cards made out of Elder Dragon materials. Each hunter is known to have their own personalized title given to them by their guildmaster.

Hunter's Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Hunter's Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

HUNTER'S GUILD SPELLS

Spell	Level	Spells
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Cantrip		<i>produce flame, resistance</i>
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1st		<i>detect poison and disease, longstrider</i>
-----	--	---

2nd		<i>enhance ability, gust of wind</i>
-----	--	--------------------------------------

3rd		<i>fear, plant growth</i>
-----	--	---------------------------

4th		<i>elemental bane, guardian of nature</i>
-----	--	---

5th		<i>awaken, skill empowerment</i>
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Hunter's Guild Backgrounds

As your training comes to an end and your adventuring career begins, you must decide where your ambitions lie in your future with the Hunter's Guild. In this section you will find a number of backgrounds based on the many employment opportunities a hunter has as their Hunter Rank increases.

No matter the background you pick, each member of the Hunter's Guild has the same background feature.

Guild Feature: Guild Membership

All Hunter's Guild backgrounds have the same feature

Your guild will provide you with food and accommodation if necessary. You have access to a guild hall if one is present (located in most cities, towns, and villages). The guild will support you in legal matters, so long as your rank is high enough and you are in good standing with the guild, and is a good way to gain introduction to influential members of society. Connections made through the guild for personal reasons may require a donation to the guild coffers. The guild requires dues of 5gp a month or at least one completed hunt per month.

Hunter Initiate

You aspire to greatness like many of the legendary hunters before you. You joined the guild not to find a cozy job within the guild hall's safe walls, but to seek adventure, protect others, or perhaps discover an unknown species.

Skill Proficiencies: Survival; Choose one from Animal Handling, Athletics, Stealth

Tool Proficiency: Choose one from: Glassblower's tools, Herbalism Kit, Smith's Tools, Tinker's tools, Woodcarver's Tools

Languages: One of your choice.

Equipment: A pick, miner's, bug net, herbalist kit, or fishing tackle; A guild card, a hunting trap, a memento from your past that represents why you became a hunter, a set of traveler's clothes, a pouch containing 10 gp.

d8 Personality Trait

- 1 I constantly scan my surroundings and stay alert.
- 2 I am always rooting around in the brush to see what's growing.
- 3 I obsess over what tools best bring down my quarry.
- 4 I am always the hunter, never the hunted.
- 5 I value the wildlife and natural world and believe the balance must be maintained.
- 6 I have deep respect for a specific type of animal.
- 7 I have learned that the most successful hunt is the one that involves skilled allies.
- 8 I value the wildlife and natural world only insofar as it is valuable to me dealing with the merchant guilds.

d6 Ideals

- 1 **Guild.** My guild is all that really matters. (Any)
- 2 **Wealth.** I will do whatever it takes to become as rich as the hunters of old. (Evil)
- 3 **Order.** There is a natural order that must be preserved (Lawful)
- 4 **Fun.** I love my job! Despite the dangerous working conditions, there's nothing I'd rather do. (Chaotic)
- 5 **Nature.** The natural world is more important than the edifices of the city and civilization. (Neutral)
- 6 **Life.** Preserving life and nature is always a worthwhile endeavor. (Good)

d6 Bonds

- 1 My fellow hunters are my family.
- 2 I would lay down my life for the Hunter's Guild and the Platinum Court.
- 3 I am determined that one day I will lead my guild.
- 4 My weapon is made from the first monster I ever hunted.
- 5 I will do anything to prove myself greater than my siblings or ancestors.)
- 6 I'll never forget the training school where I learned my skills, or the other attendants who learned alongside me.

d6 Flaws

- 1 I act bravely when I'm in a group. but I'm a coward when I'm alone.
- 2 I nag people about the impact they have on nature
- 3 I understand animals better than people. I am not very good at socializing and get nervous in crowds.
- 4 When bragging about my kills, I tend to lie or exaggerate.
- 5 My pride leads me to believe I'm able to bring down beasts beyond my measure.
- 6 What I earn I tend to spend quickly, leaving me groping for the next job at the cusp of becoming a beggar.

Apprentice Guild Knight

The Guild Knights are an elite group of hunters whose main job is to hunt down poachers or other illegal hunters, and wanted murderers. Guild Knights also act as leaders during times of crisis, negotiators for settlements, and also collect info on monsters unknown to the public. As an apprentice to the Guild Knights you are expected to enforce the laws of the guild while following the teachings of your mentor.

Skill Proficiencies: Investigation, plus one from among Insight, History, Nature, and Religion, as appropriate for your order.

Tool Proficiencies: Herbalism kit, and one artisan tool of your choice

Equipment: One set of traveler's clothes, a signet, banner or seal representing your place or rank in the order, and a pouch containing 10 gp.

d8 Personality Trait

- 1 I never change my mind once it's made up.
- 2 I hate it when people try to make light of a serious situation.
- 3 I can stare down a rathalos without flinching.
- 4 When I give an order, I expect it to be obeyed.
- 5 I try never to let my judgment become clouded by emotion.
- 6 No wrongdoing can escape my watchful gaze.
- 7 I face problems head-on. A simple, direct solution is the best path to success.
- 8 I'm good at hiding my true thoughts and feelings.

d6 Ideals

- 1 **Order.** Like a well-pruned tree, society thrives when everything is kept in good order. (Lawful)
- 2 **Punishment.** A public display of consequences is an excellent deterrent for other criminals. (Evil)
- 3 **Lawful.** The law embodies excellence in its precision and detail. (Lawful)
- 4 **Justice.** Achieving justice requires establishing fair, equitable, and compassionate relationships within a community. (Good)

5 **Protection.** It isn't right for innocents to suffer because of the arrogance of others. (Good)

6 **Honor.** Poachers must be rooted out wherever they are found. (Lawful)

d6 Bonds

1 I am beholden to a Guild Knight who captured the criminal who killed my parents, saving me from the same fate.

2 I've modeled my career after a highly respected Guild Knight, but I fear that I may suffer the same fate as them.

3 I tried and failed to stop a group of poachers, and I have sworn to find and arrest the perpetrators.

4 One of my parents was prominent in the guild, and I resent constantly being compared to that standard.

5 It is to my mentor that I owe all that I am, and for them I continue in this work.

6 I have a rivalry with another apprentice, I will prove my superiority.

d6 Flaws

1 The monstrous enemy we faced in battle still leaves me quivering with fear.

2 I obey the law, even if the law causes misery.

3 I have little respect for anyone who is not a proven warrior.

4 I made a terrible mistake during a hunt, that cost many lives— and I would do anything to keep that mistake secret.

5 My hatred of those who break the law is blind and unreasoning.

6 I'm just a little fascinated by the ways of the Talon Society.

Handler Initiate

You have spent your time in the Hunter's Guild training under the tutelage of the handlers that came before you. Even as an initiate you are the caretaker of your party. You use your knowledge of monsters to prepare your group and ensure that they are taken care of, whether they are in the town or in the field. You also act as the liaison between the guild and the hunters, providing detailed reports on the hunts and other events when you return to town.

Skill Proficiencies: History, Nature

Tool Proficiencies: Cartographer's tools, cook's utensils

Equipment: One set of traveler's clothes, a guild card, empty book, quill and ink, 3 regional maps, and a pouch containing 15 gp.

d8 Personality Trait

1 I am passionate and easily excitable.

2 I am observant and ask a lot of questions.

3 I am quiet and analytical.

4 I am comfortable talking about nature, but very awkward interacting socially.

5 I am tireless when researching or learning, which I always seem to be doing.

6 I expect others to listen to me and get very frustrated with those who don't value my opinion.

7 I enjoy being busy and am uneasy when idle.

8 I am hardworking and reliable.

d6 Ideals

1 **Guild.** My guild is all that really matters. (Any)

2 **Vanity.** I deserve to be treated as an important person because of what I know (Evil)

3 **Balance.** The world functions when things are in balance. (Lawful)

4 **Exploration.** Experiencing history is the only thing better than learning of it (Chaotic)

5 **Objectivity.** Opinion must not intrude on analysis; we must stay objective. (Neutral)

6 **Driven.** I want to know everything I can. (Any)

d6 Bonds

1 Everything goes in my journal, which is my legacy.

2 I have heard of a scroll that contains knowledge I seek; I must find it.

3 I study the world to understand why my home village was destroyed.

4 My hunter allies are as friend and family to me as my own flesh and blood, and I will never abandon them.

5 I owe everything to my mentor, but they vanished. I must find them.

6 My clumsy initial studies have brought me to the attention of a powerful being; it watches me.

d6 Flaws

1 I tend to shorten pet names I use for my colleagues. Aka someone I'd call partner, is shortened to "Pard."

2 I cannot pass up the chance to learn about the ancient civilization.

3 I'm constantly getting myself into trouble all for the sake of some food.

4 I talk FAR too much.

5 I am overly serious, to the point of disbelief sometimes.

6 I have a tendency to overestimate the capability of my team.

How do I Fit In?

As a member of the Hunter's Guild, your primary goal is to prevent untoward damage to the monster populations, while providing a service and protection to society. Due to this, you are expected to keep tabs on the monster populations in areas and report any strange events to the guild leaders. The laws also prevent you from taking the same quest more than once, unless it is necessary. However, if a monster threatens lives, towns, cities, etc. then you are allowed to hunt it to prevent destruction, even if the monster is rare.

As a hunter, handler, guild knight, or other role, you will spend most of your time completing bounties and other requests as a way to make a living within the guild. A hunter initiate is the core role in the hunters guild where you might strive to become like one of the hunters of legends, or perhaps to seek to preserve the balance in nature. It is not uncommon for you to take the scout role on a hunt.

As a handler initiate you are typically the caretaker of the group. You might spend most of your down time in the books learning as much as you can about the creatures in the area, or in shops buying up new supplies to ease the difficulty of an upcoming hunt. It is not uncommon for you to take the artisan or spotter roles on a hunt.

As a guild knight you are charged with enforcing the laws of the guild, on the streets or in the wilds. When you aren't off on a hunt, you most likely spend your time rooting out poachers or members of the cult of Fatalis. It is not uncommon for you to take the spotter role on a hunt.

A Hunter's Guild Party

An adventuring party made up entirely of Hunter's Guild members could be a specialized team dedicated to the preservation of nature and society. A hunter initiate (a rogue or ranger) and a guild knight apprentice (fighter, or paladin) would form the core of the party, supported by a handler (cleric or druid) who helps direct their missions.

Hunter Rank and Renown

A member of the Hunter's Guild gains renown typically when they complete dangerous hunts, discover new information about creatures, or prevent something from disrupting nature's balance, such as poachers. By gaining renown as a member of the Hunter's Guild, you can advance your hunter rank within the guild. Promotion through the ranks requires the approval of the guild master. Advancement is a reward for services rendered to the guild, rather than an automatic consequence of increased renown.

HR 1

Prerequisite: Renown 1 or higher in the Hunter's Guild

Having completed your first dangerous hunt, the guild recognizes you as a true hunter. Your rank allows you to take on higher difficulty hunts and the guild provides you with a home and a modest living wage while you are in a town or village where a guild hall can be found. The guild also provides you with supplies you need to complete those missions (within reason) and access to their guild store.

HR 2

Prerequisite: Rank 1 and renown 10 or higher in the Hunter's Guild, 4th level or higher

At this rank, you have begun to make a name for yourself and as such the guild provides you with access to purchase CR 2 or lower materials that the guild store offers (*DMs choice of what materials and when the stock changes*). Additionally you are given a lynian caretaker for your home and even though they may not go hunt in the field with you, it is not unheard of for a caretaker to give its hunter gifts when they return from a hunt.

HR 3

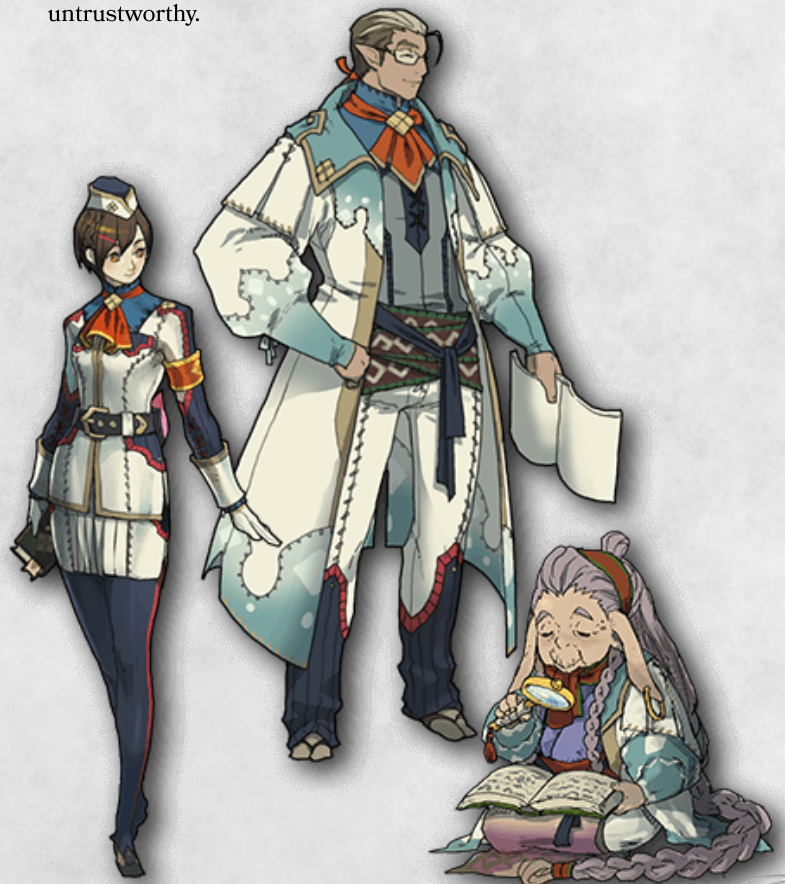
Prerequisite: Rank 2 and renown 25 or higher in the Hunter's Guild, 8th level or higher

At HR 3, you are responsible for hunting some of the more dangerous monsters in the world when they become a threat to a settlement or the ecosystem it is located in. As such, you are given access to the guilds wingdrakes (*see page 191 of the MHMM for its stat block*) or other mounts for faster travel between locations. Additionally, the guild grants you permission to purchase CR 4 or lower materials that the guild store offers (*DMs choice of what materials and when the stock changes*).

HR 4

Prerequisite: Rank 3 and renown 50 or higher in the Hunter's Guild, 12th level or higher

As a HR 4, you are an elite hunter and given access to G ranked hunts (*hunts kept hidden from the populace for their own safety and to prevent panic should the knowledge get out*) and other secret information hidden away by the guild. As an elite hunter your words and actions reflect immensely on the guild, but also carry an immeasurable weight with them. As such, nobles and other members of high society treat you with great respect, unless you prove yourself untrustworthy.





"As a Royal Scrivener, it's our duty to document every detail of a hunter's expedition, from the smallest triumphs to the most epic battles. Our records serve as a testament to the courage and skill of those who venture out into the unknown, and we take great pride in preserving their legacy for generations to come."

-Senior Scrivener Flight D. Eisenhower

Royal Paleontology Scriveners

The Royal Paleontology Scriveners are a group of scholars and researchers dedicated to studying and observing the ecologies of various monster species creatures. Their work involves collecting and analyzing fossils, reconstructing the skeletal structures of monsters, and piecing together the evolutionary history of these creatures. They use their knowledge to inform the wider community about the behaviors, habitats, and weaknesses of these monsters, providing valuable insights that can help hunters take on new challenges in the field. The Royal Paleontology Scriveners are an essential part of the wider research community, and their work helps to deepen our understanding of the world and its inhabitants.

How do They Pass This Information Along?

The knowledge obtained by the Royal Paleontology Scriveners is relayed to the Elder Dragon Observation Team, who then publishes this information in Hunting Insights Magazine, a monthly publication sold to hunters to keep them abreast of the latest findings. Additionally, new discoveries are compiled into encyclopedias for wider distribution.

Hunters of the Royal Scriveners

A hunter of the Royal Paleontology Scriveners in Monster Hunter is a skilled researcher and adventurer dedicated to studying monsters and their environment. These hunters are responsible for conducting field research, collecting fossils, and studying the remains of monsters. They use their expertise to analyze monster's weaknesses, classify fossils,

reconstruct skeletons, and piece together the evolutionary history of these extinct creatures. Depending on their specialization, they may focus on a particular area of paleontology, such as the study of fossils from a specific environment or time period. They may also specialize in a particular skill, such as paleontological illustration, where they create detailed drawings and reconstructions of ancient creatures based on fossil evidence. Hunters of the Royal Paleontology Scriveners are an essential part of the wider research community in Monster Hunter, and their work helps to deepen our understanding of the world and its inhabitants.

Hierarchy of the Royal Scriveners

Head Scrivener

The highest-ranking member of the Royal Paleontology Scriveners, responsible for overseeing all aspects of the organization's research and operations.

Head of Field Research

Oversees the team of scriveners who conduct field research, collect fossils, and study the remains of monsters.

Head of Laboratory Research

Oversees the team of scriveners who analyze and classify fossils, reconstruct skeletons, and study the evolutionary history of monsters.

Senior Scrivener

Experienced researchers who specialize in a particular area, such as the study of monsters from a specific region, time period, or type.

Paleontological Illustrator

Creates detailed drawings and reconstructions of creatures based on fossil evidence, research notes, or face to face contact; helping to bring the past to life for the wider community.

Paleontological Technician

Provides technical support for the laboratory and field research teams, ensuring that equipment is properly maintained and calibrated.

Junior Scrivener

Entry-level researchers who assist senior scriveners with their work, performing tasks such as fossil cleaning, sorting, resource gathering, and monster material collecting.

Figures of Interest

John Arthur

Original Director of Paleontology, Unknown Class John Arthur, a renowned hunter, and the original leader of the Royal Paleontology Scriveners, was widely respected for his expertise in the study of Monster Hunter's diverse array of species. He was particularly noted for his innovative creation of the Ecological Tree Plot and his fearless fieldwork in some of the world's most perilous ecosystems. However, while conducting research in the Great Forest, John Arthur mysteriously vanished, leaving behind only a single page from his notebook, which read: "There are many species yet to be

discovered in the world." Intriguingly, a torn book on Elder Dragons, attributed to John Arthur, was later discovered in the Volcano, leading some to speculate that he may still be alive and exploring the unknown corners of the world.

Gustave Ron

Director of Paleontology, Humanoid Wizard Gustave Ron has taken up the mantle of leadership within the Royal Paleontology Scriveners, but unlike his predecessor John Arthur, Gustave has a particular interest in Monster Hunter's historical elements and has been known to keep information about monsters concealed in the shadows. However, many members of the Scriveners still hold fast to John Arthur's original vision, and they continue to follow his examples rather than Gustave Ron's divergent approach.

Darren Dino

Head of Field Research, Humanoid Ranger Within the Royal Paleontology Scriveners, Darren Dino is renowned for his expertise in the study of Elder Dragons, drawing many comparisons to the legendary John Arthur. As a seasoned researcher, Darren has penned many reports detailing the habits and behaviors of Elder Dragons, including infamous species such as Teostra, Kushala Daora, and Yama Tsukami. He has also dedicated much of his research to uncovering the myths and legends that surround the enigmatic Fatalis, further cementing his status as a leading figure in the field.

Sir Beynes

Paleontological Illustrator, Human Paladin A knight of the Royal Paleontology Scriveners, Sir Beynes is renowned for his exceptional skill in creating accurate paintings of monsters, often producing astonishingly precise depictions based solely on lore and documents. His most celebrated works feature the formidable Rajang and the massive Lao-Shan Lung.

Scrivener Characters

Alignment: Usually neutral

Suggested Races: Any

Suggested Classes: Any

Consider the Scrivener's for your character if one or more of the following sentences ring true:

- You seek unique opportunities for research and discovery.
- You want to contribute to the knowledge and understanding of the world's many species, including those that are still undiscovered.
- You want access to advanced information on monsters.

Joining the Royal Scriveners

There are several paths that might lead someone to join the Royal Paleontology Scriveners in Monster Hunter. One possibility is a background in academic research or a fascination with monster ecology and behavior. Another path could be through a desire to hunt and study rare or powerful monsters, and to share that knowledge with others. Alternatively, someone might join the Scriveners after experiencing a profound encounter with a particular monster, which sparked their curiosity and led them to pursue a

deeper understanding of its biology and habits.

Royal Scrivener Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Royal Scrivener Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

ROYAL SCRIVENER SPELLS

Spell	Level Spells
Cantrip	<i>guidance, mending</i>
1st	<i>purify food and drink, heroism</i>
2nd	<i>animal messenger, enhance ability</i>
3rd	<i>speak with dead, water walk</i>
4th	<i>freedom of movement, fabricate</i>
5th	<i>commune with nature, modify memory</i>

Scrivener Backgrounds

You are part of a group of scholars who study monsters and their behaviors. You work for the royal family and are responsible for maintaining the Monster Hunter Archives, a collection of information about various monsters.

No matter the background you pick, each member of the Royal Paleontology Scriveners has the same background guild feature in addition to their normal background feature.

Feature: Specialty

To determine which category of monsters you are most knowledgeable about, roll a d10 or choose from the options in the table below.

d10 Monster Category

- 1 Amphibians & Carapaceon
- 2 Lynians & Herbivores
- 3 Bird Wyverns & Fanged Beasts
- 4 Leviathans & Piscine Wyverns
- 5 Flying Wyverns
- 6 Elder Dragons
- 7 Snake Wyverns, Temnoceran, & Unknown
- 8 Neopterons & Theropods
- 9 Brute Wyverns & Fanged Wyverns
- 10 Reroll

Guild Feature: Scrivener Researcher

When you attempt to learn or recall a piece of information about a creature mentioned by someone or that you have encountered, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from the hunter's guild, dragon observation team, wycademy, or a scrivener or other learned

person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of reclusive or unknown monsters of the world can require an adventure or even a whole campaign.

Scrivener

You have dedicated years to mastering the lore of monsters from the ancient civilization to the present. Your tireless efforts have led you to scour countless manuscripts, study ancient scrolls, and learn from the greatest experts in your field. Through your rigorous studies, you have become a true master of monster behavior and hunting techniques.

Skill Proficiencies: Choose two from: Athletics, History, Insight, Investigation, Nature

Tool Proficiency: None

Languages: One of your choice.

Equipment: A bottle of ink, a quill, a small knife, a notebook containing your notes on creatures you have encountered or studied, a set of common clothes, and a pouch containing 10gp

Feature: Investigation

Expanding the knowledge of your research is an important aspect of your job at the Royal Paleontology Scriveners. When you discover new information about a creature related to your specialty, you can bring that information to a Royal Paleontology Scriveners owned location to receive a stipend. Discuss with your DM what that amount is and if you can make more depending on what you discover or as you level up.

d8 Personality Trait

- 1 I am constantly seeking to learn more about the monsters I study.
- 2 I have a keen eye for detail and can notice subtle changes in monster behavior.
- 3 I approach new information with a healthy dose of skepticism and always seek to verify its accuracy.
- 4 I can break complex information into its component parts and analyze it.
- 5 I pay attention to even the smallest details in my research and writing.
- 6 I've read every book in the world's greatest libraries – or I like to boast that I have.
- 7 I have learned that doing your research before a hunt leads to a safer hunt.
- 8 I take a methodical approach to my work and ensure that every aspect of a monster's behavior is thoroughly documented.

d6 Ideals

- 1 **Knowledge.** I believe that knowledge is the key to understanding and defeating monsters. (Neutral)
- 2 **Preservation.** I am committed to preserving the natural balance of the world and ensuring that monsters are not hunted to extinction. (Good)
- 3 **Responsibility.** It is responsibility to share my knowledge of monsters with others in order to keep them safe. (Lawful Good)
- 4 **Progress.** I believe that there is always more to learn about monsters, and I am committed to pushing the boundaries of my field. (Chaotic)
- 5 **Power.** I believe that knowledge is power, and I seek to use my expertise to gain influence and control over others. I am willing to do whatever it takes to advance my own agenda and increase power. (Evil)
- 6 **Truth.** I believe in the importance of seeking out and sharing the truth about monsters, even if it is difficult or unpopular. (Neutral)

d6 Bonds

- 1 My research is my life's work, and I will do anything to protect it.
- 2 I feel a deep sense of responsibility to use my knowledge to help others defeat monsters.
- 3 I am fiercely loyal to my colleagues and will do whatever it takes to help them in their research.
I have a deep respect for the traditions and history of monster hunting, and I am committed to preserving them.
- 4 I am motivated by a desire to uncover the secrets of the world and the creatures that inhabit it.
I have a personal connection to a particular monster or group of monsters, and I am driven to learn everything you can about them.

d6 Flaws

- 1 My obsessive focus on research can make it difficult for me to form meaningful relationships with others.
- 2 I am prone to tunnel vision and may miss vital details in my research.
- 3 I can be dismissive of information that does not fit with my preconceived notions about monsters.
My commitment to preserving monsters can sometimes put me at odds with others who believe they should be hunted and killed.
- 4 I can be single-minded in my pursuit of knowledge, even at the expense of my own safety.
My desire for knowledge can sometimes border on recklessness, as I willingly take risks to gather information about dangerous monsters.

How do I Fit In?

As a member of the Royal Paleontology Scriveners in the Monster Hunter world, you would be a valuable asset to any hunting party due to your extensive knowledge of monster behavior and weaknesses. Your role would be to provide insight and guidance to the hunters, using your expertise to help them develop effective strategies for taking down their quarry.

During a hunt, you would likely stay at a safe distance from the monsters (*though this is not always the case*), observing their behavior and taking notes on their strengths and weaknesses. You might use your knowledge to help the hunters identify weak points on the monster's body or develop tactics for avoiding dangerous attacks.

Outside of combat, you would be responsible for analyzing the data collected during hunts and updating the Royal Paleontology Scriveners' database on monster behavior. This information would be invaluable to future hunting parties and could help improve the efficiency and success of future hunts.

Overall, your role as a member of the Royal Paleontology Scriveners would be to support and augment the abilities of the hunters, helping them to succeed in their dangerous and challenging work.

A Scrivener Party

The Royal Paleontology Scriveners are also well-known to travel in groups and work in the natural habitats of monsters to study their ecosystem or discover new species. In these groups, they are protected from monsters by their own personal guards. However, sometimes the guards are not enough to protect the researchers from monsters, so the Hunter's Guild is known to request some hunters to accompany them for extra protection.

Rank and Renown

A member of the Royal Scriveners gains renown typically when they make a new discovery, be it an unknown species, information about a known species, information about the ancient civilization, or some new use for a resource, etc. By gaining renown as a member of the Royal Scriveners, your course of advancement leads to increased responsibility. Promotion through the ranks requires the approval of the Head Scrivener. Advancement is a reward for services rendered to the Royal Scriveners, rather than an automatic consequence of increased renown.

Rank 1: Junior Scrivener

Prerequisite: Renown 3 or higher in the Royal Scriveners

As a junior scrivener within the Royal Paleontology Scriveners, you would be responsible for learning the basics of the organization's field of study. You might spend time studying the anatomy of different monsters, learning about the history and lore of ancient monsters, and familiarizing yourself with the various tools and techniques used by the organization.

While completing a task that requires you to stay away from home for a week or longer, your senior researcher may provide you with a modest living wage until you return.

Rank 2: Journeyman Scrivener

Prerequisite: Rank 1 and renown 10 or higher in the Royal Scriveners

After completing your basic training as a junior scrivener, you have gained a solid understanding of the organization's field of study. Thus, you are expected to take on more responsibilities within the organization. As a journeyman, you work and study under a senior scrivener, assisting in fieldwork and research projects, including excavating and analyzing monster fossils. In addition to collaborating with other members of the organization on larger research projects and serving as a liaison between the organization and other groups, such as guilds or research institutions.

If your research requires it, your senior researcher or chief researcher may assign a junior scrivener to assist you in advancing the project before you undertake a mission or an experiment. In addition, you are provided a salary that provides a modest lifestyle.

Rank 3: Senior Scrivener

Prerequisite: Rank 2 and renown 25 or higher in the Royal Scriveners

As a proven researcher, you are a highly respected member of the organization, having demonstrated significant knowledge and expertise in the field. You are considered a leader and mentor to other members of the organization, and would be responsible for research projects and initiatives, including organizing fieldwork and laboratory research. The Head Scrivener of your institution gives you access to some classified documents, and you have a staff of 3d12 journeyman scriveners (which use the stat blocks of commoners from the Monster Manual). You can have this staff work on projects for you, which can include downtime actions.

With your vast array of knowledge of monsters. You can pick two additional monster categories from the Specialty feature, and you gain a +2 bonus to Intelligence (History) and Wisdom (Nature) checks related to the monster.

Rank 4: Head of Field Research

Prerequisite: Rank 2 and renown 50 or higher in the Royal Scriveners

As a famous researcher or a successful project leader, you stand ready to take on a supervisory role for an entire institution. New Royal Scrivener locations are rarely built, so you must wait for the previous head of field research to retire before a position exists for you to fill, except in truly exceptional circumstances.

As the Head of Field Research within the Royal Paleontology Scriveners, you would be responsible for overseeing all the organization's fieldwork initiatives. With your extensive experience in conducting field research and managing teams of scriveners, you would be a senior member of the organization, respected and relied upon by your colleagues.

You would be the driving force behind planning and organizing field expeditions to collect data and samples for analysis, and would develop protocols and procedures for conducting fieldwork that all scriveners would be trained

in. Your expertise in analyzing data and interpreting results would be invaluable to the organization's research initiatives.

As a leader within the organization, you can call upon a team of 5d12 scribes and support staff, to assist with maintaining relationships with local communities and authorities to ensure that fieldwork is conducted ethically and with respect for local customs and traditions.

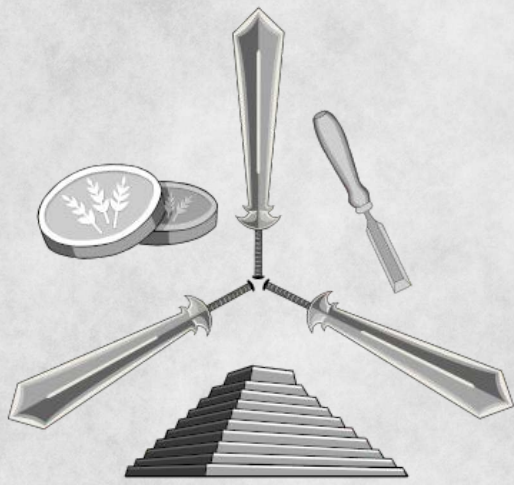
Head Scribe (Special Role)

Prerequisite: Renown 50 or higher in the Royal Scribes

You are eligible to become the Head of the Royal Paleontology Scribes. The selection of a new Director (in the event of an existing Head's retiring, dying, or otherwise leaving the position) with the His Immensity choosing the new Head. If you emerge as the victor, you will hold the highest rank within the organization and be responsible for overseeing all aspects of its operations. You would provide strategic leadership and direction to the organization and work closely with other senior members to develop and implement research initiatives.

Your extensive knowledge and experience in paleontology would be invaluable in guiding the organization's research priorities and ensuring that all research conducted by the organization is of the highest quality. You would be responsible for developing and maintaining relationships with other organizations and individuals in the field and for representing the organization at academic conferences and other events.

As the Head Scribe, you would be a respected and influential member of the Monster Hunter world's scientific community, with the ability to shape the direction of the field of paleontology and contribute to the understanding of the world's ancient creatures.



"I left the Red Talon Society because I found their methods too destructive for both hunting and artifact collecting. But don't be fooled by their facade. They hide behind the word 'poacher' to make themselves seem disorganized, but their strength can rival the Guilds. If left unchecked the resulting clash would leave a permanent mark on the land."

-Former Talon Member Heavy

The Talon Society

The Talon Society is a secretive organization of poachers known to specialize in hunting rare and exotic creatures. They operate in the shadows, avoiding the authorities and conducting their illegal activities under the cover of darkness. They are motivated by profit and are willing to go to great lengths to secure valuable trophies, which can fetch high prices on the black market. They are skilled hunters and trackers, often employing traps and other means to capture their prey alive. The Talon members are notorious for their disregard of wildlife conservation and have been known to cause considerable damage to the ecosystem. Despite the risks involved in their line of work, membership in the society is highly sought after, as it offers lucrative rewards and the chance to become one of the most successful poachers in the land.

Role of the Talon Society

The Talon Society's main goal is to capture rare and exotic creatures for profit. They are known for their expertise in tracking and capturing these creatures and have been hired by wealthy collectors and traders from all over the world. The society is also responsible for collecting and selling rare materials from the creatures they capture, such as scales, fur, and horns.

To capture these rare creatures, the Talon Society uses a variety of techniques and equipment, including traps, poisons, and specialized weapons. They are constantly innovating and experimenting with new methods to increase their success rate.

Poachers of the Talon Society

The Talon Society is a group of skilled poachers who specialize in hunting and capturing rare and valuable

monsters. They are known to infiltrate the Hunters Guild and gather information on rare creatures to pass along to the Talon Society. They seek to steal knowledge from the Hunters Guild by theft or by accessing sites of ancient technology.

Using this knowledge, they develop their own tools and magics to make their job easier. The Talon Society believes that they have the right to hunt and capture any monster they desire, regardless of the laws and regulations of the land. Their ultimate goal is to accumulate as much wealth and power as possible by exploiting the resources provided by these creatures.

Hierarchy of the Talon Society

Raxis the Everliving

Raxis is the leader of the Talon Society and is considered to be the best poacher in the group. However, Raxis is not just any ordinary poacher. He is a lich and champion of the Lord of Bones, and his true goal is to punish those who do not fear and respect death. Many members of the hunter's guild do not respect death, taking jobs to gather rare scales or kill monsters for trivial reasons, such as killing a monster because it will not move out of their way. Raxis believes they all need to learn the value of life and death, and he is willing to do whatever it takes to teach them. His appearance is similar to the avatar of the Lord of Bones, with a skeletal figure hidden in flowing black robes. He speaks in a high whisper, conveying no emotion.

Talon Knights

Talon Knights are the elite hunters of the Talon Society and are hand-picked by Raxis for their exceptional skills. They are trained in various techniques to capture and subdue their prey, including magic and conventional traps, poison, and other trade tools. Talon Knights are responsible for training new recruits and maintaining the society's equipment. They are also tasked with carrying out Raxis's orders, which can sometimes be extreme. They are some of the only members of the Talon Society that are aware that Raxis is a lich.

Talon Members

Talon Members are experienced poachers who have proven their worth to Raxis and have been granted full membership into the society. They are responsible for carrying out missions and assisting the Talon Knights in their duties. Talon Members are also responsible for reporting any valuable information they obtain from their poaching activities to the talon knights, who use this knowledge to further Raxis and their own goals.

Talon Recruits

Talon Recruits are new members of the society who are still learning the ropes. Often, these recruits join up due to the rumors of the spoils and riches they might receive as a member of the Talon Society. They are tasked with assisting the Talon Knights on missions and are trained in basic poaching techniques. Recruits must prove themselves before they can be promoted to Talon Knight or Talon Member status.

Figures of Interest

Patton the Silent

Talon Knight, Human Rogue Patton the Silent is known for his cunning and sly demeanor. He often wears a sly grin on his face, exuding confidence, and arrogance. He has a quick wit and a sharp tongue, always ready with a quip or a cutting remark. Despite his tendency towards mischief and deception, Patton is fiercely loyal to the Talon Society and will do whatever it takes to complete his missions and protect his fellow knights. His dual blades are feared for their ability to silence his enemies with a single strike. In combat, Patton is a whirlwind of motion, darting in and out of the shadows with ease. He is known for his cunning and his ability to turn any situation to his advantage.

Elizabeth the Countess

Talon Knight, High Elf Wizard Elizabeth is a powerful wizard with a penchant for blood magic. Once a beautiful high elf, Elizabeth has become twisted and corrupted by her obsession with dark magic. Her Pure White hair and Blood-filled eyes, coupled with her blood-stained robes and gloves, give her an almost vampire-like appearance. She is a master of arcane knowledge and uses her Glavenus Pyroshell in tandem with her magus staff to imbued with to boil her enemies' blood from within, burning them from the inside out. Her expertise in blood magic also enables her to manipulate the life force of her foes, drawing power from their suffering.

Venra the Grave Whisperer

Talon Knight, Halfling Cleric Venra is a cleric who worships the lord of bones. She is a quiet and tactical member of the Talon Knights, using her powers of divination to speak with the dead and gather information for Raxis. Venra is known for her ability to provide support to her allies, even bringing fallen comrades back from the brink of death. Her opal-colored hair and green eyes give her an otherworldly appearance, hinting at the power she wields.

The Collector

Business Proprietor, Unknown While not an official member of the Talon Society, the Collector is a wealthy trader who hires the Talon Society to capture rare creatures for his collection. He pays generously for each successful capture and is willing to go to great lengths to acquire the creatures he desires.

The Poisonsmith

Talon Member, Unknown The Poisonsmith is a mysterious figure who supplies the Talon Society with a variety of deadly poisons. He is known for his expertise in creating poisons that are deadly to specific types of creatures, making him a valuable asset to the society.

The Trapper

Talon Member, Unknown The Trapper, was once a member of the Wycademy or Royal Scribes that was known for their expertise in capturing and training monsters. They have also gained a reputation as a skilled archaeologist, spending years studying ancient ruins and artifacts to uncover lost

knowledge and techniques for monster capture. The Trapper's mastery of both magical and conventional traps is matched by their deep understanding of monster behavior and psychology, allowing them to train and control even the most fearsome beasts. Their extensive knowledge of ancient civilizations has also made them a valuable asset to the Talon Society, providing insights into historical methods of controlling monsters.

Talon Society Characters

Alignment: Usually chaotic neutral or evil

Suggested Races: Any

Suggested Classes: Fighter, Monk, Ranger, Rogue

Consider the Talon Society for your character if one or more of the following sentences ring true:

- You enjoy hunting monsters and collecting their valuable parts.
- You are fascinated by ancient technologies and artifacts.
- You enjoy spying and gathering information from other organizations.

Joining the Talon Society

The Talon Society is a group of poachers and hunters seeking to hunt monsters for valuable materials and to gather knowledge about rare creatures for profit. When you join the Talon Society, choose one of the following roles for your character.

ARTIFACT HUNTER

As an Artifact Hunter, you seek out ancient technologies and artifacts to uncover their secrets. You may spend your time studying ancient ruins or infiltrating the Hunters Guild to gather information on secret locations.

POACHER

As a Poacher, you specialize in hunting and collecting valuable parts of monsters. You see the Talon Society as the ultimate destination for your talents, a place where you can put your abilities to use for maximum profit. You join the society not only for the resources and training it provides, but also for the prestige of being associated with such a notorious and elite group of poachers.

INFORMATION BROKER

As an Information Broker, your job is to gather and provide valuable information to the Talon Society. This information could include the location of valuable resources, potential targets for poaching, or information on the society's rivals. Your connections and ability to gather this information will be highly valued within the society and could earn you special privileges and rewards.

Talon Society Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Talon Society Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

TALON SOCIETY SPELLS

Spell	Level	Spells
Cantrip		<i>mage hand, minor illusion</i>
1st		<i>detect magic, longstrider</i>
2nd		<i>pass without trace, locate object</i>
3rd		<i>nondetection, speak with dead</i>
4th		<i>divination, arcane eye</i>
5th		<i>mislead, modify memory</i>

Talon Society Backgrounds

As your training with the Talon Society ends and your adventuring career begins, you must decide where your ambitions lie within the society. In this section, you will find several backgrounds based on the many employment opportunities a Talon Society member can pursue as they advance in rank.

No matter which background you choose, each member of the Talon Society has the same background feature: a deep knowledge and understanding of poaching, tracking, and hunting monsters for valuable materials and resources.

Guild Feature: Talon Network

You have connections to the Talon Society's vast network of poachers, scouts, and other operatives. You can call upon these contacts to gain information about monsters, track down rare resources, or arrange transportation to remote locations.

Poacher

As a member of the Talon Society, you have honed your skills in the art of poaching and hunting rare and exotic creatures for valuable materials and resources. Whether you were born into this secretive organization or joined its ranks later in life, you have dedicated yourself to the pursuit of dangerous prey and the thrill of the hunt.

Skill Proficiencies: Nature, Survival

Tool Proficiency: Poisoner's Kit; Choose one from Alchemist's Supplies, Calligrapher's Supplies, Tinker's Tools

Equipment: hunting trap, skinning knife, set of common clothes, trophy from an animal you killed, letter of introduction from a black-market dealer, pouch with 10gp

d8 Personality Trait

- 1 I am impulsive and act on my whims without thinking about the consequences. (Chaotic)
- 2 I am always looking for new experiences and adventures. (Neutral)
- 3 I enjoy seeing others suffer and will do whatever it takes to achieve my goals. (Evil)
- 4 I love to live life on the edge and take risks. (Chaotic)
- 5 I am calm under pressure and can keep a level head in dangerous situations. (Neutral)

d8 Personality Trait Cont.

- 6 I have no qualms about taking down any creature if it means putting food on the table. (Neutral)
- 7 I don't take kindly to those who question my methods or beliefs. (Neutral)
- 8 I will betray anyone, even fellow poachers, if it benefits me. (Evil)

d6 Ideals

- 1 **Unity.** The Talon Society unites us towards a common goal, and that unity is essential for our success. (Neutral)
- 2 **Innovation.** We must constantly innovate and challenge the status quo to remain ahead of our enemies. (Neutral)
- 3 **Unpredictability.** By being unpredictable, we keep our enemies on their toes and gain an advantage. (Chaotic)
- 4 **Anarchy.** The Talon Society should be dissolved, and each member should be free to pursue their own interests. (Chaotic)
- 5 **Control.** We must control all aspects of the Talon Society and ensure that no one can challenge our authority. (Evil)
- 6 **Dominance.** We must assert our power over other factions and make them bow to our will. (Evil)

d6 Bonds

- 1 I am in debt to the Talon Society and will do whatever they ask of me to repay it.
- 2 I have a deep-seated hatred for authority figures and will always work to undermine them.
- 3 I've been searching my whole life for the answer to a certain question.
- 4 I am on a personal mission to uncover a conspiracy within the Talon Society.
- 5 I am fiercely loyal to the Talon Society and will do anything to protect its secrets.
- 6 I have a close relationship with a fellow agent, and we work together to complete our missions.

d6 Flaws

- 1 I am distrustful of those outside of the Talon Society.
- 2 I am prone to overthinking and second-guessing myself, which can lead to mistakes.
- 3 I am secretive about my methods and information, even to those I work closely with.
- 4 I can be overly critical and judgmental of others.
- 5 I can be indecisive and struggle to act when needed.
- 6 I am easily bored, and often seek out new challenges and adventures regardless of the danger.

Feature: Black Market Connections

You have a network of contacts within the criminal underworld who can help you sell your poached goods. You can sell animal parts for 50% more than their normal market value, but only if you can find a willing buyer.

Infiltrator

You were trained to infiltrate the Hunter's Guild and gather information on rare and valuable creatures to pass along to the Talon Society. Your goal is to steal knowledge and secrets from the guild by any means necessary, including theft or breaking into sites of ancient technology.

Skill Proficiencies: Deception, Stealth

Languages: Two of your choice.

Equipment: A small knife or blade, vial of poison, crowbar, grappling hook, set of dark common clothes suitable for sneaking and hiding, and a belt pouch containing 10 gp

d8 Personality Trait

- 1 I am always observing and analyzing my surroundings to anticipate potential threats or opportunities.
- 2 I love a good challenge and will do whatever it takes to overcome it, even if it means breaking the rules.
- 3 I take pleasure in manipulating others to achieve my goals, and I am not above using deception and trickery to get what I want.
- 4 I am calm and collected in high-pressure situations, which allows me to make rational decisions.
- 5 I am always on the lookout for potential allies or informants who can provide useful information.
- 6 I am patient and willing to wait for the right moment to strike or take action.
- 7 I enjoy living in the moment and taking risks, even if it means potentially endangering myself or others.
- 8 I always want more and will never be satisfied with what I have.

d6 Ideals

- 1 **Prideful.** I am a master of deception and subterfuge, and I take pride in fooling those who trust me. (Neutral)
- 2 **Loyalty.** I am fiercely loyal to my superiors in the Talon Society, and I will do whatever it takes to advance their interests. (Evil)
- 3 **Perfectionist.** Infiltration is an art form, and I strive to perfect my skills to complete my objectives. (Neutral)
- 4 **Selfish.** The best way to achieve my objectives is by disregarding the rules and manipulating others. (Chaotic)
- 5 **Exploitation.** I believe that those who are not strong enough to defend themselves deserve to be exploited. (Evil)
- 6 **Pragmatism.** I am loyal to the Talon Society, but I also have my own agenda and goals that I am working towards. (Neutral)

d6 Bonds

- 1 I have a burning desire to disrupt the status quo and expose the corrupt and powerful.
- 2 I have a personal vendetta against a particular organization or individual and will use my skills to get revenge.
- 3 I am drawn to chaos and disorder and will go to great lengths to create it wherever I can.
- 4 I live for the thrill of infiltration and deception. There's nothing like the rush of a successful mission.
- 5 The Talon Society is a means to an end. I'll use it to further my own goals, but I won't forget my obligations to the organization.
- 6 My loyalty to the Talon Society may be false, but my loyalty to my true allies is unwavering.

d6 Flaws

- 1 I'm willing to take extreme risks to achieve my objectives, even if it puts myself or others in danger.
- 2 I tend to act impulsively, which can sometimes get me into trouble on a mission.
- 3 I am not the best at lying when it is far from the truth.
- 4 I'm extremely competitive and always want to be the best infiltrator in the Talon Society, even if it means stepping on others.
- 5 I tend to underestimate my opponents and take unnecessary risks, which can put me in danger.
- 6 I am so deep in my infiltration that I sometimes forget which side I am truly on.

Feature: False Identity

As a poacher, you have developed skills in hiding your identity and blending in with your surroundings. You have a false identity and the necessary paperwork to back it up, allowing you to move about undetected in certain areas.

How do I Fit In?

As a member of the Talon Society, your primary goal is to hunt creatures for profit while avoiding detection from the authorities. Due to this, you are expected to keep your hunting activities hidden and operate within the shadows. You may also be tasked with stealing rare creatures from protected areas and delivering them to wealthy clients.

As a member of the Talon Society, you will spend time between hunts, gathering information about your targets, such as their location and weaknesses, and on forging connections with wealthy clients who are interested in purchasing rare creatures. You may also need to invest in equipment and weapons that can aid in your hunting and poaching activities.

Self-preservation is also an important part of your mission. Anything you can do to protect yourself from authorities or other rival poaching groups - whether it's learning new survival skills or developing connections with influential people - makes you a more efficient poacher and increases your chances of success.

A Talon Society Party

Unless you are playing a chaotic or evil campaign an adventuring party will almost never consist of all talon society members. Instead, you might have one talon member that infiltrated a hunting group. On the off chance it is a full party of talon society members, one of those members may be infiltrating the talon society and working for the Hunter's Guild.

Rank and Renown

In the Talon Society, members can gain rank and renown through various means, but one of the most significant ways is by bringing in valuable prey through poaching. Successfully capturing and delivering rare and exotic creatures can earn a member prestige and recognition within the society, leading to promotions and higher ranks.

Members can also gain rank and renown by completing missions assigned by the society, as well as by demonstrating their skills and loyalty through service to the society. Those who show exceptional cunning and resourcefulness in the field, whether through poaching or other means, can rise through the ranks quickly and earn the respect of their peers.

However, it's important to note that poaching without the approval of the society is strictly forbidden and can result in severe consequences such as expulsion from the society or even death. The Talon Society values secrecy and discretion, and members must be careful to only target creatures that have been designated as acceptable prey by the society's leadership.

Rank 1: Talon Recruit

Prerequisite: Renown 10 or higher in the Talon Society

As someone starting out in the Talon Society, you would begin as a Talon recruit. Your main role would involve learning the fundamentals of poaching and hunting, as well as becoming knowledgeable about the different types of creatures that the society targets. Your duties may include scouting and gathering information on potential hunting grounds, identifying valuable targets, and supporting higher-ranked members of the society on their hunts.

As a Talon recruit, you may also be expected to assist with other tasks such as maintaining equipment, caring for captured creatures, and helping with the transportation of goods and materials. The goal for a Talon recruit is to prove your worth and rise through the ranks of the society to gain more prestige and renown within the organization.

At this rank, you are provided with an income to satisfy a modest lifestyle... so long as your last mission was a success.

Rank 2: Talon Member

Prerequisite: Rank 1 and renown 25 or higher in the Talon Society

As someone who is part of the Talon Society, your primary responsibility as a talon member would be to carry out tasks related to poaching and trafficking exotic creatures. This could include identifying valuable targets, tracking, and capturing them, and ensuring their safe transportation to buyers. You might also be tasked with training and

overseeing new recruits, ensuring that they follow the Society's values and code.

Since the Talon Society operates in secrecy, it's important for members to avoid detection by authorities and other rival factions. To do this, you might need to cultivate a network of contacts and informants and utilize covert methods to stay hidden.

When you reach the rank of member, you are provided with a monster hunter weapon of your choice. This weapon can be either uncommon or rare. When going on missions that require you to stay away from home for a week or longer, the talon knight you serve under may provide you with locations of safehouses and hidden caches for storing or obtaining poaching equipment.

Talon Knight (Special Role)

Prerequisite: Rank 2 and renown 40 or higher in the Talon Society

To become a Talon Knight, you must first become a highly respected and skilled member of the Talon Society. This requires years of dedicated service, exceptional hunting and poaching skills, and a deep understanding of the Society's values and code.

Once you have achieved a prominent level of renown and respect within the Society, you may be considered for the position of Talon Knight. However, it is important to note that there can only ever be five Talon Knights at any given time, and they are not replaced until they die. This means that the position is highly coveted and exceedingly difficult to attain.

To increase your chances of being considered for the position, it's essential to maintain a close relationship with the current Talon Knights, as they are the ones who ultimately choose who will take their place. It's also important to show a willingness to carry out the will of Raxis, even if it means deviating from the Society's normal tasks.

Overall, becoming a Talon Knight is a long and complicated process that requires unwavering dedication and exceptional skills. But for those who can achieve this esteemed position, it is a great honor and a mark of true mastery in the art of poaching and hunting.

In this role, you are advised and in regular communication with Raxis, who places you in charge of a major territory and all talon members residing within. You might be tasked with obtaining rare or valuable specimens, sabotaging, or disrupting the activities of rival factions, to gather information on their plans and operations, eliminating individuals or groups that pose a threat to the Talon Society, or special assignments that are particularly challenging or sensitive missions that require your unique talents and expertise.

You continue to draw a salary sufficient to maintain a comfortable lifestyle.



"The Wycademy is a wonderful foundation in any person's pursuit of knowledge. The staff are willing. The facilities, proven. The buffet, full.

I, myself, have branched off into study of the ancient civilization. For whom are we, who do not know our past? Our present? For our future is built upon both and I hope that the Wycademy can be your beginning."

-Wycademy Field Researcher Al'Set Alokin

The Wycademy

Long ago, the village of Bherna was visited by the Royal Scribes of Paleontology. During the visit, it was discovered the limestone formations around the village contained quantities of fossils of monsters and plants extinct today. From the Royal Paleontology Scriveners investigation and report, the scribes dispatched a small group to set up camp. Over the years scholars focused on laboratory work, leaving field work to hunters, and giving rise to the Wycademy.

Role of the Wycademy

Originally, the Wycademy was tasked with solving mysteries within the village though that has changed over time. Now the Wycademy is tasked with carrying out research in newly discovered areas in order to clearly define its ecosystem, its geography as well as its fauna and flora. This information is essential so that other groups such as the Hunter's Guild and other corporations like the Elder Dragon Observation Team can work there or establish a small village safe from danger.

To more easily carry out their research on an area, the Wycademy uses airships for aerial surveillance as well as to quickly drop hunters into the area.

Being a Guild organization, it is also in charge of managing and assigning missions to the hunters who come to this region, which helps the organization to obtain information about the new monsters.

More secretly, the Wycademy conducts an exhaustive study of the strange variants of the monsters that have appeared all over the world, called Deviants. Since truly little information is known about them and they are extremely dangerous, they can only be hunted by experienced hunters.

Hunters of the Wycademy

In order to facilitate the research of scientists in the field, the Wycademy sends specialized hunters to scout various regions and discover info about known species of monsters. If necessary, the hunters repel or kill the monsters present in the area. They are also sent on urgent missions when it is a question of studying an unidentified species without having for as much needing to kill it; these hunters therefore have, in addition to their hunting talent, a great scientific knowledge.

Hierarchy of the Wycademy

Wycademy Director

Directors are the leaders of their research facility. The director holds the same rank as a guild manager (many times acting as the guild manager as well), answering only to the guild masters who manage the territory they are in. Beyond bureaucratic work, an academy director is responsible for managing academy teachers, researchers, and hunters. The director recruits for replacements when there are positions open. Directors establish performance goals for wycademy personnel, evaluate their performances and coach them throughout the year to help each employee to perform at his best.

Chief Researcher

A chief researcher knows more than other researchers within their facility. The knowledge they do have is shared freely, including with hunters, unless deemed forbidden by the director. The chief, however, does not know about some species due to the Wycademy council's limited jurisdiction. From this, they are known to ask visitors, or other researchers not from their area, about monsters from faraway lands to perform further studies for the Wycademy.

Researcher

Researchers have all different types of specializations. Some choose to spend their lives inside the wycademy, continuing research of old, or performing experiments on resources and creatures brought to them by hunters. Other researchers choose to wander into the world, discovering lost ruins, discovering unknown species, or perhaps gathering new knowledge on known species. These field researchers are known to be handlers for hunter groups, or hunters themselves.

Student

Wycademy students varied in age. Some started their educational journey during childhood, while others who aspired to be hunters arrived at the wycademy after passing the initial hunter exams.

Figures of Interest

Bherna Guild Manager

Director, Wyverian Sorcerer The Guild Manager is a kind-hearted woman that will sometimes talk in a strange way. She is the director of the Wycademy and serves as the Guild Manager of Bherna. The Guild Manager is known to constantly read and decipher ancient books to better understand certain locations, while also identifying new

species yet to be discovered. Though some lives will be lost in these investigations, it is for the greater good.

Bherna Chief Researcher

Chief Researcher, Wyverian Artificer Though he has a name, everyone just calls him Chief. He is a calm and collective individual with a friendly way of speaking. Like most chief researchers, he has some knowledge on a number of monsters that the Wycademy is aware of and shares the information he has freely.

Hymel

Field Researcher (Wyventurer), Wyverian Wizard Hymel is the youngest member to ever join the research corporation of the wycademy, he is known to have a stronger sense of responsibility and does his best to ensure any mission is completed as efficiently as possible. He helps perform further research on monsters and studies in different environments through varying investigations. Hymel is also one of the researchers who built the Soaratorium, even becoming the captain of that Airship.

Luce

Guild Receptionist/Wycademy Researcher, Human Monk Luce has a positive attitude and is highly respectful towards others that she meets. She is a young researcher at the Wycademy, that was immediately put on the Soaratorium the moment it was ready to lift off into the sky, acting as a guild receptionist aboard the airship.

Ms. Meow-It-All

Wycademy Research Assistant, Lynian Sorcerer Ms. Meow-it-All is a research assistant to Hymel that is known to be an extremely hard worker. She is an important member on the Soaratorium, acting as support for the laboratory on the Airship.

Wycademy Characters

Alignment: Usually neutral

Suggested Races: Any

Suggested Classes: Spellcasters

Consider the Wycademy for your character if one or more of the following sentences ring true:

- Prying into secrets and mysteries inspires your curiosity.
- You like playing artificers, sorcerer, or wizards.
- You want to make the world a better place through research.

Joining the Wycademy

Many paths lead people to the Wycademy, all of them guided by the notion that tomorrow can be made better than today. All of the Wycademy's efforts strive to achieve a safer future that they believe is within reach. When you join the Wycademy, choose one of the following roles for your character.

ANCIENT CIVILIZATION RESEARCHER

The Ancient Civilization was a once thriving civilization that mysteriously went extinct some centuries ago. You seek to

learn the secrets that were lost when this advanced civilization fell. These researchers may spend their time deciphering scrolls in the depths of the Wycademy or travel the world seeking these ruins. Thanks to these researchers' weapons with multiple modes and several types of ammunition for the bowguns have been discovered.

ENDEMIC RESEARCHER

You choose to study endemic life. This refers broadly to all small lifeforms that inhabit an area. Some endemic life can be used to provide long lasting benefits to hunters on a hunt, or temporary effects that may help or hinder a creature that interacts with them. Your goal is to study these creatures, classifying new endemic life once you determine their effects as one of the following: Hunting Helpers, Ensnaring Life, Craft Creatures, Rare Creatures, Other.

RESOURCE RESEARCHER

You choose to research into the natural materials the world provides, attempting to locate unknown resources or ways to make use of known materials (such as earth crystals, thunderbugs, popfish) in different ways. Those who focus on minerals are known as geologists; those who study plants are known as botanists; insects are known as entomologists; fish, ichthyologist; mushrooms, mycologist. If you don't specialize in one type of resource, you are known as a naturalist.

MONSTER RESEARCHER

Monster researchers are split into two distinct types. The zoologist studies known creatures by observing various species in their habitats, zoologists understand how animals behave in the wild. Their goal is to identify and monitor how different species interact within their ecosystem. This is particularly important as many species continue to transform various habitats.

A researcher who searches for and studies unknown, legendary, or extinct animals whose present existence is disputed or unsubstantiated is known as a cryptozoologist. These researchers spend their time in the field almost exclusively seeking rumors of unknown creatures or traveling to some of the most dangerous areas in the world to find what lives there.

Wycademy Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Wycademy Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

WYCADEMY SPELLS

Spell	Level	Spells
Cantrip		<i>druidcraft, light</i>
1st		<i>comprehend languages, expeditious retreat</i>
2nd		<i>alter self, locate animals or plants</i>
3rd		<i>water breathing, tongues</i>
4th		<i>control water, leomund's secret chest</i>
5th		<i>commune with nature, legend lore</i>

Wycademy Backgrounds

As your training comes to an end and your adventuring career begins, you must decide where your ambitions lie in your future with the Hunter's Guild. In this section you will find some backgrounds based on the many employment opportunities a hunter has as their Hunter Rank increases.

No matter the background you pick, each member of the Hunter's Guild has the same background guild feature in addition to their normal background feature.

Guild Feature: Magic Gathering

When you attempt to gather a resource, you can use the specified cantrip from the table below to automatically succeed on the gather check, but you do not gain the effects from materials that provide additional resources from gathering when you gather resources in this way.

Cantrip	Resources
<i>Druidcraft</i>	mushrooms, plants
<i>Gust of Wind</i>	insects
<i>Mold Earth</i>	bones, minerals
<i>Shape Water</i>	fish

Wycademy Student

As a child you were always curious about the world, whether it was exploring lost ruins near home, collecting bugs and plants, or drawing the khelbi that graze in the nearby fields. In your formative years you made your way to the wycademy with a goal in mind, to learn all you can and decide what you are going to do with the rest of your life. Now that your first year is over, it's time to head out into the field and learn firsthand.

Skill Proficiencies: History; Choose one from Arcana, Investigation, Nature, Religion

Tool Proficiency: Choose one from: Alchemist Supplies, Calligrapher's Supplies, Herbalism Kit

Languages: One of your choice.

Equipment: Empty book, quill and ink, 3 candles, scroll case with 4 blank pieces of parchment and a few with notes and questions, one set fine robes, traveling clothes, pouch with 10gp

d8 Personality Trait

- 1 I am observant and ask a lot of questions.
- 2 I am easily excitable and passionate.
- 3 I take myself very seriously and have no sense of humor.
- 4 I am meticulous and organized.
- 5 I constantly ask questions about areas and important people when I'm somewhere I've never been.
- 6 I get excited and speak quickly when discussing topics that interest me.
- 7 I have learned that doing your research before a hunt leads to a safer hunt.
- 8 I like to use big words to showcase my intelligence.

d6 Ideals

- 1 **Education.** Learning and teaching others can benefit everyone (Good)
- 2 **Knowledge.** We better ourselves by learning (Neutral)
- 3 **Order.** Understanding the order of things is essential (Lawful)
- 4 **Achievement.** Learning and knowing are essential.
- 5 **Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)
- 6 **Power.** Knowledge is the path to power and domination. (Evil)

d6 Bonds

- 1 I had a romantic relationship with a fellow student, I still love them.
- 2 I have a rival; we still compete to this day.
- 3 I've been searching my whole life for the answer to a certain question.
- 4 My notebook is made from the last creature my father hunted.
- 5 I will do anything to prove myself greater than my siblings or ancestors.
- 6 I idolize a historical scholar and measure my accomplishments against theirs.

d6 Flaws

- 1 I am easily distracted by the promise of information.
- 2 If my teacher calls me, I'll abandon what I'm doing to go to them.
- 3 A scandal prevents me from returning to my place of education, I'm trying to stay ahead of the rumors.
- 4 I speak without really thinking through my words, invariably insulting others.
- 5 I prefer a dusty tome to conversation.
- 6 I feel superior to uneducated folk, but quietly so.

Feature: Unrestricted Access

The Wycademy possess and maintain their own restricted system of libraries which often include extremely detailed knowledge of creatures and secrets of the surrounding area. You are allowed access to these restricted areas, as well as most other major libraries as a matter of scholarly courtesy. You are also allowed to lodge in many wycademy owned or sponsored schools or major sites of research as a student and pilgrim.

Wycademy Researcher

Having graduated from the wycademy, you chose to continue your studies dedicating your life to becoming an expert in your chosen field. Now you have struck out to increase your knowledge, for good or evil, for everyone or for yourself, that is up to you to decide.

Skill Proficiencies: Investigation; Choose one from Animal Handling, Athletics, History, Insight, Nature, Survival

Tool Proficiency: One type of artisan's tools

Languages: One of your choice.

Equipment: A bottle of black ink, a quill, a small knife, a partially filled journal filled with notes and questions you have not yet been able to answer, a set of common clothes, and a belt pouch containing 10 gp

Feature: Research Group

Your research search group is a loose network of wycademy graduates who each typically work in a different village that you share knowledge with. Their studies can help you with your hunts and investigations. You can select what you research from the Group Research table or roll randomly.

GROUP RESEARCH

d8 Research Type

- 1 Endemic Life
- 2 Lynians
- 3 Botanical
- 4 Mineralogical (Ore)
- 5 Piscine (Fish)
- 6 Archeologist
- 7 Ancient Civilization
- 8 Exotic Monsters from Far Off Lands

Feature: Investigation

Expanding the knowledge of your research is an important aspect of your job at the Wycademy. When you discover new information about a creature or resource related to your research, you can bring that information to a Wycademy owned location to receive a stipend. Discuss with your DM what that amount is and if you can make more depending on what you discover or as you level up.

d8 Personality Trait

- 1 I am quiet and analytical.
- 2 I am tireless when researching or learning, which I always seem to be doing.
- 3 I try to travel to all the important places of a region to see them firsthand.
- 4 I am a voracious reader and spend every spare moment learning about new things or writing.
- 5 I enjoy an intellectual challenge.
- 6 I've read every book in the world's greatest libraries – or I like to boast that I have.
- 7 I have learned that doing your research before a hunt leads to a safer hunt.
- 8 I'm convinced that people are always trying to steal my secrets.

d6 Ideals

- 1 **Improvement.** Understanding history give us a chance to make a better world (Good)
- 2 **Knowledge.** The path to power and self-improvement is through knowledge. (Neutral)
- 3 **Discovery.** Knowledge can accomplish anything; you cannot hope to master it, only marvel at it (Chaotic)
- 4 **Vanity.** I deserve to be treated as an important person because of what I know (Evil)
- 5 **Logic.** Emotions must not cloud our logical thinking. (Lawful)
- 6 **Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)

d6 Bonds

- 1 I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
- 2 I work to preserve a library, university, scriptorium, or monastery.
- 3 My life's work is a series of tomes related to a specific field of lore.
- 4 I investigated a fascinating and beautiful monster; I must see it again.
- 5 I am determined to cure the disease that killed my family.
- 6 I need to be known for my contributions, discoveries, and skill.

d6 Flaws

- 1 I am easily distracted by the promise of information.
- 2 What's the point of secrets? All knowledge should be shared.
- 3 I feel superior to uneducated folk, but quietly so.
- 4 Unlocking an ancient mystery is worth the price of a civilization.
- 5 I will endanger my friends and family if I think it will advance my research.
- 6 I prove my intellect by pointing out others mistakes.

How do I Fit In?

As a member of the Wycademy, your primary goal is to carry out research in any area you are in order to clearly note changes its ecosystem, its geography as well as its fauna and flora. Due to this, you are expected to keep tabs on the monster populations in areas and report any strange events to the Wycademy and the Hunter's Guild.

As a member of the Wycademy, you will spend time between compiling your research during down time to send to the Wycademy and joining hunters on hunts, as one of the members of the party or possibly as a handler. Self-improvement is also an important part of your mission. Anything you can do to make yourself more capable- whether learning a new spell or discovering a new technology to use -

gives the Wycademy and hunters a more efficient way to hunt.

A Wycademy Party

An adventuring party is rarely ever made up of only Wycademy members. Typically, parties will have one or two Wycademy members with members of the Hunter's Guild filling the rest of the parties' roles.

Rank and Renown

A member of the Wycademy gains renown typically when they make a new discovery, be it an unknown species, information about a known species, information about the ancient civilization, or some new use for a resource, etc. By gaining renown as a member of the Wycademy, your course of advancement leads to increased responsibility. Promotion through the ranks requires the approval of the Wycademy Director. Advancement is a reward for services rendered to the Wycademy, rather than an automatic consequence of increased renown.

Rank 1: Junior Researcher

Prerequisite: Renown 3 or higher in the Wycademy

As a junior researcher, you are responsible for evaluating and interpreting scientific results from laboratory investigations and experiments. Junior researchers assist the senior researchers in gathering information to support research studies and claims. You perform both laboratory and field trials to collect samples for further examinations. Such errands can bring you into contact with members of other guilds and lead to adventures.

While completing a task that requires you to stay away from home for a period of a week or longer, your senior researcher may provide you with a modest living wage until you return.

Rank 2: Researcher

Prerequisite: Rank 1 and renown 10 or higher in the Wycademy

After doing your time as a junior researcher, you are eligible to lead your own experiments. You must be associated with a project and must work on experiments related to its primary focus under the general guidance of the senior researcher. Senior researchers are more hands-on, ensuring that your research contributes to reaching the immediate objective. Your chief researcher may check in from time to time, but they give you wide latitude to pursue your own experiments under the general aegis of the Wycademy's interests.

If your research requires it, your senior researcher or chief researcher can provide you with specific materials related to advancing the project before you undertake a mission or an experiment. In addition, you gain a +2 bonus to checks related to your role within the wycademy.

Rank 3: Senior Researcher

Prerequisite: Rank 2 and renown 25 or higher in the Wycademy

A proven researcher, you are eligible to oversee your own project, directing the efforts of other researchers toward the solution of some problem facing the Wycademy or Hunter's Guild. The director of your institution gives you laboratory space, and you have a staff of 3d12 researchers (which use the stat blocks of commoners from the Monster Manual). You can have this staff work on projects for you, which can include downtime actions.

Hosting the work of a successful and important project reflects well on your director, so they keep a close eye on your work. On the positive side, you can count on access to the director's considerable resources if your research is going well. On the other hand, you can expect your director to expect constant updates (by way of the *sending* spell if you are in the field) to ensure that your efforts remain relevant to the overall goals of the Wycademy.

Rank 4: Chief Researcher

Prerequisite: Rank 2 and renown 50 or higher in the Wycademy

As a famous researcher or a successful project leader, you stand ready to take on a supervisory role for an entire institution. New Wycademy locations are rarely built, so you must wait for your chief researcher to retire before a position exists for you to fill, except in truly exceptional circumstances. Like a project leader, you are responsible for directing the efforts of researchers exploring a wide variety of projects related to the focus of the Wycademy. Unless an experiment turns out to be especially interesting, these efforts can carry on without your supervision. If you need to, you can enlist the aid of 5d12 researchers (which use the stat blocks of commoners from the Monster Manual), and you can also request the support of Hunter's Guild members from the guild manager of any Hunter's Guild in a town where the members of your institution live and work.

Wycademy Director (Special Role)

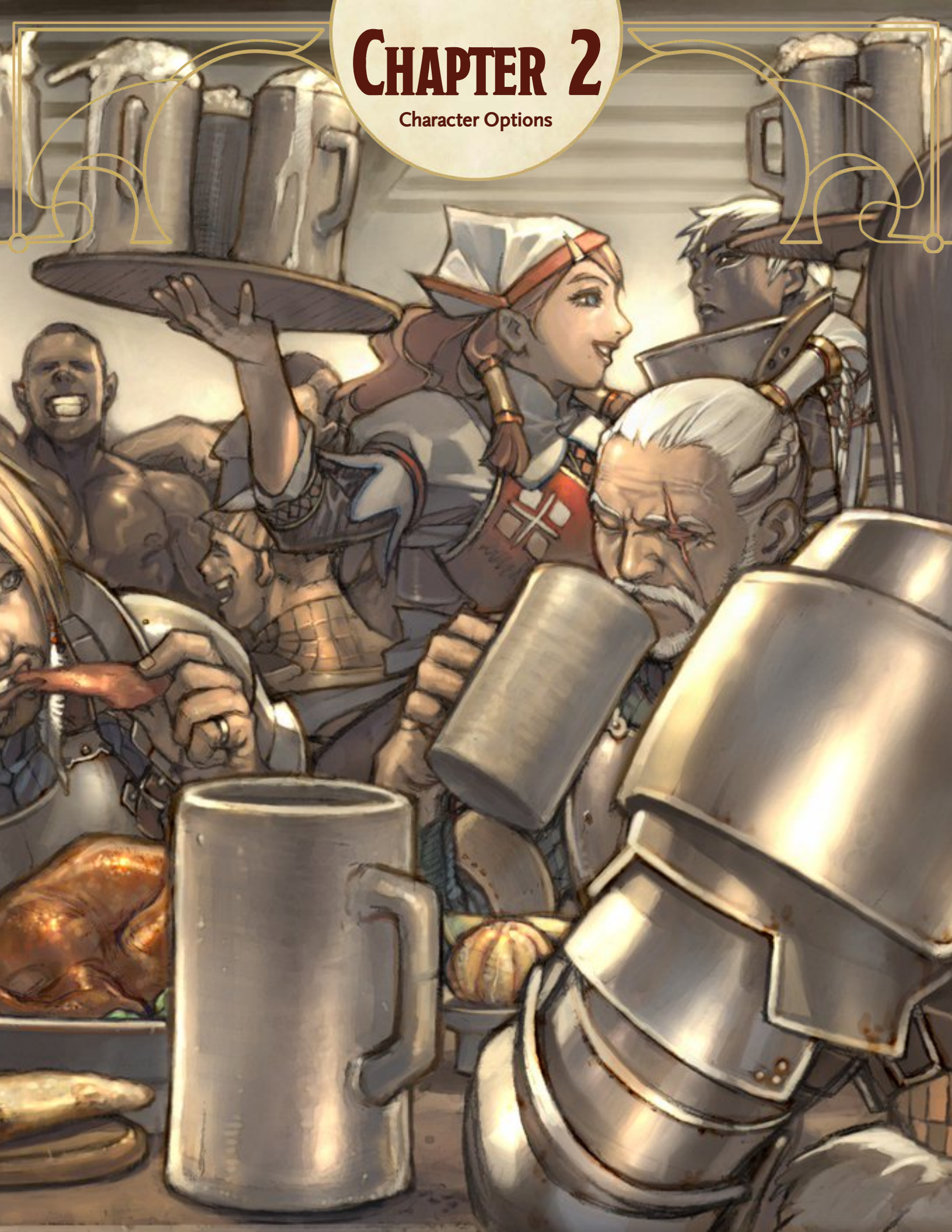
Prerequisite: Renown 50 or higher in the Wycademy

You are eligible to become the Director of a Wycademy institution. The selection of a new Director (in the event of an existing Speaker's retiring, dying, or otherwise leaving the position) takes place through a combination of popular election and the input of the other Wycademy Directors, with the His Immenseness having the final word. If you emerge as the victor after this rigorous process, you assume the leadership of your Wycademy and are empowered to bring its concerns before His Immenseness.

You are a political leader rather than a scientific one, so you have authority over other members of the combine only if they live and work in your area. If an institution has a laboratory in your area, you have the right (and responsibility) to supervise its activities to ensure compliance with laws and regulations, but not to interfere in its research beyond that point. And if the chief researcher lives in a different area, you have no authority whatsoever over that person.

CHAPTER 2

Character Options



This section helps answer some basic questions and outlines a number of new options for players to choose from when creating and developing their characters along the way, and can easily be introduced into any 5th edition D&D campaign, whether or not it takes place in the Monster Hunter Universe. Remember that all options presented here must be approved by your Dungeon Master for use within their game, and it is their final say on their inclusion.

Creating a Character

In the Monster Hunter video game series, you are basically a powerful warrior, with no magical ability, that swings around a giant sword or fires arrows at the creature you are hunting.

That is not the case in a Monster Hunter styled Dungeons and Dragons game. The Monster Hunter Universe was created with all official classes and races in mind. You will find weapons and monster materials, and even factions that grant extra spells to spellcasters throughout this guide and its companion book the Monster Hunter Monster Loot Tables.

The Artificer

The artificer is a special case when it comes to the rule set found within this book. As an artificer levels up, they gain the ability to attune to additional magical items. The balance of this system does not mesh well with this feature, so instead of an artificer gaining the ability to attune to additional magical items, they instead are given one additional material slot in both their armor and weapons at the 10th, 14th, and 18th level.

Artificer Infusions.

Artificer infusions are a special material that can be placed into a creature's armor, weapon, or trinket. These infusion materials are considered temporary and can be placed in slot(s) during a long rest. The slot can be empty or already contain a normal material. If it is placed in a slot with a normal material already in it, then the infusion material replaces it as the active material (but it does not destroy the normal material). The infusion material remains in the slot until it is removed during a long rest, the artificer no longer knows the infusion, or the artificer is no longer apart of the hunting party.

If an infusion material requires attunement, then being attuned to the armor or weapon counts towards the attunement requirement for it with one condition. If the artificer places an infusion material into another creature's armor or weapon and it requires attunement, then the infusion takes up two slots instead of one. When an artificer places an infusion material that requires attunement into its own armor or weapon, it takes only one slot.

Druid Wildshapes

Druids may want to make use of some of the beasts found in the *Monster Hunter Monster Manual*. If the DM allows this, the druid can choose any beast that doesn't have an action that causes the blinded, incapacitated, or paralyzed conditions. The druid also cannot use a beast's action that summons additional creature's to its aid.

Alternatively, a DM can allow the druid to choose creatures whose actions cause these conditions. If so, once the creature succeeds on a saving throw against a condition caused by the druid's wildshape, that creature is immune to that condition from the wildshape's actions for 24 hours.

Creating a Higher Level Character

Creating a character at higher than 1st level in a monster hunter styled campaign is not a complicated matter, but does take a little more time than creating a standard *Dungeons and Dragons* character.

Starting equipment and materials for characters above 1st level is entirely up to the DMs discretion, but the following section provides a guide for a balanced start to the character.

Starting Wealth

A characters starting wealth is shown below

Character Level	Starting Wealth
1-2	Gold given by your Background
3-8	500 gp plus 1d10 x 25 gp
9-15	5,000 gp plus 1d10 x 250 gp
16-20	20,000 gp plus 1d10 x 250 gp

Starting Weapons

With Monster Hunter weapons, replace all the starting weapons a character gets in their normal starting equipment. They instead get the rarity and number of weapons listed in the table below. They also get a number of upgrade materials that can be saved or used to upgrade their weapon immediately at no cost, if they roll enough of the materials required for the upgrade.

Character Level	Weapon*	# of Upgrade Materials
1-2	Any one common MH weapons	0
3-8	Any two common MH weapons	1d8 earth crystals
9-15	Any two uncommon MH weapons	2d8 machalite ore
16-20	Any two rare MH weapons	3d8 dragonite ore

*A Character can upgrade a weapon without paying its upgrade cost, if they roll enough upgrade materials to do so.

Starting Armor*

A character begins with the armor they get from their starting equipment, but they are allowed to use their starting wealth to purchase better armor if they so choose. They can then roll on the table below to determine how many armor upgrade materials they begin with and which type they are depending on their level.

Character Level	# of Upgrade Materials
1-2	0
3-8	1d8 armor spheres
9-15	2d8 hard armor spheres
16-20	3d8 heavy armor spheres

*A Character can upgrade their armor without paying its upgrade cost, if they roll enough upgrade materials to do so. This includes any armor they purchased with their starting wealth.

Starting Monster Materials

A character has a number of monster materials already collected when they begin at a higher level. This can be explained through weapons and armor that are family heirlooms, or perhaps its from creatures the character has already hunted. The table below lists the number of materials a character starts with, but to determine which materials they have, can be found on the next page.

Character Level	# of Starting Materials
1-2	0
3-8	5
9-15	8
16-20	10

WHAT MATERIALS DO I START WITH?

To determine what materials you start with, find out the number of materials you will get in total from the table on the previous page.

Once you know the number of materials, you need to find out what the highest Challenge Rating monsters you could have gotten materials from. Consult the Table below:

Highest Character Challenge			Highest Character Challenge		
Level	Rating	Roll	Level	Rating	Roll
1	—	—	11	CR 16	2d6+4
2	—	—	12	CR 17	2d6+5
3	CR 5	1d6-1*	13	CR 19	2d6+7
4	CR 6	1d6	14	CR 20	3d6+2
5	CR 9	1d8+1	15	CR 21	3d6+3
6	CR 10	1d8+2	16	CR 21	3d6+3
7	CR 11	1d10+1	17	CR 22	3d6+4
8	CR 12	1d10+2	18	CR 22	3d6+4
9	CR 13	1d10+3	19	CR 23	3d6+5
10	CR 14	1d10+4	20	CR 24	3d6+6

*If you roll a 0 on this CR range, treat it as if you rolled a 1

Now that you know the CR of the hardest creature you can hunt, you now get to find out what materials you get by following these steps:

1. Roll the number of dice and add the bonuses shown in the table. The number rolled is the CR of the creature you gained the material from.
2. Count the number of creatures that are that Challenge Rating (A list can be found at the end of the MHMM) and roll a die number equal to (or close to) the amount of creatures in that challenge rating, or pick a number and find the creature down the list equal to that number. This is the creature you hunted.

3. Roll on that creature's loot table, and choose either the carved or captured material (your choice after reading the materials effects).
4. Repeat steps 1-3 until you have the number of materials you should have for your level.

Creator's Note

When I have my players roll for materials, if they aren't having great luck with the RNG, I will have them reroll a material or 2, typically on the same creature they got the material from.

I also like to give them at least one material on the higher range of CRs on their final material, if they are rolling low on previous materials.

Other Starting Equipment

Any and all other starting equipment you get from your class or background remains the same.



Skills

Most skills in a Monster Hunter styled campaign have the exact same uses as they do in a standard *Dungeons and Dragons* game, but some of them that are used more frequently, have additional uses in this type of game, or perhaps just need a bit more clarification on some of the things they can do.

- **Arcana.** If your DM plans to use the shrine benefits or cursed shrine complications. An arcana check can help determine if it's worth touching, if the shrine is more closely related to magic than religion. An arcana check can also help identify magical effects left by creatures, such as the gore magala's frenzy virus.
- **History.** Used when attempting to recall information about a creature a character may have read about or has done other research on.
- **Investigation.** Used for finding resources in an area and looking for signs when a perception check finds nothing.
- **Medicine.** Can be used to determine what type of the new blight conditions (*found in the MHMM*) a creature is suffering from.
- **Nature.** Used when attempting to discern what a creature(s) is by the signs they find, the silhouettes they see off in the distance, or possibly by the impact the creature has on the environment.
- **Perception.** Used by both the scout and spotter roles during hunts. (*see the scout and spotter role in this chapter for more information*)
- **Religion.** If your DM plans to use the shrine benefits or cursed shrine complications. A religion check can help determine if it's worth touching, if the shrine is more religiously based.
- **Stealth.** Commonly used by the scout role during hunts. (*see the scout role in this chapter for more information*)
- **Survival.** Used by the trailblazer role during hunts (*see the trailblazer role in this chapter for more information*)

Player Race Options

There are many races specific to the monster hunter universe. In this section you will find information about the new races, the elder dragonborn, the lynian the troverians, and the wyverian.

Elder Dragonborn

The Elder Dragonborn are a dragonborn variant. You can allow a player to choose one of the following dragonborn ancestries. These ancestries replace the normal draconic ancestry a dragonborn can choose in addition to replacing other traits as listed. These ancestries also provide the damage they are resistant to, if the draconic resistance trait is not replaced.

Draconic Ancestry: Alatreon

The alatreon dragonborn personality is matched only by its ability to harness the elements. They more often prefer to live in solitude, but are known to work with others or insert themselves into a situation when it benefits them. Their bodies are covered in reverse scales that they use to control the cold, fire, lightning, or necrotic elements. Atop of the alatreon dragonborn head are two large horns that act as a conduit for their elemental powers.

An alatreon dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

Ability Score Increase. Your Strength score increases by 2, and one other ability scores of your choice between Intelligence, Wisdom, or Charisma increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Draconic Resistance. You have resistance to one of the following damage types: cold, fire, necrotic.

Elemental Affinity. When you deal cold, fire, lightning, or necrotic damage, you can add your Intelligence, Wisdom, or Charisma modifier to the damage. You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Menacing. You have advantage on saving throws against being frightened, and you gain proficiency in the Intimidation skill.

Draconic Ancestry: Amatsu

Amatsumagatsuchi dragonborn's head is adorned with large golden horns. Their scales are largely pale white and fins that stretch across all four limbs and back. Many of them are known to wear long flowing clothing, as a representation of amatsumagatsuchi's webbing, while others use it as a means to hide the fact that their feet never touch the ground.

An Amatsumagatsuchi dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Draconic Resistance. You have resistance to radiant damage.

Elder Dragon Magic. You know the *gust* cantrip. When you reach 3rd level, you can cast the *thunderwave* spell once,

and it recharges after a long rest. When you reach 5th level, you can also cast the *levitate* spell once, and it recharges after a long rest. Wisdom is your spellcasting ability for these spells.

Glide. You always hover one to two inches off the ground. Moving through nonmagical difficult terrain costs you no extra movement.

Wind Barrier. You can use an action to summon a barrier of wind around you for 1 minute. While the barrier is active, you have half cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 5-foot radius around you. Once used, you can't use this trait again until you finish a long rest.

Draconic Ancestry: Ceadeus

Due to the ceadeus resemblance to giant whales, the ceadeus dragonborn's shape is portly. Both male and female prominent beards of fur and two massive horn that must be shaved down or overtake their eyes, leaving them blind. Luminous organs line the ceadeus dragonborn's belly as well as its appendages, which turn from blue to red when it is angered.

A ceadeus dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase, Speed, and Breath Weapon traits.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom increases by 1.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Bioluminescence. As an action, you can emit dim light from your body in a 5-foot radius. While emitting the light, you can use a bonus action to increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguishes the light.

Shared Breath. You can hold your breath for a number of hours equal to your Constitution modifier. In addition, you are able to share oxygen with creatures that are within 5 feet of you by splitting the time you can hold your breath by the number of creatures in the area around you.

Damage Resistance. You have resistance to acid damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and Draconic.

Draconic Ancestry: Chameleos

Chameleos dragonborn scales are purple, though their limbs and stomach are bare, showing off-white skin. They have long, elastic tongues, but unlike the Chameleos, the dragonborn's eyes do not resemble a chameleon's in shape. Instead, their iris and pupil simulate the look.

A chameleos dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Dragon Resistance. You have resistance to poison damage.

Elder Dragon Magic. You know the *poison spray* cantrip. When you reach 3rd level, you can cast the *fog cloud* spell once, and it recharges after a long rest. When you reach 5th level, you can also cast the *misty step* spell once, and it recharges after a long rest. Wisdom is your spellcasting ability for these spells.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Draconic Ancestry: Dalamadur

Dalamadur dragonborn have a snake-like face, with bright red eyes, numerous fangs. Their body is covered in thick black and gray scales with many hook-like spikes along their body which start out clustered around their head and neck. When angered, their face and chest will glow red.

A dalamadur dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase, Breath Weapon, and Speed.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 30 feet.

Dalamadur Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elder Dragon Magic. You know the *firebolt* cantrip. When you reach 3rd level, you can cast the *charm person* spell once, and it recharges after a long rest. When you reach 5th level, you can also cast the *meld's minute meteors* spell once, and it recharges after a long rest. Charisma is your spellcasting ability for these spells.

Draconic Ancestry: Fatalis

Fatalis dragonborn look similar to a regular dragonborn, except each day their scales change color. Fatalis dragonborn that live within society tend to only show themselves when they are one color, or cover themselves almost entirely. Outcasts or those who lean more towards evil, proudly show their heritage at all times.

A fatalis dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following additional traits.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elder Ancestry. You have advantage on saving throws against being charmed, and frightened.

Shifting Scales. Your scales change color daily. This determines your draconic resistance and breath weapon for the day. Each day at dawn, roll a d3 and refer to the table

below to determine your scale's color.

	Draconic		Breath Weapon
d3	Color	Resistance	
1	Black	Necrotic	Black Fire (Dex. save)
2	Red	Fire	Crimson Demons Breath (Dex. save)
3	White	Lightning	Emperor's Roar (Dex. save)

Black Fire. When you use your breath weapon, you exhale black flames in a 15-foot cone. The damage dealt by this breath weapon is half necrotic and half fire. If the damage die is odd, the last die is dealt as necrotic damage.

Crimson Demon's Breath. When you use your breath weapon, you exhale black flames in a 5 by 30-foot line. The damage dealt by this breath weapon is half necrotic and half fire. If the damage die is odd, the last die is dealt as fire damage.

Emperor's Roar. When you use your breath weapon, you let out a cacophonous roar, calling down red lightning that strikes down in a 5-foot radius around you. The damage dealt by this breath weapon is lightning damage.

Draconic Ancestry: Jhen Mohran

Like the ceadeus dragonborn, the jhen mohran dragonborn has a portly shape. It has an almost serpentine-like body shape with two sturdy, sharp-ended tusks. A rocky spine runs along its back. Due to the calm nature of the jhen mohran, the jhen mohran dragonborn takes little notice of slights against them, and is able to think clearly when in high stress situations.

A jhen mohran dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase, Breath Weapon, and draconic resistance.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elder Dragon Magic. You can cast *Enlarge* spell, using Wisdom as your spellcasting ability for it. Once you cast the spell, you can't cast it again with this trait until you finish a long rest.

Elder Dragon Fortitude. You have advantage on saving throws against poison.

Hold Breath. You can hold your breath for up to 1 hour.

Sand Surfing. You have a burrow speed of 20 feet. This speed is reduced by 10 feet if you are wearing heavy armor.

Draconic Ancestry: 'Jiiva

Until it molts around middle age, the 'jiiva dragonborn has an otherworldly appearance. It has two eyes and six orange sensory organs running up the length of its horns. Parts of its body glow ethereal blue, making its skin appear crystalline and translucent. Its wings are frayed at the edge of the membrane and are grayish-blue in color. Following a skin-shedding, the 'jiiva dragonborn emerges with an appearance similar to a red dragonborn. Its scales are now rigid with some dark accents on many parts, such as the horns, feet, spikes, and wing edges. Its wing webbing and underside, however, is a tan colour.

A 'jiiva dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

Ability Score Increase. Your Intelligence score increases by 2, and your Con increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dragon Claws. Your claws are natural weapons, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with your claws. It deals 1d4 necrotic damage on a hit. While you are missing half or more of your hit points, you have advantage on attack rolls you make with your claws.

When you attack with your claws and hit a creature that isn't a Construct or an Undead, you can empower yourself to regain hit points equal to the necrotic damage dealt by the claws.

You can empower yourself with these claws a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. At 5th level, your damage die with your claws increases to a d6.

Draconic Resistance. You have resistance to fire damage.

Xeno'jiiva Ancestry. You have advantage on skill checks against being grappled, and magic can't put you to sleep.

Keen Senses. You have six orange sensory organs running up the length of your horns. You have proficiency in the Perception skill.

Draconic Ancestry: Kirin

The kirin dragonborn are the fairest dragonborns, whose beauty is often compared to that of the elves. Their bodies are sleek and slender, covered by fine white and dark cyan scales. The most prominent feature is their ability to grow majestic white hair that stands on end, as if charged with static when they get angry.

A kirin dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase, Breath Weapon.

Ability Score Increase. Your Dexterity, Intelligence, and Charisma scores each increase by 1.

Control Lightning. Whenever you cast a spell that deals lightning or thunder damage, you can cast it as if you were in a space within 15 feet of your actual location.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Draconic Resistance. You have resistance to lightning damage.

Elder Dragon Magic. You know the *Thaumaturgy* cantrip. When you reach 3rd level, you can cast the *thunderwave* spell once, and it recharges after a long rest. When you reach 5th level, you can also cast the *shatter* spell once, and it recharges after a long rest. Intelligence is your spellcasting ability for these spells.

Draconic Ancestry: Kulve Taroth

Kulve taroth dragonborn are slim and muscular with dark blue and golden scales covered by a metallic mantle (typically gold). They have large spiraling horns that resemble lapis lazuli, when they aren't covered in gold plating.

A kulve taroth dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon traits.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Draconic Resistance. You have resistance to fire damage.

Glorious Dragonborn. You gain proficiency in the Persuasion skill.

Metallic Coat. As part of a long rest, you can produce a powerful magnetic force that attracts metals and minerals from the ground to your body and melt them with your high body temperature before letting it cool on your body, forming a metal coat. While wearing this metallic coat, your AC is 17, but your movement speed is reduced by 5 feet.

As an action you can shed the coat by entering a super heated state. Your super heated state lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra fire damage to one target when you deal damage to it with an attack or a spell. The extra fire damage equals your level.

Draconic Ancestry: Kushala Daora

Recognized by their two backward curving horns that blend in with the spikes lining their back and their organic metallic scales, the kushala dragonborn are steel willed defenders. Their mantra is "a cracked scale will lead to a dragon's downfall". So they train themselves and others to the best of their ability, to protect their beliefs.

The Kushala dragonborn scales are almost a pristine silver when they are born and begin to oxidize, darkening and rusting, as they age. To counteract the rust, the dragonborn molts as it grows, like a snake, shedding its old scales and beginning the process anew. Until their elder years when their molting ceases and they slowly turn the orange-red brown color of rust over the entirety of their body.

A kushala daora dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon traits.

Ability Score Increase. Your Strength, Constitution, and Intelligence scores each increase by 1.

Acclimated. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates.

Draconic Resistance. You have resistance to thunder damage.

Natural Armor. Due to the constant oxidation of your metal scales, any armor you wear rusts rapidly. Your scales provide ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Wind Barrier. You can use an action to summon a barrier of wind around you for 1 minute. While the barrier is active, you have half cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 5-foot radius around you. Once used, you can't use this trait again until you finish a long rest.

Draconic Ancestry: Magala

Magala dragonborn's is a unique elder dragonborn, possessing six limbs, including the clawed wings on its back. During its adolescent years, its body is covered in dark

exoskeleton plates, and its wings are covered in jet-black fur that resemble a tattered and ragged cape, with notable features including the hidden feelers that are folded alongside its face. As an adult, following the skin-shedding, its body is covered in glittering golden scales, as well as its horns, claws and other spiky protrusions, which changed colors from crimson red/purple to dark brown. Its ragged-tattered wings also became golden scaly sheets that when fully expanded, resembles a star shape

A magala dragonborn uses the dragonborn traits in the Player's Handbook, with the following traits replacing the Ability Score Increase and Breath Weapon traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength increases by 1.

Damage Resistance. You have resistance to necrotic damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Frenzied Immunity. You are immune to the frenzy virus.

Frenzied State. Starting at 3rd level, you can use your bonus action to enter a frenzied state, causing two feelers to poke out from your head, and the color under your wings slowly changes to a bright purple. This state lasts for 1 minute or until you end it as a bonus action. Once you enter this state, you can't use it again until you finish a long rest.

While in this state, your darkvision increases by 30 feet, you can see normally in darkness, both magical and nonmagical; and at the end of each of your turns, each creature within 10 feet of you take necrotic damage equal to your equal to your proficiency bonus. Until the frenzied state ends, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.

Winged Arms. You have two claws on your extremely prehensile wings. These claws can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Languages. You can speak, read, and write Common and Draconic.

Draconic Ancestry: Malzeno

Resembling the revered velkhana dragonborn in their Regal and slender physique, the malzeno dragonborn are instead adorned with dark resilient scales. Their striking Visage features two resplendent golden horns and frills which gracefully extend from either side of their neck, reminiscent if an elegant cowl. Their tail exhibits three large movable prongs at its end granting them a versatile tool to ensnare smaller prey. One of their most unique abilities lies within their wings structure which allows them to wrap them around their bodies like a cape.

A malzeno dragonborn uses the dragonborn traits in the Player's Handbook, with the following traits replacing the Ability Score Increase, Breath Weapon, and Damage Resistance.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Bloodmist Blink. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you reach 3rd level, you can make one Tail attack against a creature within 5 feet of you immediately after you use your Bloodmist Blink.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Tail You can use your tail to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier as bludgeoning damage.

Draconic Ancestry: Nakarkos

Dragonborn only by name and silhouette, the nakarkos dragonborn are actually cephalopod-like humanoids. They have glowing yellow eyes and blue skin with spots of turquoise bioluminescence. The nakarkos dragonborn are able to secrete a sticky mucus from their pores, using it to adhere the bones of slain creatures to their body.

A nakarkos dragonborn uses the dragonborn traits in the Player's Handbook, with the following traits replacing the Ability Score Increase, Breath Weapon, Draconic Resistance, and Speed traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Speed Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Bone Armor. As part of a short rest or long rest, you can harvest the bones from a slain creature of size Small or larger and adhere them to your body, gaining a number of temporary hit points equal to 1/2 the creature's CR. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as woodcarver's tools.

Draconic Resistance. You have resistance to fire damage.

Nakarkos Beams. From your hands you fire two 5 by 15 foot lines of draconic energy that deal necrotic damage (Con. save). A creature in the line of more than one beam is affected only once. The damage and save DCs are the same as a dragonborn's breath weapon. After using your nakarkos beams, you cannot use them again until you complete a short or long rest.

Sticky Mucus. You secrete a sticky liquor through your skin. You have advantage on Strength (Athletics) checks to climb, grapple, or prevent yourself from being disarmed; but you also have disadvantage when attempting to escape a grapple.

Draconic Ancestry: Namielle

Namielle dragonborn have large needle-shaped teeth, like a deep-sea fish, and may have multiple long whiskers that resemble jellyfish-like tendrils. Normally their body is colored black and a deep sea blue, accented by a vibrant red while parts of their face and limbs glow with a bioluminescent light that pulses with the colors of the rainbow. When they haven't spent time in the rain or in water, their scales dry out changing to a milky tan coloring.

A namielle dragonborn uses the dragonborn traits in the Player's Handbook, with the following traits replacing the Ability Score Increase, Draconic Resistance, and Speed traits.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Speed Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Breath Weapon. Your breath weapon is a 5 by 30 foot line (Con. save) that deals cold damage.

Draconic Resistance. You have resistance to your choice of one of the following damage types: cold damage or lightning damage.

Waterbending. You know the *shape water* cantrip.

Draconic Ancestry: Nergigante

Nergigante dragonborn have a bristly appearance. Much like their elder dragon brethren, their scales are black with purple and orange accents and sport two bulbous horns atop their head. The regenerative properties of the nergigante still flow in the blood of this elder dragonborn, though at a much slower rate. Taking hours to regrow their spikes instead of seconds.

A nergigante dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase, Breath Weapon, and Draconic Resistance traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Horns. Your horns are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d6 + your Strength modifier.

Indurate Spikes. You can cast *shield of faith* with this trait, but only target yourself. When you use this version of shield of faith, you have advantage on Constitution saving throws to maintain concentration on this spell. Once you cast this spell, you can't cast it again with this trait until you finish a long rest.

Menacing. You have proficiency in the Intimidation skills.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Spiked Regrowth. As an action, you can regain a number of hit points equal to your level + your Constitution modifier. Once you use this trait, you can't use it again until you finish a long rest.

Draconic Ancestry: Shara Ishvalda

The shara ishvalda dragonborn are as mysterious as the elder dragon they share their lineage with. The dragonborn from this ancestry share a strange trait in which they always seem to be endlessly gazing at something that's just right past you. Although this gaze never meets your eyes, one can't help but feel they're looking at the real you. Their bodies are lithe and athletic, boasting a variety of bright colors, mainly yellows, purples, and white. They are known to manipulate the earth to surround their body, using their innate ability to control vibration, though they are not as skilled as their elder dragon ancestors.

A shara ishvalda dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Breath Weapon. Your breath weapon deals thunder damage in a 5-foot wide by 30-foot long line (CON save).

Draconic Resistance. You have resistance to thunder damage.

Perceptive. You gain proficiency in the Perception skill.

Stone Shell. As an action, you gain 1d4 + 4 temporary hit points for 1 hour. At 3rd level you gain an additional 5 temporary hit points. Once you use this trait, you can't use it again until you finish a long rest.

Draconic Ancestry: Teostra & Lunastra

The teostra dragonborn has leonine features and a fiery red coloration. They have a grand mane, large fangs, and a pair of horns that curve backward. His wings are covered in fur, and its tail ends in a clump of such fur. The Lunastra dragonborn has the similar leonine features to the teostra dragonborn, but has a cool coloration. She has a prominent mane, large fangs, and a distinct crest that resembles a sort of crown. Her wings are covered in fur.

A Teostra and Lunastra dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and speed traits.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution increases by 1.

Speed. Your base walking speed is 30 feet.

Regal. You have advantage on Charisma checks when interacting with nobles.

Dormant Power. When you reach 3rd level, you can use a bonus action to unleash dormant elder dragon energy within yourself. Your transformation lasts for 1 minute, until you end it by expending the charges you built up or as a bonus action. Once you transform, you can't use it again until you finish a long rest.

Searing light temporarily radiates from your eyes and mouth. For the duration, you are able to spread mass quantities of explosive powder made from your own scales, and at the end of each of your turns, each creature within 10 feet of you takes fire damage equal to your proficiency bonus.

Until the transformation ends, you gain a charge at the end of each of your turns. As an action you can expend all charges (minimum of 0) to release the stored dormant power inside of you, creating a supernova like explosion. Each creature within 10 feet of you must make a Dexterity saving throw equal to 8 + your Proficiency Bonus + your Constitution modifier. The creature takes fire equal to your level + an extra 1d6 fire damage for each charge gained on a failed save, or half as much damage on a successful one.

Damage Resistance. You have resistance to fire damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and Draconic.

Draconic Ancestry: Vaal Hazak

Vaal hazak dragonborn's are typically slender and covered in silver scales, which are obscured by the fleshy red veil that covers most of their body. Similar to its elder dragon relative, the elder dragonborn vaal hazak, has the ability to transform the effluvium created by the bacteria on its body, into magic.

A vaal hazak dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Draconic Resilience. You have advantage on saving throws against disease, and you have resistance against acid damage.

Effluvium Aura. Starting at 3rd level, you can use your action to unleash effluvium stored within yourself, causing miasma to emanate in a 5-foot radius around you for 1 minute, or until you end it as a bonus action. When a creature starts its turn in the effluvium or enters it for the first time on a turn, that creature takes 2 (1d4) acid damage.

The damage increases to 1d6 at 7th level, 1d8 at 11th, and 1d10 at 16th level. Once you use this trait, you can't use it again until you finish a long rest.

Effluvium Magic. When you reach 5th level, you can cast the *bestow curse* spell once, and it recharges after a long rest. Wisdom is your spellcasting ability for these spells. If the nature of the curse targets one of the creature's Ability Score, you have advantage on Constitution saving throws to maintain concentration on the spell and the spell acts as if it was casted as a 4th-level spell.

Variant Blackveil Vaal Hazak

The blackveil vaal hazak uses the vaal hazak dragonborn traits with the following traits replacing the Ability Score Increase, Effluvium Aura, and Effluvium Magic.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Effluvium Explosion. As an action you create an explosion of spores that fill a 30-foot sphere centered on you for 1 minute, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or you use the effluvium spore trait. The sphere spreads around corners, and its area is lightly obscured.

While you remain in the spores, you know the location of all creatures and objects in the area, creatures or objects in the area can't benefit from being invisible, and you can use an action to cover one creature or object in spores.

The spores remain on the creature for the next 24 hours, or until they completely submerge their body and anything they were wearing or carrying (when the spores attached to it) in water for 5 minutes. For the duration, you know the location of the creature or object if you are within 30 feet of it.

Effluvium Spores. Starting at 3rd level, you can use your action to cause the effluvium spores on your body to float in a 5-foot radius around you for 1 minute, or until you end it as a bonus action. Additionally, as a bonus action you can send your spores to a location of your choosing within 30 feet of you. The spores fill a 10-foot-squared area that is 5 feet tall and remain in that location until they deal damage to a creature, or your effluvium spore duration ends. At the start of your next turn, a new set of spores floats around you once again.

When a creature starts its turn in the spore's area or enters it for the first time on a turn, that creature takes 2 (1d4) acid damage. The damage increases to 1d6 at 7th level, 1d8 at 11th, and 1d10 at 16th level. Once you use this trait, you can't use it again until you finish a long rest.

Draconic Ancestry: Valstrax

Valstrax dragonborn are typically slender and covered in gleaming silver scales with blue eyes. Their backs are lined with fin-like projections.

A valstrax dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Draconic Resistance. You have resistance to necrotic damage.

The Red Comet. Your ability to discharge draconic energy from your hands or wings allows you to move with a burst of speed that resembles a red comet traveling through space. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Valstrax Lineage. Starting at 3rd level, you can use your action to unleash the draconic energy within yourself, causing your eyes to glow red and two trident-like wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra fire damage to one target when you deal damage to it with an attack or a spell. The extra fire damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

Variant Trait - Ignition

The following trait replaces the **The Red Comet** valstrax trait.

Ignition. You can use your action to discharge dragon element energy from your hands in one of the following ways: as a 5 by 30 ft. line, a 15 ft. cone, or in a 5-foot radius around you. When you use your ignition, each creature in the area of the discharge must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 necrotic damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your ignition, you can't use it again until you complete a short or long rest.

Draconic Ancestry: Velkhana

Velkhana dragonborn are elegant and slim. Their scales are a unique crystalline blue, and their head has a tiara-like crown of small horns. The velkhana dragonborn have the unique ability to summon ice to cover their bodies, providing additional protection. They also can use this ice offensively against those who attack them.

A velkhana dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Draconic Resistance. You have resistance to cold damage.

Frost Breath. You know the *ray of frost* cantrip. Charisma is your spellcasting ability for it.

Glacial Grace. You gain proficiency in the Acrobatics and Persuasion skills.

Ice Armor. You know the *armor of agathys* spell. When you reach 3rd level, you can cast it as a 2nd-level spell. When you reach 5th level you can cast it as a 3rd-level spell. Once you use this trait, you cannot use it again until you finish a long rest.

Ice Walk. You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

Draconic Ancestry: Zorah Magdaros

The zorah magdaros dragonborn is an extremely tall semi-aquatic elder dragonborn. They are covered in a rocky hide and have turtle-like characteristics, bearing a mountainous shell on its back that it can retreat under, though it is unable to walk like its elder dragon ancestor. When angered, fire, smoke, and lava constantly radiate from the creature's shell.

A zorah magdaros dragonborn uses the dragonborn traits in the *Player's Handbook*, with the following traits replacing the Ability Score Increase and Breath Weapon.

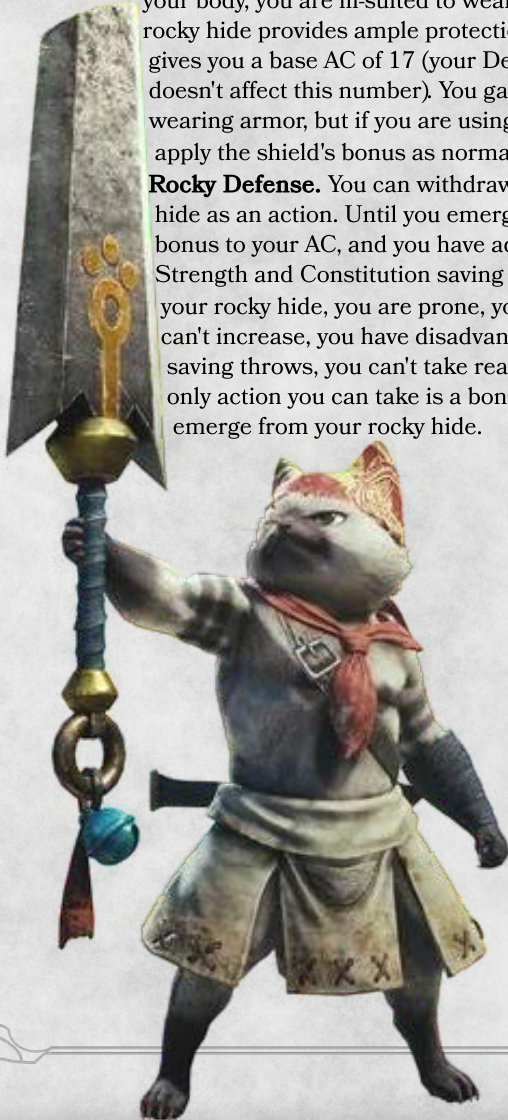
Ability Score Increase. Your Constitution score increases by 2, and your Strength increases by 1.

Draconic Resistance. You have resistance to fire damage.

Elder Dragon Magic. You know the *firebolt* cantrip.

Natural Armor. Due to your rocky hide and the shape of your body, you are ill-suited to wearing armor. Your rocky hide provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Rocky Defense. You can withdraw into your rocky hide as an action. Until you emerge, you gain a +4 bonus to your AC, and you have advantage on Strength and Constitution saving throws. While in your rocky hide, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your rocky hide.



Lynian

Lynians are sapient creatures, that are typically short of stature. There are currently three distinct groups of Lynian: the cat-like Felyne and Melynx, the lynx-like Grimalkyne and Boaboa, and the humanoid Shakalaka and Gajalaka, and the unique Uruki. The feline species are intelligent, have complex societies, and speak their own languages. Whereas the Shakalaka and Gajalaka are more primitive and tribal. The feline species tend to lead peaceful lives and often coexist with human society.

Many lynians are seen working in all sorts of human establishments or settlements. They've been seen being farmers, traders, adventurers, etc. Some lynians are known to assist hunters, and quite a few are independent "Meowster Hunters" in their own right.

Lynian Traits

Your lynian character has a variety of natural abilities, honed during their younger years.

Ability Score Increase. Your Dexterity score increases by 2.

Age. It is currently unknown exactly how old the Lynian people live to be, but they seem to have the average lifespan of most feline species.

Size. Lynians are between 2 and 3 feet tall and average about 35 pounds. Your size is Small.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Languages. You can speak, read, and write Common, Lynian, and one other language of their choice.

Subrace. Six main subraces of Lynian exist: Boaboa, Felynes, Melynx, Gajalaka, Grimalkyne, and Shakalakas. Choose one of these subraces.

Felyne

Felynes are recognized by their white fur and have the ability to talk in human language, and can be found both in human villages and in the wild.

Ability Score Increase. Your Charisma score increases by 1.

Alignment. Felynes are most often good. Those who tend toward law are found in villages working as adventurers, chefs, farmers, or traders. Those who tend toward chaos are from the wilderness and live off the land as scavengers and hunters. Felyne are good-hearted and even the tricksters among them are more playful than vicious.

Speed. Your base walking speed is 30 feet.

Adaptive Fighter. You are proficient with improvised weapons.

Felyne Magic. You know the *friends* cantrip. When you reach 3rd level, you can cast the *calm emotions* spell once per day. When you reach 5th level, you can also cast the *suggestion* spell once per day. Charisma is your spellcasting ability for these spells.

Meowster Chef. You have proficiency with cook's utensils.

Cultured. You have proficiency in the Persuasion skill.

Melyn

Melyn are noted for their black fur and the ability to talk in human language, as well as do human activities like their fellow Lynian subspecies called the Felynes.

Ability Score Increase. Your Intelligence score increases by 1.

Alignment. Melyn tend toward chaotic alignments as they let impulse, curiosity, and mischievousness guide their decisions. Melyn that grow up in villages tend towards good, but those mistreated or those who grew up in the wilderness lean towards neutral or evil.

Speed. Your base walking speed is 30 feet.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Kleptomaniac. You have proficiency in the Sleight of Hand skill. Additionally, you are able to determine the value of an object you have stolen, if you spend at least 1 hour inspecting or studying it without interruption. If the item is magical, you know its rarity, but not what its magical properties are.

Meowster Chef.* You have proficiency with cook's utensils.

Shakalaka

Shakalaka are small, humanoid creatures with green skin. They wear a mask over their heads at all times, so their true faces are unknown.

Ability Score Increase. Your Strength score increases by 1.

Alignment. Shakalaka are typically neutral evil, as they care only for their own needs. A few shakalaka might tend toward good or neutrality, but only rarely.

Speed. Your base walking speed is 25 feet.

Aggressive. You pursue foes relentlessly, even at great risk to yourself. As a bonus action, you may move up to your speed towards a hostile creature you can see.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Athlete. You have proficiency in the Athletics skill.

Shakalaka Weapon Training. You have proficiency with the club, greatclub, morningstar, and warhammer.

Grimalkyne

Grimalkyne resemble bipedal lynxes. They have tufted ears, and come in a variety of colors depending on the tribe.

Ability Score Increase. Your Wisdom score increases by 1.

Alignment. Most grimalkynes are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Speed. Your base walking speed is 30 feet.

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

Tracker. You have proficiency in the Nature and Survival skills.

Grimalkyne Weapon Training. You have proficiency with the glaive, javelin, net, and trident.

Gajalaka

Gajalaka are short humanoids. They resemble Shakalaka more than Felynes or Grimalkynes, lacking any fur and wearing large tribal masks which leave only their bright yellow eyes visible. These red masks have different color accents, ranging from blue to yellow to purple, to represent what status ailment their weapons afflict. The Gajalaka in the Caverns of El Dorado have golden masks.

Ability Score Increase. Your Constitution score increases by 1.

Alignment. Gajalaka are proud and barbaric, and are not strongly inclined toward good. They are slow to trust, but once someone gains the trust of a gajalaka, they are considered an ally for life, or until proven otherwise.

Speed. Your base walking speed is 25 feet.

Herbalist. You have proficiency in the Nature skill.

Tool Proficiency. You have proficiency with poisoner's kit.

Tribal Mask. You have a red tribal mask that is accented by a color. Choose one color from the Tribal Mask table. Your gaja knife and your gajalaka tolerance is determined by the color of the mask's accents, as shown in the table.

Should this mask be destroyed, you can recreate a new one during a short or long rest, but the accent color cannot change.

TRIBAL MASK TABLE

Accent Color	Condition	Duration
Blue	Blinded*	1 minute
Yellow	Stunned	Until the end of your next turn.
Purple	Poisoned	1 minute

*A creature may repeat its saving throw for this condition at the end of each of its turns

Gaja Knife. Your knife is coated with viscous liquid that is an opaque color, similar to the color of your mask's accents. You're proficient with this knife, and it has the *finesse* and *thrown* property, with a normal range of 20 and a long range of 40. When you hit with a weapon attack using it, the target takes 1d4 + your Dexterity modifier as piercing damage and they must make a Constitution saving throw.

The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature is afflicted with the condition based on your mask's accent color and lasts for the duration listed in the Tribal Mask table.

After you hit a creature with this knife, it shatters. During a short or long rest, you can create a new gaja knife, but you can never carry more than one at a time.

Gajalaka Tolerance. You have advantage on saving throws against the condition associated with your tribal mask.

Boaboa

The Boaboa have the basic shape of a Grimalkyne, but exhibit much thicker, white fur and a bulkier frame. They wear crude imitations of Popo heads as masks, with the tusk's tips painted in colours that correspond to the status ailment each individual Boaboa uses in combat.

Ability Score Increase. Your Constitution score increases by 1.

Alignment. Boaboa tends toward neutrality, being more focused on survival than concepts of good and evil. A sense of community can drive boaboas toward lawful alignments.

Speed. Your base walking speed is 25 feet.

Frost Resistance. You have resistance to cold damage.

Ice Walk. You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Tribal Mask. You have a mask that is a crude imitation of a popo's head that has its tusks painted a color. Choose one color from the Popo Mask table. Your boa javelin and your gajalaka tolerance is determined by the color of the mask's accents, as shown in the table.

Should this mask be destroyed, you can recreate a new one during a short or long rest, but the accent color cannot change.

POPO MASK TABLE

Tusk Color	Condition	Duration
Blue	Blinded*	1 minute
Yellow	Stunned	Until the end of your next turn.
Purple	Poisoned	1 minute

*A creature may repeat its saving throw for this condition at the end of each of its turns

Boa Javelin. Your javelin's blade is coated with a viscous liquid that is an opaque color, similar to the color of your mask's tusks. When you hit a creature with it, they take damage as normal, but they must also make a Constitution saving throw.

The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature is afflicted with the condition based on your mask's tusk color and lasts for the duration listed in the Popo Mask table.

After you hit a creature with this javelin, the javelin breaks. During a short or long rest, you can create a new javelin, but you can never carry more than one boa javelin at a time.

Boaboa Tolerance. You have advantage on saving throws against the condition associated with your tribal mask.

Troverian

Troverians are an industrious dwarf-like people who coexist with the dwarves in the village of Harth. Troverians are known to prefer living in underground areas, due to them using the many ores and minerals in the areas to produce equipment such as armour and weapons. Some troverian tribes have special ways to polish old equipment found in the field by hunters. This race is said to be "workaholics" due to them working for long periods. It's been said they can continue work day and night to produce such equipment without a need to sleep until their work is finished. Many of the troverian's clothes allow them to continue working without much problem, while also acting as their usual attire.

Troverian Traits

Troverians resemble short, slightly stockier, and bulkier humans and are commonly mistaken for dwarves. Their skin usually tanned, Troverian males grow massive beards and moustaches, wearing them in odd but traditional shapes. Female Troverians lack facial hair all together, resembling human females with a smaller but sturdier frame.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score is increased by 1.

Age. Troverians mature at the same rate as humans but live a few years less.

Alignment. Troverians care most of all about wanting to work. As such, they are usually neutral or chaotic good.

Size. Troverians stand between 4 and 5 feet tall and average about 150 pounds, similar to dwarves. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Artisan's Cunning. Whenever you make an Intelligence (History) check related to the origin of metalwork or you make an Intelligence (Investigation) to identify or locate ores, you are considered proficient in the skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Heart of Fire. You have resistances to fire damage.

Troverian Magic. You know the *meld earth* cantrip. When you reach 3rd level, you can cast the *heat metal* spell once per day. Wisdom is your spellcasting ability for these spells.

Troverian Weapon Training. You have proficiency with the greataxe, lance, and maul.

Tool Proficiency. You have proficiency with smith's tools and mason's tools.

Workaholic. When *crafting an item* (XGtE p.128) as your downtime activity, you divide the gold piece cost of the item by 200 to determine the amount of workweeks it takes to craft it. You can complete multiple items in a workweek if the items' combined cost is 200 gp or lower.

Languages. You can speak, read, and write Common, Dwarvish, and Troverian.



The Wyverian

Wyverians superficially resemble humans, but they have several traits that suggest a wyvern ancestry. They have pointed ears, four-fingered hands, and an increased lifespan. Many, though not all, Wyverians also possess digitigrade legs.

A Wyverian's Thinking

Wyverians think differently than most races, perhaps in part due to their increased lifespan, and are often considered more intelligent and rational. Some Wyverians have an extensive education, more than most races can learn in a feasible timespan, and are versed in multiple subjects. They are also more attuned to nature, which they greatly respect. They are peaceful and prefer to avoid conflict if possible, but still, recognize the value of Hunters. In fact, they were the first Hunters, but eventually gave way to the Hunter's Guild and transitioned into a supporting role. There are very few Wyverian Hunters today and are considered rarities. Wyverian humor is strange by human standards.

Wyverians

Here you will find the general information about the wyverian race.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Although wyverians reach physical maturity at about the same age as humans, the wyverian understanding of adulthood goes beyond physical growth to encompass worldly experience. A wyverian typically reaches adulthood around the age of 80 and can typically live to be 1000 years old.

Size. The average Wyverians grow to the size of a human, but shrink to about 4 feet tall as their old age begins to set in. Your size is Medium.

Alignment. Wyverians are most often good. Those who tend towards law are hunters, researchers, scholars, investigators, and soldiers. Those who tend toward chaos are hermits, sages, wanderers, and tend to prefer nature to civilization, but understand the need of both.

Speed Your base walking speed is 30 feet.

Expert. Choose one creature type. Whenever you make an Intelligence (History) check related to recall information about a creature of that type, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Inquisitive. You have proficiency in the Investigation skill.

Languages. You can speak, read, and write Common, Draconic, and Wyverian.

Subrace. There are two kinds of wyverian: modern and ancient. These two are more akin to ancestors and descendants to each other more than true subraces. Choose one of these subraces.

Modern

Modern wyverians peacefully coexist with humans and often live among them, especially older modern wyverians, past their prime. Younger Wyverians are known to travel far and wide, often accompanying humans. Modern wyverians are usually between 20 and 200 years old.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Modern Magic. You know the *create bonfire* cantrip. When you reach 3rd level, you can cast the *enlarge/reduce* spell once per day. When you reach 5th level, you can also cast the *Blindness/Deafness* spell once per day. Intelligence is your spellcasting ability for these spells.

Tool Proficiency. You have proficiency in two artisan tools of your choice.

Wyverian Weapon Training. You have proficiency with two martial weapons of your choice.

Ancient

Ancient wyverian are the wyverian who survived the Great Dragon War and may even remember the time of the ancient civilization. They are small in stature, sometimes a bit stubborn, but always seek to help those lost in the world. Ancient wyverians are usually between 600 and 1000 years old.

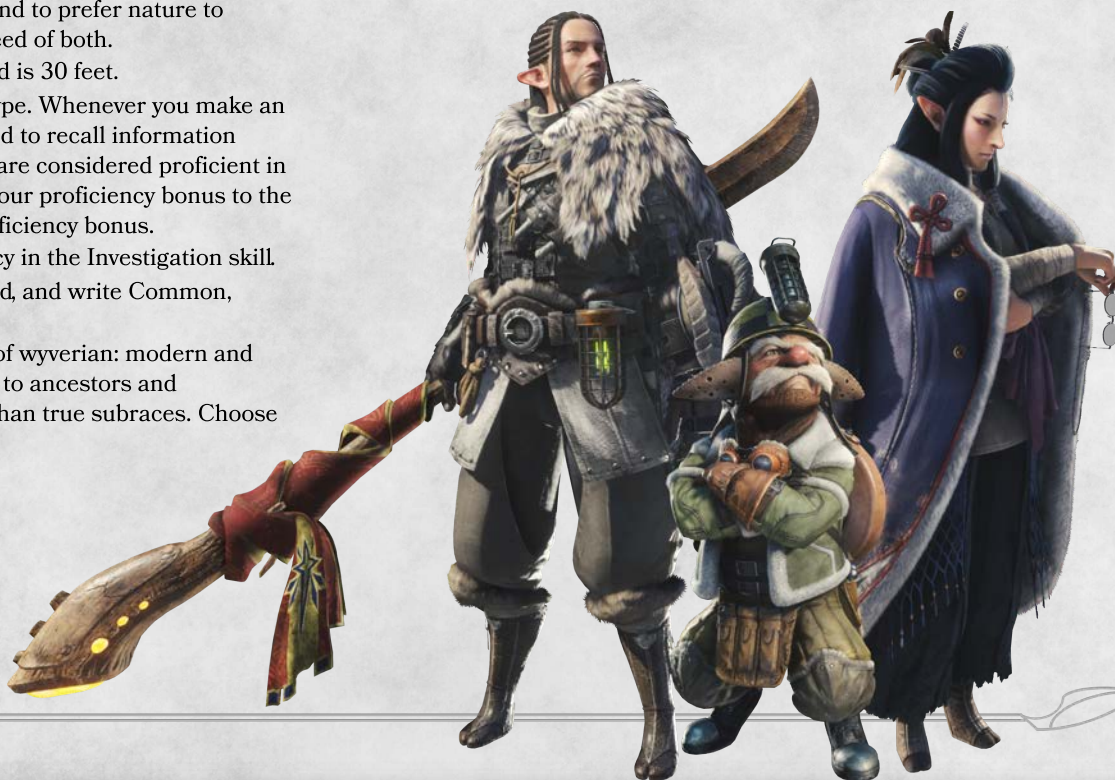
Ability Score Increase. Your Constitution score increases by 1.

Ancient Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *barkskin* spell once per day. When you reach 5th level, you can also cast the *earthbind* spell once per day. Intelligence is your spellcasting ability for these spells.

Kit Proficiency. You gain proficiency with the kit of your choice: herbalism kit or poisoner's kit.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Survivor. You have proficiency in the Survival skill.



Other Races

In this section of the guide to monster hunting. You will find additional races that doesn't necessarily fit with the elder dragonborn or other races already listed. These races are not typically a variant of an already established race.

Draconic Ancestry: Mizufolk

Mizufolk have a long, slender bodies. Dark purple fur covers its chest, underbelly, legs and tail. Their scales are light colored and resemble those of a fish. Their head has a long snout and is beautifully adorned by many fin-like appendages with that are pink with yellow markings.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma increases by 1.

Age. Mizufolk reach maturity around age 18 and rarely live longer than 75 years.

Size. Mizufolk have a long, slender body. Dark purple fur covers their chest, legs, and tail and their scales are lightly colored and resemble those of a fish. Your size is Medium.

Speed Your base walking speed is 30 feet.

Bubbly. Your body secretes a special fluid that creates tiny bubbles when you move. As an action you can magically clean yourself, your outfit, and your armor itself of dirt, grime, sweat, and so forth.

Damage Resistance. You have resistance to acid damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Slippery. You have advantage on saving throws against being slick and you are proficient in the Acrobatic skill.

Tail Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal damage equal to 1d8 + your Strength modifier as bludgeoning damage.

Tool Proficiency. You gain proficiency with calligrapher's supplies and you can use your tail as a calligraphy brush.

Languages. You can speak, read, and write Common and Draconic.

Draconic Ancestry: Almudronfolk

Almudronfolk have scaly skin ranging in color from gray to creamy yellow to pinkish red. Its underbelly is covered in wide, pinkish scales. Almudron's head features some mammalian-like traits, sporting a short snout, a pair of red eyes, and several whisker-like tendrils. Both the back side of its body and its legs are covered by a gray-colored shell with some darker highlights. The shell forms two ridges on its neck reminiscent of Lagiacrus's hood.

Ability Score Increase. Your Constitution score increases by 2, and your Strength increases by 1.

Age. Almudronfolk reach maturity around age 20 and rarely live longer than 76 years.

Size. Almudronfolk have scaly skin ranging in color from gray to creamy yellow on their body to pinkish red on their bellies. Almudronfolk's head features some mammalian-like traits, sporting a short snout, a pair of red eyes, and several whisker-like tendrils. Your size is Medium.

Speed Your base walking speed is 30 feet, and you have a burrowing speed of 20 feet.

Damage Resistance. You have resistance to acid damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Jumper. You are proficient in the Athletic skill and your standing jumps are treated as if you moved 10 feet before making the jump.

Mud Bath. As part of a long rest, you can melt the natural terrain around you, transforming it into a mud bath. A creature that spends at least one hour in this bath gains the following benefits:

- If the creature is poisoned it can repeat its saving throw when it gets out and has advantage on the save.
- If the creature is suffering from more than one level of exhaustion, it can make a DC 15 Constitution saving throw, losing one extra level of exhaustion when it finishes the long rest.

Languages. You can speak, read, and write Common and Draconic.

Draconic Ancestry: Glavenusfolk

The glavenusfolk have dark red scales covering their body. Its belly is more of a cream color. Two rows of blue, bony plates run along their back, going from the eyes to the tail. They share the unique feature of a sword-like tail. The face and jaws are covered in sturdy plating, particularly resembling the head of a Carnotaurus.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity increases by 1.

Age. Glavenusfolk reach maturity around age 22 and rarely live longer than 74 years.

Size. Glavenusfolk have dark red scales covering their body; accompanied by two rows of blue, bony plates run along their back, going from the eyes to the sword-like tail. Their underside is more of a cream color. Your size is Medium.

Speed Your base walking speed is 30 feet.

Damage Resistance. You have resistance to fire damage.

Fiery Weapon. You can use an action to engulf a melee or thrown weapon in flames for 1 minute by coating it in your saliva and igniting it with a spark from your teeth. While engulfed, the weapon deals fire damage instead of its normal damage type. You can use this property a number of times equal to your proficiency modifier, regaining all expended uses when you finish a long rest.

Menacing. You gain proficiency in the Intimidation skill.

Sharpen. You can use a bonus action to sharpen your tail or a bladed weapon with your teeth. The next time you attack a target with this sharpened weapon and hit, roll your weapon's damage dice twice, using the higher of the two rolls as its damage on this attack. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Tail Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal damage equal to 1d6 + your Strength modifier as slashing damage.

Languages. You can speak, read, and write Common and Draconic.

New Feats

Feats can be an important part of *Dungeons and Dragons* and should your Dungeon Master allow them, here are a few new additional feats you are able to choose from.

Arcane Adaption

Your natural arcane ability allows you to improvise and adapt to your surroundings

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- You can cast a spell that requires a spell slot with both an action and a bonus action on the same turn as long as the bonus action spell does not require a spell attack roll, saving throw, or deals damage.

Armored Gunner

Prerequisite: Strength 13 or higher

- As a bonus action, you can attach or detach a shield to your heavy bowgun.
- While the shield is attached, you gain a +2 bonus to your AC, your movement speed is halved, and being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you attack a creature with your heavy bowgun, and they are within the weapon's normal range, you can choose to use Strength instead of Dexterity for its attack and damage bonuses.

Bastion

Prerequisite: Strength 13 or higher

If you are subjected to an effect or action originating from a creature or object that does not spread around corners (for example, a red dragon's breath weapon, the *lightning bolt* spell, or the *thunderwave* spell), you can use your reaction to employ your shield or a weapon with the guard property, positioning it between yourself and the effect or action. When you do, you gain the following benefits:

- You can make a Strength saving throw instead of the original saving throw.
- Creatures in a 90-foot cone behind you have total cover from the effect.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Bomb Specialist

- Increase your Dexterity score by 1, up to a maximum of 20.
- You are proficient with improvised thrown weapons.
- You gain proficiency with tinker's tools. If you are already proficient with the tool, you add double your proficiency bonus to checks you make with them.
- You can detonate barrel bombs planted by you, as a bonus action, from up to 60 feet away with the snap of your fingers.

Frenzy Fever

Research once again goes a step too far with the invention of a medicine that will give you the frenzy virus.

- Increase your Constitution by 1, up to a maximum of 20.
- You are infected with a mutated version of the frenzy virus. You gain all the effects of the frenzy virus sentient race template on page 80 of the *Monster Hunter Monster Manual* except for the impaired healing effect. You can still heal from nonmagical means.
- At your DM's discretion, whenever you hit a creature with your natural weapon attacks (claws or bite mainly), they can have the creature make a Constitution saving throw equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save the creature is infected with the frenzy virus (See page 379 of the *Monster Hunter Monster Manual*). On a successful save, the target is immune to your mutated version of the frenzy virus, forever.

Creator's Note

Dungeon Masters, don't allow your players to intentionally infect other players' characters. This could be a great story and mechanical feat, but could potentially ruin a campaign if you let it.

Gunlance Mastery

You have unlocked the secrets of the gunlance. While you are attuned to a gunlance, its wyvernfire now recharges on a short or long rest. Additionally, it uses a new type of shell. Choose one of the following shells below that you now use in place of your original shells:

- **Long Range Shells.** Your shell's attack range is now 150/600 feet.
- **Wide Range Shells.** When you hit a creature with your shell attack, you also deal your damage against a different creature that is within 5 feet of the original target and within range of your weapon.
- **Short Range Shells.** The attack range of your shells is reduced by half, but you can add your Strength or Dexterity modifier to the damage.

Horn Maestro

Thanks to extensive practice with the hunting horn, you gain the following benefits:

- Your hunting horn's chord length is increased by 1.
- You can now complete a hunting horn's melody as a bonus action.
- *Fortissimo!* Your hunting horn's single note melody effect is doubled.

Insect Glaive Mastery

You master fighting with an insect glaive, gaining the following benefits:

- Increase your Strength by 1, up to a maximum of 20.
- When you use the insect glaive standing leap property, you can now use the Attack action as part of the same action, instead of a single weapon attack. Additionally, if you use the standing leap property to jump into the air, the distance you can jump is doubled.
- When you hit a creature with a melee weapon attack from your insect glaive, while you are in the air, you can move up to 10 feet in any direction. This movement does not count against your normal movement speed or the amount of movement you gain from the standing leap property.

Improved Hammer Charge

- When you are wielding a Hammer, you can use its hammer charge property when you move 15 feet instead of 20.
- If you jump when performing a hammer charge, you perform a spinning hammer charge that allows you to pass through a hostile creature's space without provoking opportunity attacks.
- You can add the extra damage from the hammer charge to 1 additional attack on this turn for every 5 feet you jump during the charge, so long as the attacks target a creature you passed through during the spinning hammer charge.

Kinsect Mastery

You can use an action to have your kinsect act as if it was summoned by the *find familiar* spell, with the following differences:

- It can only be used in this way for a total of 1 hour each day.
- It cannot be dismissed, instead you can use an action to call it back to you.
- It uses the stat block of a *hawk* (MM p.330).
- When its hit points reaches 0 it reappears on your insect glaive at full hit points and will resume what it was last doing unless told otherwise.
- It can use its action to absorb a creature's essence in the standard order, but it can return this essence to you or one other creature you designate as an action.
- While being used in this way, you cannot use it to attack as part of your Attack action.

Master Craftsman

- Increase your Intelligence or Wisdom score by 1, up to a maximum of 20.
- You gain proficiency with one tool of your choice that is listed in the combo list section of chapter 3.
- Whenever you attempt to craft anything from the combo list, the DC to craft it is reduced by the number of times this feat has been taken by you.
- You can select this feat multiple times. Each time you do so, you must choose a different tool.

Master Mounter

Prerequisite: 8th level or higher

- You have advantage on Strength (Athletics) or Dexterity (Acrobatics) checks to climb onto a bigger creature (DMG p.271) or remain on a creature you are already on.
- While you remain on a bigger creature, you can use your action to make an unarmed strike against the creature. On a hit, the creature must use its reaction to move up to half its movement speed in a direction of your choice. If it hits a solid object - that is as big or larger than it - before the end of its movement, the creature is knocked prone. If the creature would enter into any environmental hazard dangerous to the creature (such as falling off a cliff when it can't fly, or into lava when it isn't immune to fire), it instead falls prone in the space adjacent to the hazard.

Switch Axe Mastery

You master fighting with the switch axe, gaining the following benefits:

- Increase your Strength by 1, up to a maximum of 20.
- When you use a phial and critically hit with this weapon, you regain a number of expended phials equal to half the cost of the one you used (rounded up).
- Your phials save DC is increased by 1.
- You can use a free action on your turn to switch weapon modes. This replaces your free action to draw or stow a weapon.

Additional Wildshapes

Prerequisite: Druid

Choose a creature type: Bird Wyverns, Brute Wyverns, Fanged Wyverns, Flying Wyverns, Leviathans, Neopterons & Temnoceran, Piscine Wyverns.

You can use your Wild Shape to transform into a creature from the type you chose (you ignore the fact that the creature isn't a beast, but must abide by the other wildshape limitations for your level). Additionally when you wildshape into one of these creatures, you cannot use their legendary resistances (if it has any), any recharge ability can only be used once per wildshape, and you cannot use any action or ability that can only be used a limited number of times a day/rest.

You can select this feat multiple times. Each time you do so, you must choose a different creature type.

Creator Note

The Additional Wildshape feat is still in the testing phases. Allowing the recharge ability to be used once, keeps the creature's CR more accurate to its calculated CR. This might be removed after some testing, but for the time being it should be ok, but your DM may use their own discretion to limit use of recharge abilities.

Your Role on a Hunt

When your party goes on a hunt or heads out on an expedition, you choose a role from the ones detailed below. Each role can be only chosen by one character, except for the spotter role.

Sometimes the party may split up. When split into groups of two the only roles available are the trailblazer and spotter.

If someone is alone, they are both the trailblazer and spotter, but they either have to choose to take disadvantage on their survival roll for finding signs or take a -4 to their passive perception.

Trailblazer

Primary Skill: Survival

The trailblazer is the leader of the group and is the one who makes the final decision on which direction the group should go on a hunt. Whenever the group enters an area (new or old), the trailblazer rolls a survival check vs the creatures carve DC. On a failure the GM rolls a d10 on the finding signs table (*found in the Going on a Hunt section in chapter 4*), on a success the GM rolls a d20 instead. On a critical, the GM rolls a 2d20 and takes the highest roll, on a nat 1 the GM rolls 2d10 and takes the lowest roll.

Spotter

Primary Skill: passive Perception

The spotter uses their passive perception to scope out for any ambushes or dangers missed initially by the scout. There can be 2 spotters, the 2nd spotter gives a +4 perception bonus to the other, but does not provide any bonus to the original spotter's passive investigation.

(Optional Rule) If your DM chooses to allow passive Investigations (10+ investigation skill bonus), then the spotter is also able to find resources in an area without needing to make an Intelligence (Investigation) to find them. A spotter is able to spot resources with their passive Investigation, only if it is higher than the investigation DC of the area they are in. Finally, a second spotter does not provide any bonus to the spotters passive Investigation.

Scout

Primary Skill: Perception, Stealth

The scout is the initial person who enters an area, they get the lay of the land, potential resources, creatures in the area, potential hazards. When a scout notices a potential spot for an ambush it gives the spotter a +4 bonus to their perception.

Artisan

Primary Skill: Cooking Utensils, Three highest Ability Scores

The artisan can cook a meal for the party at the start of a hunt and during a short or long rest (if they choose to), granting all who eat it a boon to help them on their hunt/journey/day.

How to cook a meal

Step 1.

When getting ready to cook a meal as an artisan, the first step is to decide on what you want to cook and ensuring you have the ingredients required for the meal. On the next page you will find a list of tables with meal names, ingredients, the DC required to cook the meal, and the boon they grant.

The ingredients themselves should be easy to obtain. They might find them near the campsite as part of preparing the meal or be able to purchase them in town for under 1 sp for a portion large enough to prepare a meal for a party of four.

Step 2.

There are multiple steps in creating a meal; *deciding on the recipe/what to cook, gathering ingredients, preparing the ingredients, cooking the meal, plating it properly.*

Choose three of the steps from the list above and one of the six main ability scores for each step. You cannot use the same ability score on different steps. Then describe how you use that ability score for the step you chose and make an ability score check. The DM may impose disadvantage on the check if the description is wildly improbable to work or not allow the roll.

Cooking Utensils

A creature that has cooking utensils and is proficient with them, can add their proficiency bonus to one of the three ability score checks.

Step 3.

Once the player has made their three checks, take the average of the checks and compare them to the DC of the meal they are attempting to make.

On a successful check the meal counts as a days ration for any who eat it and they gain the boon the meal provides. If the artisan succeeds by 4 or more, roll once on the daily skill list. If they succeed by 8 or more, roll twice on the daily skill list.

On a failed check it becomes a bland meal and counts as 1 days ration. If the artisan fails the check by 5 or more, it does not count as a ration and any creature who eats the meal must succeed on a Constitution saving throw equal to the meals DC or become poisoned for 1 hour.

Let's look at an Example:

Zuri the half-orc fighter has taken on the role of artisan on a hunt in the Verdant Hills. As the group wakes up in the early morning she begins preparing a meal for all of them. The following is what the player describes:

Zuri looks around and spies some fruit high up in a tree that she thinks she could turn into a sauce. she climbs up the tree (Strength) plucking the fruit as she goes. Back at the campfire with fruit in hand, she thinks about the type of meal she wants to make (Intelligence). Deciding on the meal, Zuri spends the rest of her time over a sweltering hot fire (Constitution) cooking the meal to perfection.

This example doesn't go into excruciating detail, and in some cases allows the player to make some things up. I didn't have Zuri make a perception check to find the fruit, instead the Strength check either allowed her to gather as many as she wanted for the meal or perhaps on a failed save, they aren't ripe, already rotting when she gets to them, or they are on small thin branches preventing her from getting more than few of them. Most importantly, passing or failing on a single check does not matter. What matters is if Zuri succeeded well enough overall to pass the meals check DC.

On a successful check, Zuri was able to create the meal even though she may have experienced a few hiccups along the way and could be narratively described based on the checks that scored below the meals DC. Say she failed on her strength but succeeded on both the intelligence and constitution checks. Narratively it could be described as Zuri struggling to find enough fruit for the meal, but made up for its missing component by adjusting the recipe and taking the meal off the fire a little earlier than normal to deal with this challenge.

On a failed check, Zuri was unable to create the meal as she had planned, this could be due to a lack of fruit she was able to obtain, her recipe was incorrect, or perhaps she removed it from the fire too soon. Depending on how badly she failed the check, it could still be edible, but bland, or it could cause someone some stomach issues for a bit.

Ingredient Cost

There is always a cost when cooking a meal. Whether you use your supplies to go out and collect local foliage and fauna or purchase it in the market. The cost of preparing a meal depends on its rank. A Rank 1 meal costs 1 sp; Rank 2 meals, 1 gp; Rank 3 meals, 5 gp; and Rank 4 meals, 10 gp.

Cooking higher ranked meals

More recipes will become available to you as you increase your hunter rank.

You are able to cook rank 2 meals at 5th level, rank 3 meals at 10th level, rank 4 meals at 15th level.

Rank 1

Food Name	DC*	Boon
Aged Cheese	10	You count as if you were one size larger for the purpose of determining your carrying capacity.
Carefree Yogurt	10	You gain the same benefits as if you drank a cool drink.
Cube Steak	10	You can doff or don your armor as an action.
Fruity Jam	10	You have advantage on Dexterity (Sleight of Hand) checks to catch insects.
Furahiya Cola	10	You gain the same benefits as if you drank a hot drink.
Hardtack	10	Reduces the casting time of rituals by half.
Mild Herbs	10	Once per meal, you can roll a d4 and add the number rolled to one saving throw of your choice. You can roll the die before or after making the saving throw.

Food Name	DC*	Boon
Moofa Butter	10	Once per meal, when you fail a Constitution saving throw to maintain concentration, you can reroll the d20, taking the new result.
Northern Orange	10	Your passive Perception is increased by 1.
Sliced Cactus	10	As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.
Snake Salmon	10	You have advantage on Wisdom (Athletics) checks to catch fish.
Snowy Rice	10	While holding your weapon in darkness it sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.
Spicy Sausage	10	Once per meal, you can roll a d4 and add the number rolled to one ability check of your choice. You can roll the die before or after making the ability check.
Spotted Onion	10	You have blindsight out to a range of 5 feet.
Tuna Head	10	Your swim speed is increased by 5 feet.
Wild Bacon	10	Your walking speed is increased by 5 feet.
Young Potato	10	If you do not expend any hit die on a short rest, you regain one instead.
Zamtrios Caviar	10	One creature that eats this meal (artisan's choice) adds an extra 1d4 to Intelligence (Investigation) checks to find resources.

*DC is increased by 1 for each serving over 4

Rank 2

Food Name	DC*	Boon
Buffalo Butter	13	Once per meal, you may ignore the verbal and/or somatic components of a spell you are casting.
Chili Cheese	13	When you would take fall damage, you reduce the damage you take by your proficiency bonus.
Cudgel Onion	13	Your life signs become imperceptible by nonmagical means.
Curved Shrimp	13	You can breathe underwater.
Frozen Apples	13	Your passive Perception is increased by 2.
Great Mutton	13	You gain the same benefits as if you had the Athlete feat, but it does not increase your ability score.

Rank 2 Cont.

Food Name	DC*	Boon
Juicy Rib Roast	13	You gain the same benefits as if you had the Actor feat, but it does not increase your ability score.
Meatwagon	13	You can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you.
Panish	13	Once per meal, when you fail a carve check, you can reroll the d20 and take the new roll.
Poogiechops	13	You have advantage on Intelligence (Nature) checks to gather plants and mushrooms.
Rare Onion	13	You can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.
Spicy Carrots	13	When you take the dodge action on your turn, until the start of your next turn, any damage you take is reduced by an amount equal to your Dexterity modifier.
Spicy Herbs	13	Choose a rank 1 meal that has a once per meal effect. You gain that meals effect and it can now be used twice per meal.
Spiky Blowfish	13	Ranged weapons can be fired underwater at no penalty.
Succulent Rice	13	A creature that eats this meal gains the same benefits as if the <i>aid</i> spell was cast on them. This meal can be cooked at a higher rank (+2 to the DC for each rank higher), increasing level of the spell cast by 1 for each rank.
Velklondike Bar	13	Once per meal when you roll on a creature's loot table, you can choose to reroll it and take the new roll.
Western Parsley	13	You have advantage on Strength (Athletic) checks to mine ore.
Wild Mushrooms	13	The artisan receives an omen as if by the <i>augury</i> spell. The omen they receive is about all who eat the meal, not just the themselves.

*DC is increased by 2 for each serving over 4

Rank 3

Food Name	Ingredients Required	DC*	Boon
Ancient Beans	14		You gain the same benefits as if you had the Tavern Brawler feat, but it does not increase your ability score.

Food Name DC*

Boon

Burning Mango	14	Your passive Perception is increased by 3.
Cannon Lettuce	14	If your Dexterity score is over 15, you have advantage on Initiative rolls.
Dragon Foot	14	You can understand any spoken language you hear, but you cannot speak it.
Emperor's Strudel	14	You have advantage on intimidation and persuasion checks when interacting with lynians for 8 hours.
Empress' Strudel	14	You have advantage on intimidation and persuasion checks when interacting with wyverians for 8 hours.
Gator Ribmeat	14	You ignore difficult terrain if it was not created by a magical effect.
Horseshoe Crab	14	Your walking speed is increased by 10 feet.
King Squid	14	You have advantage on ability checks made to resist being grappled.
Kokoto Rice	14	You automatically succeed on all Strength (Athletics) checks when mining.
Lifejam	14	Once per meal, when you must make a saving throw, you can choose to do so with advantage.
Megabagel	14	You have advantage on all carve checks.
Pink Caviar	14	You can breath underwater and you have a swim speed of 60 feet.
Princess Pork	14	A single creature that eats this meal gains the same benefits as if they had the Inspiring Leader feat.
Queen Shrimp	14	You have darkvision out to 60 feet for 24 hours.
Royale Cheese	14	You gain the same benefits as if you had the Dungeon Delver feat.
Scented Celery	14	A single creature (artisan's choice) that eats this meal gains the ability to cast the <i>earthbind</i> spell once within the next 8 hours and they do not have to concentrate on the spell. The spell save DC is 15 or their spellcasting save DC, whichever is higher.
Tasty Rice	13	You gain the same benefits as if you had the Keen Mind feat, but you can only recall anything you have seen or heard since your last meal.

*DC is increased by 2 for each serving over 4

Rank 4

Food Name	DC*	Boon
1000-Year Crab	16	Once per meal, when you miss with a melee weapon attack, you can choose to hit instead.

Food Name	DC*	Boon
Bigmeat	16	Once per meal, you can use your action to teleport yourself back to the location where you ate this meal, so long as it is within 1 mile of where you are at.
Crimson Seabream	16	Once per meal, as an action, you can cast the <i>misty step</i> spell, without using a spell slot or any components.
Demonshroom	16	You have advantage on Constitution saving throws.
Dragon Head	16	You can speak telepathically with any creature who ate this meal so long as they are within 60 feet of you.
Dragon Tail	16	When you would take fall damage, you reduce the damage you take by half your character level.
Emerald Durian	16	Your passive Perception is increased by 4.
Fatty Tomato	16	Once per meal, when you take damage from any source, you can reduce that damage to 0.
Gold Rice	16	You have advantage on saving throws against the poisoned condition.

Food Name	DC*	Boon
Goldenfish Brew	16	Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.
Hairy Tuna	16	Once per meal, you can add a d10 roll to any ability check, attack roll, or saving throw you make.
Heaven Bread	16	Once per meal, you can use a bonus action to regenerate a number of hit points equal to 10 + your character level.
King Truffle	16	Roll two daily skills.
King Turkey	16	You gain a flying speed of 30 feet.
Kirin Cheese	16	You gain inspiration.
Soul Beans	16	You are able to find the most direct physical route to a specific fixed location that you are familiar with on the same plane of existence.

*DC is increased by 2 for each serving over 4

Daily skills

If the skill doesn't specify a duration, the effect lasts for 24 hours, until you finish a long rest, or until you eat another meal. When you roll on the daily skill list below, roll a **1d20 plus 1d6 - 1**.

- Felyne Weathercat.** Foul weather occurs more often during a quest (Heavy rain, blizzards, sandstorms, etc).
- Felyne Swimmer.** Your swim speed is increased by 15 feet.
- Felyne Fur Coating.** You take half as much damage from environmental hazards and blight effects.
- Felyne Gatherer (Lo).** Increase the number of resources you can gain on a hunt by 2.
- Felyne Backer.** Prevents being knocked prone when transporting items.
- Felyne Provoker.** When a creature within 5 feet of you is hit by a melee weapon attack, you can use your reaction to redirect the damage to you.
- Felyne Researcher.** You are able to immediately identify any materials effects as soon as you touch them. Additionally, you can add both your Wisdom and Intelligence ability modifiers to any one History or Nature check.
- Felyne Escape Artist.** You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks when attempting to escape from a creature or object that has you grappled or restrained.
- Felyne Insurance.** The first time you or an ally drops to 0 hit points on the hunt, they instead drop to 1 hit point.
- Felyne Crafter.** You have a +2 bonus to crafting checks.
- Felyne Medic.** Health recovery items add 1 extra die.
- Felyne Fisher.** You have advantage on skill checks when fishing.
- Felyne Sprinter.** When you take the dash action, you can move an extra 10 feet.
- Felyne Gatherer (Hi).** Double the amount of resources you can gain on a hunt.

- Felyne Cliffhanger.** You have a climbing speed of 20 feet.
- Felyne Lander.** You always land on your feet when falling from a height greater than 10 feet. This does not prevent the damage you would still take.
- Felyne Parting Gift.** The first time an ally drops to 0 hit points during a hunt, they can choose up to 6 creatures in a 30-foot radius of them. Those creatures are healed for 2d6 hit points.
- Felyne Dungmaster.** A creature hit by a dung bomb must succeed on a DC 12 Constitution saving throw or immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as fire or a pit.
- Felyne Inspiration.** You gain inspiration.
- Felyne Foodie.** The food bonus lasts for 48 hours, you cannot become inebriated during this time, and you can cast the *thaumaturgy* spell at will.
- Felyne Courage.** If you are frightened, you can choose to repeat your saving throw at the start of your turn instead of the end.
- Felyne Rider.** You have advantage on checks to stay mounted on monsters.
- Felyne Cleats.** Your movement is unaffected by the first 15 feet of difficult terrain (magical or otherwise) you move through on your turn.
- Felyne Bomb Expert.** Barrel bombs and thrown bombs gain a +1 bonus to their range attack roll or save DC.
- Felyne Oracle.** Hunt begins with one sign found.

New Downtime Activities

Solo Hunt

Sometimes it is easier to hunt alone. This activity gives a character the chance to obtain some extra materials from creatures. The table below shows the maximum CR a character can hunt depending on their level and difficulty they choose. Once they choose their difficulty, they can then pick the creature they are hunting.

Character Level	Medium Encounter	Hard Encounter	Deadly Encounter
1	CR 0	CR 1/4	CR 1/4
2	CR 1/8	CR 1/2	CR 1
3	CR 1/2	CR 1	CR 2
4	CR 1	CR 2	CR 2
5	CR 2	CR 3	CR 4
6	CR 2	CR 3	CR 4
7	CR 3	CR 4	CR 4
8	CR 3	CR 4	CR 5
9	CR 3	CR 4	CR 5
10	CR 4	CR 5	CR 6
11	CR 4	CR 6	CR 7
12	CR 5	CR 7	CR 8
13	CR 5	CR 7	CR 8
14	CR 6	CR 7	CR 8
15	CR 6	CR 8	CR 9
16	CR 7	CR 8	CR 10
17	CR 8	CR 9	CR 11
18	CR 8	CR 10	CR 11
19	CR 8	CR 11	CR 12
20	CR 9	CR 12	CR 13

Resources. This activity requires one workweek of effort plus 100 gp to pay for research and supplies to hunt a medium. A character can hunt a hard encounter for 150 gp to cover expenses, or 200 gp for a deadly encounter.

Resolution. The character must make a series of checks, with the DC for all the checks determined by the difficulty of the encounter. The chosen DC for medium is equal to the creature's carve DC. A hard encounter is the creature's carve DC +3 and deadly is the creature's carve DC +6. Successful completion of the hunt yields a number of materials, as shown on the Loot Value table.

To attempt a Hunt, the character makes three checks: Wisdom (Perception), Intelligence (Investigation), and the player's choice of Wisdom (Survival), Dexterity (Stealth), or Strength (Athletics).

If none of the checks are successful, the character is severely injured and hospitalized. The injured character must spend one week in the hospital for every 50g of the initial cost of the hunt.

If only one check is successful, the hunt fails but the character escapes.

If two checks are successful, the hunt is a partial success, netting the character one material from the creature. Roll on the loot table to determine which.

If all three checks are successful, the character earns three materials from the creature. Roll on the loot table for each material to determine which materials are obtained.



Trenya

Trenya travels to various regions in his boat. A character can travel with Trenya on adventures. Trenya can help gather items for hunters, some of which can only be obtained through him. Trenya is a great way to gather materials for upgrading weapons and armor.

Resources. This activity requires one workweek of effort and the character chooses the location for the adventure. The character has a choice between these locations: snowy mountains, jungle, desert, or swamp. Once the location is set, the character pays Trenya 200gp, 500gp, or 1500gp.

Resolution. Depending on the location and how much the character spent they will need to make a number of checks; a Strength (Athletics) check, a Dexterity (Stealth) check, an Intelligence (Investigation) check, a Wisdom (Perception) check, and a Charisma (Intimidation, Persuasion, or Deception) check. The character can only use each skill once and once they fail a check the adventure is over and they return home.

If only one check is successful, the character rolls on the general section of the table.

If two checks are successful, the character rolls on the first and second level of the table.

If three checks are successful, the character rolls on the first, second, and third level of the table.

If four checks are successful, the character rolls on the fourth and below levels of the table. If there is no fourth level or higher, the character may roll once again on a previous level.

If all five checks are successful, the character rolls on each level of the table. If there is no fifth level, the character may roll once again on a previous level.

- *Some of the items listed on Trenya loot tables do not yet have a purpose. Either the creature's loot table has not been created as of yet, their purpose has not yet been determined, or they are junk that only has a gold value.*

200gp Adventures (DC 12)

Level	D%	Snowy Mountains
1.General	d6	Empty Phial, Snow Herb, Honey, Net, Paintball, Raw Meat
2.Mineral	d4	Earth Crystal, Machalite Ore, Ice Crystal, Armor Sphere
3.Insect	d2	Flashbug, Spiderweb
4.Monster	d4	Brute Bone, Bullfango Pelt, Screamer Sac, Sm Monster Bone
Level	D%	Jungle
1.General	d8	Dung, Honey, Huskberry, Sm Bone Husk, Monster Fluid, Nitroshroom, Blue Mushroom, Horn
2.Mineral	d2	Armor Sphere, Earth Crystal
3.Monster	d4	Conga Pelt, Flame Sac, Velociprey Hide, Velociprey Fang

Level	D%	Desert
1.General	d6	Insect Husk, Acid (vial), Fishing Lure (Tuna), Dung, Fire Herb, Meat (Poisoned)
2.Mineral	d4	Armor Sphere, Earth Crystal, Ice Crystal, Hard Armor Sphere
3.Fish	d4	Sushifish, Burst Arrowana, Pin Tuna, Small Goldenfish
4.Insect	d2	Flashbug, Snakebee Larva
5.Monster	d4	Genprey Fang, Piscine Fang, Giggi Stinger, Sm. Hermitaur Shell

Level	D%	Swamp
1.General	d4	Glass Bottle, Large Barrel, Raw Meat, Potion of healing
2.Insect	d6	Carpenterbug, Bitterbug, Cricket, Worm, Honey, Spiderweb
3.Monster	d8	Jumbo Bone, Conga Pelt, Hydro Hide, Ioprey Scale, Blind knife, Mosswine Hide, Kelbi Horn, Velocidrome Head

500gp Adventures (DC 17)

Level	D%	Snowy Mountains
1.General	d2	Flute, Net
2.Fish	—	Small Goldenfish
3.Insects	d2	Thunderbug, Godbug
4.Monster	d6	Arzueros Pelt, Electro Sac, Gammoth Pelt, Med Monster Bone, Pale Extract, Monster Fluid
5.Unique	—	Bag of Holding (DMG p.153)



Level	D%	Jungle
1.General	d4	Huskberry x20, Raw Meat x10, Black Pearl (250g), Potion of Greater Healing
2.Mineral	d2	Hard Armor Sphere, Dragonite Ore
3.Monster	d6	Hornetaur Wing, R.Inferno Sac, Kelbi Horn, Anjanath Pelt, Screamer Sac x4, Ceanataur Shell
4.Unique	—	Quaals's Feather Token (<i>Roll to determine which feather, DMG p.197</i>)

Level	D%	Desert
1.General	d4	Large Barrel x5, Parashroom x5, Hot Pepper, Dust of Life x2
2.Mineral	d2	Hard Armor Sphere, Dragonite Ore
3.Monster	d6	Cephalos Scale, Lg Monster Bone, Med Monster Bone, Paralysis Sac, Coral Cephalos Scale, Hermitaur Claw
4.Unique	—	Chime of Opening (<i>DMG p.158</i>)

Level	D%	Swamp
1.General	d6	Bedroll, Antiseptic Stone, 10 Torches, Antidote, Blue Mushroom x5, Dragon Seed x10
2.Mineral	d4	Machalite Ore, Heavy Armor Sphere, Lightcrystal, Dragonite Ore
3.Monster	d6	Hornetaur Wing, Pukei-Pukei Scale, Med Monster Bone, Vibrant Pelt, N.Sleep Sac, V.Tobi-Kadachi Thickfur
4.Unique	—	Mystery key (<i>XGtE p.138</i>)

1500gp Adventures (DC 22)

Level	D%	Snowy Mountains
1.Mineral	d4	Lifecrystals, Hard Armor Sphere, Heavy Armor Sphere, Royal Armor Sphere
3.Insects	d4	Flashbug, Godbug, Thunderbug, Emperor Locust
4.Monster	d8	Banbaro Cortex, Zinogre Carapace, Frost Sac, Pale Extract, Blangonga Pelt, Daora Carapace, Elder Dragon Bone, Ukanlos Tail
5.Unique	—	Elemental Gem (Emerald) (<i>DMG p.167</i>)

Level	D%	Jungle
1.General	d6	Tropical Berry x3, Lg Barrel-bomb, Flash Bomb x2, Potion of Greater Healing, Antidote Horn, Dragon Toadstool
2.Mineral	d4	Dragonite Ore, Carbalite Ore, Heavy Armor Sphere, Royal Armor Sphere
3.Insect	d2	Godbug x5, Large Toxic Kumori
4.Monster	d8	Black Pearl, Silverwind Blackfur, Garuga Shard, Leshen Resin, Inferno Sac, Tsukami Hide, Kirin Tail, Elder Dragon Bone
5.Unique	—	1 bean from the Bag of Beans (<i>DMG p.152</i>)

Level	D%	Desert
1.Mineral	d4	Light Crystal, Lifecrystals, Heavy Armor Sphere, Royal Armor Sphere
2.Insect	d4	Bitterbug x10, Flashbug x4, Godbug x5, Emperor Locust
3.Monster	d6	Lunastra Scale, Monoblos Carapace, Diablos Tailcase, Valstrax Cortex, Royal Pyroxene, Queen Substance
4.Unique	—	Nolzur's Marvelous Pigments (<i>DMG p.183</i>)

Level	D%	Swamp
1.General	d2	Lg Barrel-bomb, Dragon Toadstool
2.Mineral	d6	Dragonite Ore, Life Crystals, Carbalite Ore, Heavy Armor Sphere, Life Crystals, Royal Armor Sphere
3.Insect	d2	Godbug x5, Bitterbug x10
4.Monster	d8	Ceanataur Shell, Acidic Glavenus Shard, Rathalos Scale, Chameleos Webbing, Rathalos Carapace, Gogmazios Offenders, Honed Acidcryst, Brach Carapace

Sell Materials

Selling materials can be a difficult task at times. Demand is not always there and even if you have a legitimate buyer for one you may still not get the price you are expecting.

Resources. A character can find a buyer for a specific material by spending one workweek and 25gp, which is used to spread word of the desired sale. A character can pick up to 10 materials at a time to sell.

Resolution. A character who wants to sell materials must make a Charisma (Persuasion) check to determine what kind of offer comes in. The character can always opt not to sell, instead forfeiting the workweek of effort and trying again later. Use the Material Base Price and Material Item Offer tables below to determine the sale price.

MATERIAL BASE PRICE

Creatures CR level	Base Price*
0-3	25 gp
4-8	100 gp
9-13	500 gp
14-19	2,000 gp
20+	4,000 gp

*All materials are the same price from a creature based on its CR level.

MATERIAL ITEM OFFER

Check Total	Offer
1-10	50% of base price
11-20	100% of base price
21+	150% of base price

Palico Farm

A character who has the time, the money, and the needed tools can use downtime collecting resources at the palico farm.

Resources. This activity requires access to a farm run by felyne and melyn (typically found in any village or town), one workweek of effort plus a cost of 25 gp for access to the farm and tools required for the work.

Resolution. Choose a location stat block appropriate for your level or lower, and the area you are in. The character then chooses three resources to collect between: fish, insects, mushroom, or plants. The character can pick the same resource multiple times, but they cannot pick a resource that is not on the location stat block they chose. The character then makes three skill checks, one for each resource they chose. The DC is equal to the resource DC in the location stat block.

The type of check they make depends on the resource they are attempting to obtain. For fish, they make a Strength (Athletics) or Dexterity (Sleight of Hand) check. For insects, they make a Dexterity (Sleight of Hand) or Wisdom (Nature) check. For mushrooms, they make a Wisdom (Nature) or Wisdom (Survival) check. For plants, they make a Wisdom (Nature) or Wisdom (Survival) check.

For each successful check, the character rolls on the location stat blocks resource table, gaining the resource listed.

Complications. Complications while farming usually relate to the maintenance of the tools to gather the resources. Whenever a character starts a workweek on the palico farm, there is a 10 percent chance of one of the tools being unavailable due to maintenance. Roll on the complication table to determine why certain resources can't be collected this workweek.

d4 Complication

- 1 The Fishing Pole is broken, a new one won't arrive for a workweek. The character can't collect fish.
- 2 The bug net is filled with more holes than actual netting. The character can't collect insects.
- 3 The fields were just seeded, there are currently no plants to collect.
- 4 A mosswine got into the mushroom cave and ate every last mushroom. The character can't collect mushrooms to do this.



CHAPTER 3

Equipment, Resources,
& Crafting



Equipment



Equipment and Equipment Crafting are essentials of Monster Hunter. Players will seek out monster materials to use to improve their weapons, armor, and consumables. Below you will find the rules for weapons and armor, new items, and crafting.

Starting Equipment

When you create your character, you receive equipment based on a combination of your class and background as per usual with a standard D&D game, *except that you start with at least one of the new Monster Hunter Weapons found in appendix B and two trinkets*. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in this book or in the PHB. See the Starting Wealth by Class table (PHB p.143) to determine how much gold you have to spend. You decide how your character came by this starting equipment. Typically you would have been equipped with a weapon, armor, and a backpack as part of graduating from the Wyvernian Academy, or from one of the other suggestions in the PHB.

Wealth

Wealth in the Monster Hunter universe is the same as in a standard D&D universe. Though it is a high magic setting, so a couple hundred gold is a pretty standard reward for a hunting party fresh out of the Wycademy. While high rank rewards can range in the tens if not hundreds of thousands.

Selling Treasure

Opportunities are abound to find monster parts research items; rare ores, bugs, plants, etc; and old weapons and armor. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that the town, guild, research fleet, or wandering merchants are interested in your loot.

Magical Items

Magical items do not exist in Monster Hunter the same way that they do in a normal D&D game. You cannot find or obtain a Flame Tongue Long sword, a Staff of Frost or any other magical armor, weapon, or wonderous items. Instead, when you kill or capture a creature, the party receives a number of materials that can be inserted into their weapons and armor to gain their magical effects. Think of it as a "create your own magical items."

The number of materials you obtain from a creature is shown on the creatures loot table located in the Monster Hunter Monster Loot Table PDF.

LIMITED USE MAGICAL ITEMS

Magical Items that have a limited number of uses, such as potions, food, spell scrolls, Bag of Beans (DMG 152), Dust of Disappearance (DMG 166), etc are all allowed and made available based on your GMs choosing.

ATTUNEMENT

When you finish a Short or Long rest you can attune to one weapon, one armor, and two trinkets. You cannot attune to multiple weapons or armor, and only one attuned trinket is active at a time, granting you the material effect placed inside of it. As an action, you can swap between which trinket is active.

An unattuned armor or weapon acts as a common version of the weapon no matter its rarity; preventing the use of the weapon properties it gained from the rarity increase. Additionally, any materials in these unattuned armor or weapons are disabled until attuned.

Armor

Armor in the Monster Hunter universe is comprised of all nonmagical armor in the Player's Handbook (p.145) and uses the standard rules for the armor. A PC at level 1 starts with the armor in their starting equipment of their class. This armor can be enhanced at the Smithy using materials you obtain while out on a hunt. They usually have the look and feel of the monsters utilized to enhance the armor

Rarity

There are 5 rarities of armor in Monster Hunter: common, uncommon, rare, very rare, and legendary. Each rarity has a number of slots the hunter can use to place monster materials in. These monster materials enchant their armor with magical effects.

When your armor's rarity increases to rare and above, choose one of the following properties it gains: +1 bonus to your AC, +1 to two skills of your choice, +1 to a chosen saving throw, or +1 to all saving throws you are not proficient with. You can pick the same bonus each time your armor's rarity increases or a different one if that is your preference.

RARITY SLOTS

Common (1 Slot)
Uncommon (2 Slots)
Rare (3 Slots)
Very Rare (4 Slots)
Legendary (5 Slots)

Rules

Below you will find a set of rules that limit the materials that you can place in your armor, to provide a fair and balanced game:

1. Your armor can only have one damage reduction, resistance, or immunity to any one damage type.
2. Your armor can only have one advantage or immunity vs a condition such as poisoned, frightened, or prone.
3. Your armor can only have one material that grants a bonus to AC.
4. Your armor can only have one effect that uses runes.
5. A material can only be replaced with another material. Once replaced the previous material is destroyed.
6. Materials do not stack with improved versions of their effects, including unnamed materials (*IE: detect does not stack with detect+*).

Clothing

A class that does not use armor such as a barbarian, monk, or some spellcasters can choose a piece of clothing as their armor. For example, this could be a robe, a tunic, or a loincloth. This armor provides no AC increase, but they can have their rarity upgrade the same way as a normal piece of armor can be to increase the material slots for magical effects.

Upgrading your armor

When you want to upgrade your armor consult the table below. Once you have the correct number of resources, a smithy will upgrade your armor for the cost listed. It takes one week to complete the process.

Rarity	Resource*	Amount Needed	Cost
Uncommon	Armor Sphere	5	500 gp
Rare	Hard Armor Sphere	10	1,500 gp
Very Rare	Heavy Armor Sphere	15	6,000 gp
Legendary	Royal Armor Sphere	20	24,000 gp

*Some creature materials will state that it is a "rarity" armor crafting material, these can be used in place of the resources listed in the table above.

Shields

Shields in the Monster Hunter universe can only be used with a weapon that already provides it. Any AC bonus it may provide is increased as the weapon's rarity changes, as shown in the weapons information in appendix B.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor an insect glaive or a heavy bowgun, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

There are 21 types of weapons in the Monster Hunter universe: Accel Axe, Charge Blade, Dual Blades, Great Sword, Gunlance, Hammer, Hunting Horn, Insect Glaive, Lance, Longsword, Magnet Spike, Magus Staff, Splint Rapier, Switch Axe, Sword & Shield, Tonfas, Wyvern Boomerang Bow, Dual Repeaters, Light Bowgun, and Heavy Bowgun. These are the only weapons available to the players and other npcs. Standard D&D weapons do not exist in this world, but their proficiencies are still used to determine which type of weapon each class can use. You can find information about each weapon's compatible proficiencies in the weapon section of this guide.

ALL WEAPONS STATS & ADDITIONAL INFORMATION CAN BE FOUND IN APPENDIX B.

Unarmed Strikes

A character can choose to attune to an "unarmed item" instead of a weapon, such as handwraps, gauntlets, or knuckles. This item is treated as a weapon for upgrading, attunement and material placement. This item has no special properties except that it offers 1 additional material slot per rarity level. E.g. an uncommon "unarmed item" would have 3 material slots rather than 2.

Weapon Proficiencies

Below you will find the 21 weapons allowed in the Monster Hunter Universe and what proficiencies are required to wield them. You only need to have proficiency in one of the compatible weapons to have proficiency with one of the Monster Hunter weapons below. A weapon that has a shield, requires both the shield proficiency and compatible weapon proficiency.

ACCEL AXE

Martial Melee Weapon

Compatible Proficiency Battleaxe, Greataxe

CHARGE BLADE

Martial Melee Weapon

Compatible Proficiency Shield, Greataxe, Shortsword, Longsword, Scimitar

DUAL BLADES

Martial Melee Weapon

Compatible Proficiency Longsword, Scimitar, Shortsword

GREAT SWORD

Martial Melee Weapon

Compatible Proficiency Greatsword

GUNLANCE

Martial Melee Weapon

Compatible Proficiency Lance, Halberd

HAMMER

Martial Melee Weapon

Compatible Proficiency Warhammer, Maul

HUNTING HORN

Martial Melee Weapon

Compatible Proficiency Musical Instrument, Maul, Warhammer

INSECT GLAIVE

Martial or Simple Melee Weapon

Compatible Proficiency Halberd, Glaive, Trident, Javelin, Spear

LANCE

Martial Melee Weapon

Compatible Proficiency Lance, Halberd

LONGSWORD

Martial Melee Weapon

Compatible Proficiency Greatsword, Longsword

MAGNET SPIKE

Martial Melee Weapon

Compatible Proficiency Greatsword, Maul

MAGUS STAFF

Simple Melee Weapon

Compatible Proficiency Quarterstaff

SPLINT RAPIER

Martial Melee Weapon

Compatible Proficiency longsword, rapier, shortsword

SWITCH AXE

Martial Melee Weapon

Compatible Proficiency Greataxe, Greatsword

SWORD & SHIELD

Martial or Simple Melee Weapon

Compatible Proficiency Shield; Shortsword, Longsword, Scimitar, Light Hammer, Mace

TONFAS

Martial or Simple Melee Weapon

Compatible Proficiency Club, Flail, Handaxe, Light Hammer, Mace, Quarterstaff, Warhammer

WYVERN BOOMERANG

Martial or Simple Melee Weapon

Compatible Proficiency Greatsword, Any weapon with the Thrown property

Bow

Martial or Simple Ranged Weapon

Compatible Proficiency Shortbow, Longbow

DUAL REPEATERS

Martial Ranged Weapon

Compatible Proficiency Firearms, Hand Crossbow

HEAVY BOWGUN

Martial Ranged Weapon

Compatible Proficiency Heavy Crossbow

LIGHT BOWGUN

Simple Ranged Weapon

Compatible Proficiency Light Crossbow

Rarity

There are 5 rarities of weapons in Monster Hunter: common, uncommon, rare, very rare, and legendary. Each rarity has a number of slots the hunter can place materials into, enhancing their weapon with magical effects. Additionally, as the weapon's rarity increases their effects also improve.

RARITY SLOTS

Common (1 Slot)

Uncommon (2 Slots)

Rare (3 Slots)

Very Rare (4 Slots)

Legendary (5 Slots)

Rules

Below you will find a set of rules that limit the materials that you can place in your weapon, to provide a fair and balanced game:

1. A weapon can have one material that causes an effect when you roll a 20, such as *critical status* effect on the Fancy Beak material. This material is exempt from rule 2.

2. A weapon can only have one extra damage, condition inflicting, or on-hit effect material. The extra damage material rule doesn't apply to materials that have a requirement to deal that extra damage, such as the *partbreaker* effect found on the Gravios Carapace material.
3. A weapon can only have one effect that uses runes.
4. A weapon can only have one bonus to spell DC and spell attack rolls.
5. A material can only be replaced with another material. Once replaced the previous material is destroyed.
6. Materials do not stack with improved versions of their effects, including unnamed materials (*IE: critical eye+1 does not stack with critical eye+2*)

Upgrading your weapon

When you want to upgrade your weapon consult the table below. Once you have the correct number of resources, a smithy will upgrade your weapon for the cost listed. It takes one week to complete the process.

Rarity	Resource*	Amount Needed	Cost**
Uncommon	Earth Crystal	5	500 gp
Rare	Machalite Ore	10	1,000 gp
Very Rare	Dragonite Ore	15	4,000 gp
Legendary	Carbalite Ore	20	16,000 gp

*Some creature materials will state that it is a "**rarity**" **weapon crafting material**, these can be used in place of the resources listed in the table above.

Trinkets

Trinkets in Monster Hunter are not just for show. They have 1 material slot that you can place a weapon or armor material into and still gain their benefit as if it was in a weapon or armor set. You can have up to two trinkets on you at a time, but you only gain the effect of one of the trinkets at a time. As an action, you can swap which trinket effect you are using.

Players can choose a trinket from the *Player's Handbook* (p.159) or perhaps a trophy from a creature they have hunted. If they do not find something they like on the list, the player can work with the GM to choose an appropriate trinket for their setting.

Rules

If the material grants an effect such as extra damage on weapon attacks, or requires the armor to be worn, then it only works on armor or weapons you are attuned to.

Cosmetic Material Slot

There are many materials you may find while hunting monsters. These cosmetic materials have no mechanical benefit, but change your characters appearance in some way. You have one cosmetic slot in either your armor or weapon (your choice) that you can place a cosmetic material into or replace when you find a different that suits your character a bit more.

Armor & Weapon Pricing

Weapons*	Cost	Damage	AC	Weight	Properties
Accel Axe	50 gp	1d12 slashing	8 lb.	heavy, two-handed	
Charge Blade	30 gp	Varies, see Appendix B.	7 lb.	heavy, two-handed, switch mode	
Dual Blades	30 gp	1d6 slashing	— 4 lb.	finesse, light, comes with a main & offhand weapon	
Great Sword	50 gp	2d6 slashing	— 6 lb.	heavy, two-handed.	
Gunlance	50 gp	1d8 piercing	+2 12 lb.	reach, reload, comes with a shield	
Hammer	35 gp	2d6 bludgeoning	— 10 lb.	heavy, two-handed	
Hunting Horn	50 gp	1d12 bludgeoning	— 8 lb.	heavy, two-handed, chord length: 2	
Insect Glaive	35 gp	1d10 slashing	— 5 lb.	two-handed	
Lance	40 gp	1d8 piercing	+2 12 lb.	reach, versatile (1d10), comes with a shield	
Longsword	25 gp	1d10 slashing	— 3 lb.	two-handed	
Magnet Spike	35 gp	Varies see Appendix B.	— 7 lb.	heavy, two-handed	
Magus Staff	20 gp	1d6 bludgeoning	— 4 lb.	versatile (1d8)	
Splint Rapier	30 gp	Varies, see Appendix B.	— 4 lb.	finesse, light	
Switch Axe	30 gp	Varies, see Appendix B.	— 7 lb.	heavy, two-handed	
Sword & Shield	20 gp	1d6 slashing	+2 8 lb.	finesse, light	
Tonfas	25 gp	1d6 bludgeoning	— 6 lb.	light, comes with a main & offhand weapon	
Wyvern Boomerang	40 gp	1d10 slashing	— 8 lb.	two-handed, thrown (60/180)	
Bow	24 gp	1d8 piercing	— 2 lb.	ammunition (range 150/600), two-handed	
Dual Repeaters	25 gp	2d4 piercing	— 5 lb.	ammunition (range 30/120), finesse, loading (6), light, special.	
Heavy Bowgun	50 gp	1d10 piercing,	— 18 lb.	ammunition (range 100/400, heavy, two-handed	
Light Bowgun	24 gp	1d4 piercing	— 5 lb.	ammunition (range 80/320), two-handed, rapid fire	

Armor	Cost	Armour Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded Leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain Shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale Mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half Plate	700 gp	15 + Dex modifier (max 2)	—	Disadvantage	—
<i>Heavy Armor</i>					
Ring Mail	30 gp	14	—	Disadvantage	40 lb.
Chain Mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.

*Weapons have additional magical properties depending on their rarity. You can find more information about each weapon in Appendix B.

**Shields are not sold separately by the smithy, they are part of specific weapon purchases.

***No other armor exists in Monster Hunter. +1 armor or +3 armor is not something you will find at the smithy or on a hunt.

Let's walk through it all

With all the information you have read above, let's give an example of what you might see at the start of your game and how it all works.

Conrad is a level 2 fighter who has just killed his first great jagras (p.68 MHMM) He is currently wielding a *common greatsword*, wearing *chainmail* (that he got with his starting equipment), and has a tiny silver icon of a raven (his Trinket) attached to his belt.

Being excited over his first kill, Conrad attempts to carve the great jagras to obtain some materials he might be able to use. The GM then looks up the great jagras in the Monster Hunter Loot Table PDF to see how many carves Conrad will get to attempt on the creature. In this case we can see the great jagras's loot table on the right. Looking at the top of the table, Conrad gets two attempts at carving this creature (He would have also gotten two rolls on the capture table should he have captured it).

Next we need to determine the DC of the carve check. In this case the difficulty is a DC 12 ($10 + 1/2$ of the creature's CR rounded down). So Conrad makes his first Wisdom (Survival) check and rolls a 13! A success, and on a success we roll a d20. Conrad rolls a 14 which we compare to the carve chance section of the loot table. A 14 gets Conrad a Great Jagras Mane which is an armor material that makes it so you no longer need to eat or drink.

On Conrad's second carve attempt he rolls another Wisdom (Survival) check and rolls a 9. With the carve DC being 12 he fails the second carve attempt. Just because Conrad failed, doesn't mean he does not get anything, instead a failure results in you rolling a 1 on the creature's loot table. For his second item Conrad gets a great jagras scale which gives a *+2 bonus to intimidation checks* when placed into an armor slot. With the hunt complete, Conrad returns to the guild and reports his success.

At the guild he wants to make use of the materials he has just obtained, but he realizes there is one issue. Both materials he gathered are both armor materials and his *common chainmail* only has 1 slot. He has to choose which material to place into his armor. After some thought and deliberation, Conrad decides to place the great jagras mane into his armor, so that he no longer needs to eat or drink while he is attuned to this armor.

He then places the great jagras scale material into his trinket, because it can hold either 1 armor or weapon material in it. This way he can always have the great jagras scale effect when he needs to be a bit more intimidating. He can also then replace the great jagras scale with a stronger material once he finds one he prefers.

Hopefully this walkthrough of the process helps answer any questions you might have. The one thing I will note is that the great jagras is a lower CR creature and as such most of its materials have common magical effects, but as you start to kill stronger and more difficult creatures you will begin to see more powerful materials that you can socket into your armor, trinket, and weapons.

Great Jagras

Challenge Rating 4
Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Great Jagras Scale	(A)
7-11	5-10	Great Jagras Hide	(A)
12-15	11-14	Great Jagras Mane	(A)
16-20	15-16	Great Jagras Claw	(W)
—	17-20	Monster Bone+	(O)

ARMOR MATERIAL EFFECTS

Great Jagras Scale

You have a +2 bonus to Intimidation checks while you wear this armor.

Great Jagras Hide

Speed Eating. While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Great Jagras Mane

Free meal. While attuned to this armor, you no longer need to eat or drink.

WEAPON MATERIAL EFFECTS

Great Jagras Claw

Palico Rally. NPC allies within 10 feet of you gain +1 AC and +1 to attack rolls while you are attuned to this weapon.

OTHER MATERIAL EFFECTS

Monster Bone+

Rare weapon crafting material.



Monster Hunter Items



his section describes additional items that are found within the Monster Hunter Universe. It also provides special rules or details that require further explanation.

Antidote. A poisoned creature that drinks this vial of liquid, neutralizes the poison afflicting it. If more than one poison afflicts the creature, it neutralizes one at random.

Antidote Horn. (Replaces one of the hunter's trinkets) This horn has 3 charges. While holding it, you can use an action to expend a charge to give one creature that is within 60 feet of you advantage on saving throws against poisons for 1 hour. It confers no benefit to undead or constructs. The horn regains 1d4-1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the horn is destroyed.

Antiseptic Stone. An unnatural crystal with enhanced antiseptic qualities. As an action you can crush the stone, to gain advantage on saving throws against diseases for 1 hour.

Armor Horn. (Replaces one of the hunter's trinkets) This horn has 3 charges. While holding it, you can use an action to expend a charge to cast the *shield of faith* spell from it, but you must maintain concentration on the spell. The horn regains 1d4-1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the horn is destroyed.

BBQ Spit. Just what you need to cook meat. A must-have item for any hungry hunter.

Bomb Casing. A base material for making hand-thrown bombs.

Bounce Bomb. Setting fire to a bounce bomb causes it to launch 100 feet into the air and explode. It explodes early if it impacts a creature or object before reaching its maximum height, dealing 3d6 fire damage to creatures within 10 feet of it. A successful DC 12 Dexterity saving throw halves the damage.

Bug Net A durable net for catching bugs.

Carving Knife. Allows the wielder to add their proficiency bonus to carve checks, if they are not already proficient with the survival skill.

Catalyst. Works with other materials to enhance their effects. Cannot be used by itself.

Cleanser. As an action you can apply this clear, scentless liquid to your armor or clothing. Removing any ice, mud, or webbing on you.

Cool Drink. This white, translucent, pearly syrup, smells of spearmint and alcohol. When you drink it, you suffer no harm from temperatures as warm as 120 degrees Fahrenheit (49 celsius) for the next 24 hours.

Deodorant. As an action, you can activate this item, releasing a puff of deodorizing smoke that removes all natural and unnatural odors from your body. Additionally, for 1 hour, creatures have disadvantage on Wisdom (Perception) checks against you that rely on smell.

Disposable Earplugs. Basic foam style earplug protection. You are deafened and have advantage on saving throws against thunder damage while these earplugs are in use. Once removed, the earplugs dissolve.

Dung Bomb. As an action, you can throw this bomb up to 60 feet, releasing a horrid stench on impact. Make a ranged attack against a creature or object, treating the dung bomb as an improvised weapon. On a hit, the creature has disadvant-

-age on Wisdom (Perception) checks that rely on sight smell for 1 hour and disadvantage on Constitution saving throws to maintain concentration for 1 minute. If the target is a creature with an Intelligence score of 8 or lower, it must succeed on a DC 15 Constitution saving throw or immediately use its reaction to move up to its speed away from you.

Elemental Barrel Bomb. When you craft a barrel bomb you can add an extra plant, mushroom, or fish resource to the combination. This material increases the crafting DC by 2 and changes the damage type of the bomb to one deemed appropriate by the GM. Additionally, damage of the barrel bomb is increased by 1d6 * the rarity of the resource (+1 for common, +2 for uncommon, +3 rare, +4 VR, +5 Legendary).

Field Horn. (Replaces one of the hunter's trinkets) When you play this horn, each hostile creature within 60 feet of you must make a DC 14 Wisdom saving throw. On a failed save, the creature will do everything it can on its turn to move towards and attack you. Once you use this horn, roll a d20. On a 5 or less, the horn is destroyed.

Fishing Lure (Arrowana). When you succeed on a fishing skill check while using this lure, roll a 1d4. On a 1-2, you catch a burst arrowana; on a 3-4, you catch a bomb arrowana. If you roll a 1 on your fishing skill check, the line snaps and the lure is lost.

Fishing Lure (Popfish). When you succeed on a fishing skill check while using this lure, you catch a popfish instead of rolling on the fish resource table. If you roll a 1 on your fishing skill check, the line snaps and the lure is lost.

Fishing Lure (Sushifish). When you succeed on a fishing skill check while using this lure, you catch a sushifish instead of rolling on the fish resource table. If you roll a 1 on your fishing skill check, the line snaps and the lure is lost.

Fishing Lure (Pin Tuna). When you succeed on a fishing skill check while using this lure, you catch a pin tuna instead of rolling on the fish resource table. If you roll a 1 on your fishing skill check, the line snaps and the lure is lost.

Fishing Lure (Whetfish). When you succeed on a fishing skill check while using this lure, you catch a whetfish instead of rolling on the fish resource table. If you roll a 1 on your fishing skill check, the line snaps and the lure is lost.

Flash Bomb. As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

Frozen Berry. When you eat this berry, you gain resistance to fire damage for 1 hour.

Gunpowder. A dangerous substance that explodes when struck or heated. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

Health Horn (Replaces one of the hunter's trinkets) You can play a soothing tune with this horn when you take a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d4 hit points.

Hot Drink. Kept in a standard glass vial, with a closed lid on top. The liquid inside is sparkling and orange, smelling and tasting of burning red peppers. When you drink it, you can tolerate temperatures as low as -50 degrees Fahrenheit (-45 celsius) without any additional protection for 24 hours. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit (-73 celsius).

Immunizer. A creature that drinks this vial of opaque liquid, gains advantage on saving throws against diseases for 1 hour. It confers no benefit to undead or constructs.

Lg Barrel-bomb. Setting fire to a lg barrel-bomb causes it to explode, dealing 7d6 fire damage to creatures within 10 feet of it. A successful DC 15 Dexterity saving throw halves the damage.

Meat (Chilled). When you eat this meat, you suffer no harm from temperatures as warm as 120 degrees Fahrenheit (49 degrees celsius) for the next 24 hours.

Meat (Drugged). A creature that eats this meat must succeed on a DC 15 Constitution saving throw or fall unconscious for 5 minutes. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Meat (Hot). When you eat this meat, you can tolerate temperatures as low as -50 degrees Fahrenheit (-45 degrees celsius) without any additional protection for 24 hours. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit (-73 degrees celsius).

Meat (Poisoned). A creature that eats this meat must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is Poisoned for 24 hours. On a successful save, the creature takes half damage and isn't Poisoned.

Meat (Tainted). A creature that eats this meat must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 minute. The Poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mega Bug Net. You have advantage on Dexterity (Sleight of Hand) or Wisdom (Nature) checks when you use this bug net to catch insects. On a failed check, this bug net breaks.

In addition, when you succeed on the check by 4 or more you gain one additional insect. Roll another 1d6 to determine what kind.

Mega Fishing Rod. You have advantage on Strength (Athletics) or Dexterity (Sleight of Hand) checks when you use this rod to catch fish. On a failed check, this rod breaks.

In addition, when you succeed on the check by 4 or more you gain one additional fish. Roll another 1d6 to determine what kind.

Mega Nutrients. A creature that drinks this vial of liquid increases its hit point maximum by 10 and it gains the same number of hit points. This benefit lasts for 8 hour.

Mega Pickaxe. You have advantage on Strength (Athletics) checks when you use this pick axe to mine ore. On a failed check, this pickaxe breaks.

In addition, when you succeed on the check by 4 or more you gain one additional ore. Roll another 1d6 to determine what kind.

Nutrients. A creature that drinks this vial of liquid increases its hit point maximum by 5 and it gains the same number of hit points. This benefit lasts for 8 hour.

Oxygen Supply. A bulb filled with Oxygen. Provides 10 minutes of breathable air.

Paintball. When you throw this item at a creature, make a ranged weapon attack. On a hit, the creature is marked for 1 hour. While marked you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find it.

Pitfall Trap. As an action, you place down a 2-foot wide circular pressure plate in an unoccupied space within 5 feet of you. The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the ground in a 10-foot-cubed area below the pressure plate to vanish and causing the Huge or smaller creature or object to spill into the newly formed pit. If the target is a creature, they must succeed on a DC 14 Strength saving throw or also be restrained by the nets released from the pressure plate. A restrained creature may repeat its saving throw at the end of its turn, destroying the net on a successful save.

Pitfall Trap+. Same as a pitfall trap, but the save DC is increased to 18.

Poison Smoke Bomb. As an action, a character can throw a smoke bomb at a point up to 40 feet away. One round after a smoke bomb lands, it emits a cloud of poisonous smoke that creates a heavily obscured area in a 20-foot radius. A creature that starts its turn in the smoke must succeed on a DC 13 Constitution saving throw, or be poisoned for 1 hour. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. A poisoned creature can repeat its saving throw at the end of its turn, ending the effect on itself on a successful save.

Shock Trap. As an action, you place down an electrical trap that covers a 10-foot-square area on the ground. The trap activates when a Large or bigger creature or object enters the traps area, sending an electric current through it. The creature or object must succeed on a DC 14 Constitution saving throw or be incapacitated, and have its movement speed reduced to 0 for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

Shock Trap+. Same as a shock trap, but the save DC is increased to 18.

Sm Barrel-bomb. Setting fire to a sm barrel-bomb causes it to explode, dealing 3d6 fire damage to creatures within 10 feet of it. A successful DC 12 Dexterity saving throw halves the damage.

Smoke Bomb. As an action, a character can throw a smoke bomb at a point up to 40 feet away. One round after a smoke bomb lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

Sonic Bomb. As an action, a character can light this bomb and throw it at a point up to 60 feet away, creating an ear piercing sound on impact. Each creature within 30 feet of that point must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effects on a success.

Tranq Bomb. As an action, you can throw this bomb up to 40 feet, releasing a tranquilizing gas on impact. Make a ranged attack against a creature or object, treating the tranq bomb as an improvised weapon. On a hit, roll 5d8. If the target is below one-fourth of its maximum hit points and its remaining hit points are below the number rolled, it falls unconscious for 24 hours.

You can hit a creature with up to three tranq bombs or ammo. Adding the total of each tranq bomb or ammo together. If the creature does not fall unconscious after a third tranq bomb or ammo, it becomes immune to their effect for 24 hours.

A creature that does not have a capture loot table, is immune to tranq bombs or ammo effect.

Trap Tool A must-have item for putting together Pitfall Traps and other kinds of traps.

Well-done Steak. When you eat this steak, it acts as a 1 days ration and provides a +1 bonus to any one skill of your choice for the next 8 hours.

Magic Items

Below you will find a list of consumable and wondrous magical items that are unique to the Monster Hunter Universe.

Adamant Pill

Potion, uncommon

You gain +2 AC for the next 10 minutes. Taking more than one adamant pill at a time does not increase your AC beyond the +2 bonus it already provides, it instead increases the duration.

Air Philter

Potion, uncommon

When you drink this potion you can breathe normally in any environment for 1 hour, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Ancient Potion

Potion, very rare

When you drink this potion, you regain 45 hit points. It also removes any exhaustion you are suffering from.

Armorskin

Potion, rare

Your AC becomes 13 + your Dexterity modifier for the next 8 hours.

Dash Juice

Potion, uncommon

This potion is in a conical smooth glass bottle. It has a yellow color and fizzing bubbles. When you drink this potion, your speed increases by 10 feet for 1 hour.

Demondrug

Potion, rare

When you drink this potion, your Strength score increases by +2 for 1 hour.

Dust of Life

Wondrous item, very rare

When used, you and the 7 closest creatures within 30 feet of you heal for 1d6 + 2 hit points.

Energy Drink

Potion, rare

When you drink this vial, you reduce your exhaustion level by one.

Herbal Medicine

Potion, uncommon

When you drink this vial of liquid, you gain advantage on saving throws against poison for 1 hour and you heal for 1d4 hit points. It confers no benefit to undead or constructs.

Lifepowder

Wondrous item, rare

When used, you and the 7 closest creatures within 30 feet of you heal for 1d4+2 hit points.

Max Potion

Potion, very rare

When you drink this pale yellow potion, it removes all effects that are reducing your hit point maximum and you regain 70 hit points.

Mega Air Philter

Potion, rare

When you drink this potion you can breathe normally in any environment for 24 hours, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Mega Armorskin

Potion, very rare

Your AC becomes 15 + your Dexterity modifier for the next 8 hours.

Mega Dash Juice

Potion, very rare

This potion is in a small crystal vial embossed with a winged boot. The yellow liquid inside spins at a high rate of speed, even when left alone on a shelf. When you drink this potion, your speed increases by 20 feet for 1 hour.

Mega Demondrug

Potion, very rare

When you drink this potion, your Strength score increases by +4 for 1 hour.

Might Pill

Potion, common

When you swallow this pill, your Strength score increases by +4 for 1 minute. Once the effect wears off you gain one level of exhaustion. This bonus does not stack with any other effect that increases your Strength score.

Power Juice

Potion, rare

You gain the benefits of the *haste* spell for 1 minute or until your Concentration ends (as if concentrating on a spell).

Psychoserum

Potion, rare

This potion temporarily sharpens your sixth sense and attunes you to the ways of monsters. You have advantage on Wisdom (Survival) checks when tracking a creature for 24 hours.

Monster Hunter Items

Item	Cost	Weight
Antidote	75 gp	—
Antiseptic Stone	50 gp	1 lb.
<i>Barrel Bombs</i>		
Bounce Bomb	50 gp	5 lb.
Lg Barrel-bomb	250 gp	20 lb.
Sm Barrel-bomb	35 gp	5 lb.
BBQ Spit	1 gp	4 lb.
Bomb Casing	10 gp	0 lb.
Bug Net	2 gp	1 lb.
Carving Knife	50 gp	1 lb.
Catalyst	50 gp	1 lb.
Cleanser	300 gp	1/2 lb.
Cool Drink	90 gp	1/2 lb.
Deodorant	200 gp	1/2 lb.
Disposable Earplugs	10 gp	—
<i>Fishing Lures</i>		
Fishing Lure (Arrowana)	1 gp	1/4 lb.
Fishing Lure (Popfish)	1 gp	1/4 lb.
Fishing Lure (Sushifish)	1 gp	1/4 lb.
Fishing Lure (Tuna)	1 gp	1/4 lb.
Fishing Lure (Whetfish)	1 gp	1/4 lb.
Frozen Berry*	—	—
Gunpowder (10 oz)	3 gp	—
<i>Handheld Bombs</i>		
Dung Bomb	100 gp	1/2 lb.
Flash Bomb	100 gp	1/2 lb.
Poison Smoke Bomb	50 gp	1/2 lb.
Smoke Bomb	50 gp	1/2 lb.
Sonic Bomb	100 gp	1/2 lb.
Tranq Bomb	50 gp	1/2 lb.
<i>Horns</i>		
Armor Horn	1200 gp	2 lb.
Antidote Horn	300 gp	2 lb.
Field Horn	400 gp	2 lb.
Health Horn	500 gp	2 lb.
Hot Drink	90 gp	1/2 lb.
Immunizer	180 gp	1/2 lb.
Large Barrel	2 gp	2 lb.

*This item can't be bought, only crafted from the combo list.

Item	Cost	Weight
<i>Meat</i>		
Meat (Chilled)*	—	1 lb.
Meat (Drugged)*	—	1 lb.
Meat (Hot)*	—	1 lb.
Meat (Poisoned)*	—	1 lb.
Meat (Tainted)*	—	1 lb.
Mega Nutrients*	—	1 lb.
Mega Bug Net	1,500 gp	1 lb.
Mega Fishing Pole	1,500 gp	3 lb.
Mega Pickaxe	1,500 gp	10 lb.
Nutrients*	—	1/2 lb.
Oxygen Supply	15 gp	1 lb.
Paintball	20 gp	1/2 lb.
Small Barrel	1 gp	1 lb.
<i>Traps</i>		
Pitfall Trap	700 gp	10 lb.
Pitfall Trap+	1500 gp	10 lb.
Shock Trap	1000 gp	10 lb.
Shock Trap+	2000 gp	10 lb.
Trap Tool	500 gp	10 lb.
Well-done Steak*	—	1 lb.

Magic Items

Item	Cost	Weight
Ancient Potion	10,000 gp	1 lb.
Adamant Pill	200 gp	—
Air Philter	75 gp	1 lb.
Armorskin	375 gp	1/2 lb.
Dash Juice	75 gp	1/2 lb.
Demondrug	1500 gp	1/2 lb.
Dust of Life	1000 gp	1 lb.
Energy Drink	2000 gp	1/2 lb.
Herbal Medicine	75 gp	1/2 lb.
Lifepowder	300 gp	1 lb.
Max Potion	10,000 gp	1 lb.
Mega Air Philter	180 gp	1 lb.
Mega Armorskin	750 gp	1/2 lb.
Mega Dash Juice	375 gp	1/2 lb.
Mega Demondrug	4000 gp	1/2 lb.
Might Pill	1500 gp	—
Power Juice	400 gp	1/2 lb.
Psychoserum	500 gp	1/2 lb.

Shops

There is a wide variety for shops in monster hunter, the most common of them are the *Provision Stockpile*, the *Smithy*, and the *General Store*. There are also traveling merchants that appear on occasion offering an assortment of items.

The Provision Stockpile

The provision stockpile appears in almost all cities, towns, and villages. Typically found within a guild hall and run by a guild receptionist. Characters that do not belong to the hunter's guild cannot purchase from the Provision Stockpile. Below you will find a list of items the provision stockpile sells.

Item	Cost	Weight
Antidote	75 gp	—
Adamant Pill	200 gp	---
Antiseptic Stone	50 gp	1 lb.
Armorskin	375 gp	1/2 lb.
<i>Barrel Bombs</i>		
Bounce Bomb	50 gp	5 lb.
Lg Barrel-bomb	250 gp	20 lb.
Sm Barrel-bomb	35 gp	5 lb.
BBQ Spit	1 gp	4 lb.
Bomb Casing	10 gp	0 lb.
Bug Net	2 gp	1 lb.
Carving Knife	50 gp	1 lb.
Cleanser	300 gp	1/2 lb.
Cool Drink	90 gp	1/2 lb.
Dash Juice	75 gp	1/2 lb.
Demondrug	1500 gp	1/2 lb.
Deodorant	200 gp	1/2 lb.
Disposable Earplugs	10 gp	---
Dust of Life	1000 gp	1 lb.
Energy Drink	2000 gp	1/2 lb.
Item	Cost	Weight
<i>Handheld Bombs</i>		
Dung Bomb	100 gp	1/2 lb.
Flash Bomb	100 gp	1/2 lb.
Poison Smoke Bomb	50 gp	1/2 lb.
Smoke Bomb	50 gp	1/2 lb.
Sonic Bomb	100 gp	1/2 lb.
Tranq Bomb	50 gp	1/2 lb.
Herbal Medicine	75 gp	1/2 lb.

Item	Cost	Weight
<i>Horns</i>		
Armor Horn	1200 gp	2 lb.
Antidote Horn	300 gp	2 lb.
Field Horn	400 gp	2 lb.
Health Horn	500 gp	2 lb.
Hot Drink	90 gp	1/2 lb.
Immunizer	180 gp	1/2 lb.
Lifepowder	300 gp	1 lb.
Mega Armorskin	750 gp	1/2 lb.
Mega Bug Net	1,500 gp	1 lb.
Mega Dash Juice	375 gp	1/2 lb.
Mega Demondrug	4000 gp	1/2 lb.
Mega Fishing Pole	1,500 gp	3 lb.
Mega Pickaxe	1,500 gp	10 lb.
Might Pill	1500 gp	---
Paintball	20 gp	1/2 lb.
Psycho Serum	500 gp	1/2 lb.
<i>Traps</i>		
Pitfall Trap	700 gp	10 lb.
Pitfall Trap+	1500 gp	10 lb.
Shock Trap	1000 gp	10 lb.
Shock Trap+	2000 gp	10 lb.

The General Store

The general store has all your basic lifestyle and hunter needs. Here you will find a variety of items, tools, and trinkets any person may use in their life along with a few standard items for hunting. Below are some of the items you may find in a general store.

Item	Cost	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Alchemist's supplies	50 gp	8 lb.
Antitoxin (vial)	50 gp	—
Backpack	2 gp	5 lb.
Bedroll	1 gp	7 lb.
Bottle, glass	2 gp	2 lb.
Brewer's supplies	20 gp	9 lb.
Bucket	5 cp	2 lb.
Bug net	1 sp	1 lb.
Candle	1 cp	—

Item	Cost	Weight
Chest	5 gp	25 lb.
Climber's kit	25 gp	12 lb.
Clothes, traveler's	2 gp	4 lb.
Deodorant	200gp	1/2 lb.
Flask or tankard	2 cp	1 lb.
<i>Fishing Lures</i>		
Fishing Lure (Arrowana)	1 gp	1/4 lb.
Fishing Lure (Popfish)	1 gp	1/4 lb.
Fishing Lure (Sushifish)	1 gp	1/4 lb.
Fishing Lure (Tuna)	1 gp	1/4 lb.
Fishing Lure (Whetfish)	1 gp	1/4 lb.
Fishing tackle	1 gp	4 lb.
Grappling hook	2 gp	4 lb.
Healer's kit	5 gp	3 lb.
Herbalism kit	5 gp	3 lb.
Horn	3 gp	2 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Magnifying glass	100 gp	—
Mess kit	2 sp	1 lb.
Oil (flask)	1 sp	1 lb.
Poisoner's Kit	50 gp	2 lb.
Potion of healing	50 gp	1/2 lb.
Rations (1 day)	5 sp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Tent, two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)

Traveling Merchants

Traveling Merchants are vendors who randomly visit towns for one day before heading off to their next destination. Their inventory is an assortment of random items, typically between 5-10 items. These can range from typical general store items to rarer monster materials. When a traveling merchant arrives it is up to the GM to determine what they might be selling.

If the traveling merchant is selling monster materials, the price of the material can roughly be determined by the creatures CR as shown on the table below.

MATERIAL BASE PRICE

Creatures CR level	Base Price*
0-3	100 gp
4-8	400 gp
9-13	2000 gp
14-19	8,000 gp
20+	20,000 gp

*The higher the material on the roll table, typically the 17-20 roll range, should have its price doubled as it is the stronger effects you can gain from hunting those creatures.
*For low CR creatures, the lowest material on the table should be at half price.

EXAMPLE TRAVELING MERCHANT 1

Item	Cost	Weight
Cool Drink	90gp	1/2 lb.
Crowbar	2 gp	5 lb.
Grappling Hook	2 gp	4 lb.
Great Jaggi Head	200 gp	5 lb.
Hot Drink	90gp	1/2 lb.
Hunting trap	5 gp	25 lb.
Jaggi Scale	50 gp	—
Lantern, hooded	5 gp	2 lb.
Pick, miner's	2 gp	10 lb.
Rations (1 day)	5 sp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.

EXAMPLE TRAVELING MERCHANT 2

Item	Cost	Weight
Armor Horn	1200 gp	2 lb.
Barroth Gem	800 gp	—
Bounce Bomb	50 gp	5 lb.
Fishing Lure (Popfish)	1 gp	1/4 lb.
Grappling Hook	2 gp	4 lb.
Hot Drink	90gp	1/2 lb.
Potion of healing	50 gp	1/2 lb.
Rathian Carapace	400 gp	—
Rations (1 day)	5 sp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Torch	1 cp	1 lb.

The Smithy

A workshop designed to answer all equipment-related needs, the Smithy may be the most vital of facilities for any hunter. At the Smithy, hunters can not only purchase new weapons and armor, but they can upgrade their existing weapons and armor, allowing them to place additional creature materials into them. The Smithy also acts as a standard blacksmith for those around the town, providing them with items for everyday use. Below you will find a list of items you can find at the Smithy.

Weapons	Cost	Damage	AC	Weight	Properties
Accel Axe	50 gp	1d12 slashing	8 lb.	heavy, two-handed	
Charge Blade	30 gp	Varies see Appendix B.	7 lb.	heavy, two-handed, switch mode	
Dual Blades	30 gp	1d6 slashing	— 4 lb.	finesse, light, comes with a main & offhand weapon	
Great Sword	50 gp	2d6 slashing	— 6 lb.	heavy, two-handed.	
Gunlance	50 gp	1d8 piercing	+2 12 lb.	reach, reload, comes with a shield	
Hammer	35 gp	2d6 bludgeoning	— 10 lb.	heavy, two-handed	
Hunting Horn	50 gp	1d12 bludgeoning	— 8 lb.	heavy, two-handed, chord length: 2	
Insect Glaive	35 gp	1d10 slashing	— 5 lb.	two-handed	
Lance	40 gp	1d8 piercing	+2 12 lb.	reach, versatile (1d10), comes with a shield	
Longsword	25 gp	1d10 slashing	— 3 lb.	two-handed	
Magnet Spike	35 gp	Varies see Appendix B.	— 7 lb.	heavy, two-handed	
Magus Staff	20 gp	1d6 bludgeoning	— 4 lb.	versatile (1d8)	
Splint Rapier	30 gp	Varies, see Appendix B.	— 4 lb.	finesse, light	
Switch Axe	30 gp	Varies see Appendix B.	— 7 lb.	heavy, two-handed	
Sword & Shield	20 gp	1d6 slashing	+2 8 lb.	finesse, light	
Tonfas	25 gp	1d6 bludgeoning	— 6 lb.	light, comes with a main & offhand weapon	
Wyvern Boomerang	40 gp	1d10 slashing	— 8 lb.	two-handed, thrown (60/180)	
Bow	24 gp	1d8 piercing	— 2 lb.	ammunition (range 150/600), two-handed	
Dual Repeaters	25 gp	2d4 piercing	— 5 lb.	ammunition (range 30/120), finesse, loading (6), light, special.	
Heavy Bowgun	50 gp	1d10 piercing,	— 18 lb.	ammunition (range 100/400, heavy, two-handed	
Light Bowgun	24 gp	1d4 piercing	— 5 lb.	ammunition (range 80/320), two-handed, rapid fire	

Armor	Cost	Armour Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded Leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain Shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale Mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half Plate	700 gp	15 + Dex modifier (max 2)	—	Disadvantage	—
<i>Heavy Armor</i>					
Ring Mail	30 gp	14	—	Disadvantage	40 lb.
Chain Mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.

*Shields are not sold separately by the smithy, they are part of specific weapon purchases.

**No other armor exists in Monster Hunter. +1 armor or +3 armor is not something you will find at the smithy or on a hunt.

The Smithy Continued.

AMMO

Item	Cost	Weight	Max Capacity
<i>Bowgun Ammo</i>			
Normal Ammo (20)	1 gp	1.5 lb.	80
Spread Ammo (20)	3 gp	1.5 lb.	40
Tranq Ammo (1)	50 gp	1.5 lb.	20
<i>Heavy Bowgun only ammo</i>			
Pierce lvl 1 (20)	2 gp	1.5 lb.	20
Pierce lvl 2 (20)	3 gp	1.5 lb.	20
Pierce lvl 3 (20)	4 gp	1.5 lb.	20
<i>Light Bowgun only ammo</i>			
Pierce Ammo (20)	2 gp	1.5 lb.	40
<i>Bow</i>			
Arrows (20)	1 gp	1 lb.	—
<i>Dual Repeater</i>			
Normal Ammo (18)	1 gp	1 lb.	—

ADVENTURING GEAR

Item	Cost	Weight
Ball Bearings (bag of 1,000)	1 gp	2 lb.
Bell	1 gp	—
Block and Tackle	1 gp	5 lb.
Chain (10 feet)	5 gp	10 lb.
Crowbar	2 gp	5 lb.
Grappling Hook	2 gp	4 lb.
Basic Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Hunting trap	5 gp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Manacles	2 gp	6 lb.
Mirror, steel	5 gp	1/2 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pot, iron	2 gp	10 lb.
Shovel	2 gp	5 lb.
Spikes, iron (10)	1 gp	5 lb.

TOOLS

Item	Cost	Weight
Cook's Utensils	1 gp	8 lb.

Item	Cost	Weight
Glassblower's tools	30 gp	5 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Woodcarver's tools	1 gp	5 lb.

Ammo Vendor

An ammo vendor may be located in a general store, near a blacksmith, or perhaps they have their own shop. A store may have a large supply of ammunition types or just a few of your DMs choice. Below you will find information on each type of ammo the vendor can have.

Item	Cost	Weight	Max Capacity
<i>Bowgun Ammo</i>			
Normal Ammo (20)	1 gp	1.5 lb.	80
Paralysis Ammo (1)	4 gp	1.5 lb.	4
Poison Ammo (1)	4 gp	1.5 lb.	8
Recover lvl 1 (1)	5 gp	1.5 lb.	4
Recover lvl 2 (1)	7 gp	1.5 lb.	4
Spread Ammo (20)	3 gp	1.5 lb.	40
Sticky Ammo (1)	1 gp	1.5 lb.	10
Tranq Ammo (1)	50 gp	1.5 lb.	20
<i>Heavy Bowgun only ammo</i>			
Cluster Ammo (1)	5 gp	1.5 lb.	5
Pierce lvl 1 (20)	2 gp	1.5 lb.	20
Pierce lvl 2 (20)	3 gp	1.5 lb.	20
Pierce lvl 3 (20)	4 gp	1.5 lb.	20
Slicing Ammo (1)	5 gp	1.5 lb.	5
Wyvern Ammo (1)	10 gp	1.5 lb.	3
<i>Light Bowgun only ammo</i>			
Armor Ammo (1)	8 gp	1.5 lb.	5
Demon Ammo (1)	8 gp	1.5 lb.	5
Dragon Ammo (20)	3 gp	1.5 lb.	40
Flaming Ammo (20)	3 gp	1.5 lb.	40
Pierce Ammo (20)	2 gp	1.5 lb.	40
Sleep Ammo (1)	5 gp	1.5 lb.	5
Thunder Ammo (20)	3 gp	1.5 lb.	40
Water Ammo (20)	3 gp	1.5 lb.	40
<i>Bow*</i>			
Arrows (20)	1 gp	1 lb.	—
Power Coating (1)	1 gp	1/4 lb.	—
Close Range Coating (1)	1 gp	1/4 lb.	—

*Other coatings are available, use pricing from bowgun ammo for its price, or you can require them to be crafted.

Combo List

Many of the items found in the Monster Hunter Universe can be crafted using resources and materials found during your travels. Below you will find lists of items you can make with each tool, the required ingredients, how difficult it will be to make, and how much is created on a successful crafting check.

An item may appear more than once on any given list, requiring a different combination of items to craft. An item may also appear under two or more tools, in which case you may choose which tool you use to craft it.

Using the Combo List

Any PC can create any of the items in the combo list so long as they have the tool required. **They do not need to be proficient with the tool.**

To craft an item from the combo list, the PC chooses the item they wish to create. So long as they have the tool, the required items, and enough time (*determined by the DM*) to create the item; then the PC makes a crafting check.

Crafting Check: 1d20 + your ability score modifier + your proficiency bonus (*if they are proficient with the tool*).

On a successful crafting check, the required items are consumed and the item is crafted. If the crafting check fails by 5 or less, only 1 of the required items (PC's choice) is consumed. If they fail the check by 6 or more, both required items are consumed.

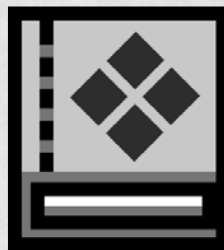
Not sure what Ability Score to Use?

Tools are not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. A player can make a case to their DM on which ability score to use, but sometimes a DM may not agree or might be unsure on which ability score to have the PC use. If you are unsure of what skill to use, both Wisdom or Intelligence are great options to use.

Wisdom can be viewed as experience or natural talent with the tool. Think of it like a baker who doesn't measure their ingredients for a cake and adapts the recipe to what they think it should be, and the cake still ends up tasting amazing. While Intelligence can be used for the PC's retained knowledge or ability to follow instructions. This is the baker who follows the exact directions and the cake comes out exactly as expected.

Combo books

There are 5 volumes in the Combo Book Collection. These books were written by an ancient civilization, but lost to the ages long ago. A Hunter may stumble upon one or more of these intact books while out on an adventure or hunt. While the book remains in their possession, they gain a +1 bonus to crafting checks. This bonus is increased by 1 for each different volume they possess.



Alchemist's Supplies

Name	Item 1	Item 2	DC Quantity	
Antiseptic Stone	Earth Crystal	Bitterbug	15	1
Catalyst	Honey	Bitterbug	15	1
Cleanser	Hot Pepper	Burst Arrowana	15	1d4
Gunpowder (30 oz)	Fire Herb	Nitroshroom	10	—
Immunizer	Catalyst	Bindshroom	15	10
Lifecrystals	Godbug	Bird Wyvern Fang	12	1

HEALING

Ancient Potion	Mega Nutrients	Kelbi Horn	20	1
Max Potion	Mega Nutrients	Dragon Toadstool	20	1
Potion of Healing	Herb	Blue Mushroom	10	1
Potion of Greater Healing	Potion of Healing	Honey	12	1

BUFFS

Adamant Pill	Immunizer	Adamant Seed	15	1
Armorskin	Catalyst	Adamant Seed	17	1
Mega Armorskin	Armorskin	Pale Extract	20	1
Demondrug	Catalyst	Might Seed	17	1
Mega Demondrug	Demondrug	Pale Extract	20	1
Might Pill	Immunizer	Might Seed	15	1

Brewer's Supplies

Name	Item 1	Item 2	DC Quantity	
Cool Drink	Snow Herb	Bitterbug	12	1
Cool Drink	Bitterbug	Ice Crystal	12	1
Dash Juice	Catalyst	Raw Meat	15	1
Energy Drink	Nitroshroom	Honey	17	1
Hot Drink	Hot Pepper	Bitterbug	12	1
Mega Dash Juice	Dash Extract	Well-done Steak	17	1
Power Juice	Catalyst	Raw Meat	15	1

Cook's Utensils

Name	Item 1	Item 2	DC Quantity	
Frozen Berry	Tropical Berry	Ice Crystal	12	1
Meat (Chilled)	Well-done Steak	Snow Herb	12	1
Meat (Drugged)	Raw Meat	Sleep Herb	12	1
Meat (Hot)	Well-done Steak	Hot Pepper	10	1
Meat (Poisoned)	Raw Meat	Toadstool	12	1
Meat (Tainted)	Raw Meat	Parashroom	12	1
Well-Done Steak	Raw Meat	————	15	1

Glassblower's Tools

Name	Item 1	Item 2	DC Quantity	
Empty Phial	Sm Bone Husk	Whetfish	12	10

Herbalism Kit

Name	Item 1	Item 2	DC Quantity	
Antidote	Antidote Herb	Blue Mushroom	10	1
Herbal Medicine	Cactus Flower	Bitterbug	12	1
Herbal Medicine	Gloamgrass Root	Bitterbug	12	1
Lifepowder	Lifecrystals	Bird Wyvern Fang	17	1
Nutrients	Godbug	Blue Mushroom	12	1

COATINGS

Blast Coating	Bomb Arrowana	Empty Phial	12	1
Close Range Coating	Whetfish	Empty Phial	12	1
Paralysis Coating	Parashroom	Empty Phial	12	1
Poison Coating	Toadstool	Empty Phial	12	1
Power Coating	Fire Herb	Empty Phial	12	1
Power Coating	Nitroshroom	Empty Phial	12	1
Power Coating+2	Nitroshroom	Empty Phial	14	1
Power Coating+3	Nitroshroom	Empty Phial	16	1
Sleep Coating	Sleep Herb	Empty Phial	12	1

DR AMMO

Blaze Ammo	Nitroshroom	Insect Husk	12	5
Cryo Ammo	Snow Herb	Insect Husk	12	10
Dawnstar Ammo	Exciteshroom	Insect Husk	12	5
Full-Bore Ammo	Needleberry	Insect Husk	12	5

Name	Item 1	Item 2	DC Quantity	
Marksman Ammo	Toadstool	Insect Husk	12	5
Normal Ammo	Huskberry	Insect Husk	12	10
Storm Ammo	Thunderbug	Insect Husk	12	1
Slime Ammo	Sap Plant	Insect Husk	12	1
Tranq Ammo	Sleep Herb	Insect Husk	12	1
Twilight Ammo	Gloamgrass Root	Insect Husk	12	1
Mega Nutrients	Nutrients	Honey	15	1

Poisoner's Kit

Name	Item 1	Item 2	DC Quantity	
Meat (Drugged)	Raw Meat	Sleep Herb	12	1
Meat (Poisoned)	Raw Meat	Toadstool	12	1
Meat (Tainted)	Raw Meat	Parashroom	12	1
Poison Ammo	Toadstool	Huskberry	12	1d4
Poison Ammo	Sm Bone Husk	Ioprey Fang	15	1d4+1
Poison Coating	Toadstool	Empty Phial	12	1
Poison Phial	Toadstool	Empty Phial	12	5

Smith's Tools

Name	Item 1	Item 2	DC Quantity	
<i>Bowgun Ammo</i>				
Normal Ammo	Huskberry	Needleberry	10	20
Paralysis Ammo	Genprey Fang	Huskberry	12	1
Paralysis Ammo	Parashroom	Huskberry	12	1
Poison Ammo	Toadstool	Huskberry	12	1d4
Poison Ammo	Sm Bone Husk	Ioprey Fang	15	1d4+1
Recover Lvl 1	Herb	Huskberry	12	1d2
Recover Lvl 2	Recovery Lvl 1	Honey	12	1
Spread Ammo	Huskberry	Scatternut	12	20
Spread Ammo	Huskberry	Bird Wyvern Fang	15	20
Sticky Ammo	Scatternut		12	1d6
Tranq Ammo	Sleep Herb	Huskberry	12	1d4
<i>Light Bowgun only ammo</i>				
Armor Ammo	Huskberry	Adamant Seed	15	1d4
Demon Ammo	Huskberry	Might Seed	15	1d4
Dragon Ammo	Lg Bone Husk	Dragon Seed	15	20
Flaming Ammo	Fire Herb	Huskberry	12	20
Pierce Ammo	Huskberry	Velociprey Fang	12	20
Sleep Ammo	Sleep Herb	Huskberry	15	1d2
Sleep Ammo	Sleepyfish	Sm Bone Husk	15	1d2

Name	Item 1	Item 2	DC Quantity	
Thunder Ammo	Thunderbug	Huskberry	15	20
Water Ammo	Whetfish	Huskberry	15	20
<i>Heavy Bowgun only ammo</i>				
Cluster Ammo	Huskberry	Bomberry	12	2
Cluster Ammo	Sm Bone Husk	Bird Wyvern Fang	15	1d4
Pierce Lvl 1	Huskberry	Velociprey Fang	12	20
Pierce Lvl 2	Sm Bone Husk	Pin Tuna	15	20
Pierce Lvl 3	Lg Bone Husk	Pin Tuna	15	20
Slicing Ammo	Lg Bone Husk	Whetfish	15	1d4
Wyvern Ammo	Bomberry		12	1

Tinker's tools

Name	Item 1	Item 2	DC Quantity	
Air Philter	Catalyst	Airweed	15	1
Mega Air Philter	Airweed	Dash Extract	17	1
Net	Spiderweb	Ivy	12	1
Paintball	Sap Plant	Paintberry	10	1d4
Oxygen Supply	Bomb Casing	Airweed	12	1

HORNS

Antidote Horn	Horn	Antiseptic Stone	17	1
Armor Horn	Mega Armorskin	Med Monster Bone	20	1
Field Horn	Sm Monster Bone		15	1
Health Horn	Lifepowder	Horn	17	1

BOMBS

Bomb Casing	Sap Plant	Stone	10	10
Dung Bomb	Bomb Casing	Dung	15	1
Flash Bomb	Bomb Casing	Flashbug	15	1
Poison Smoke Bomb	Bomb Casing	Toadstool	15	1
Smoke Bomb	Bomb Casing	Ivy	15	1
Sonic Bomb	Gunpowder (10 oz)	Screamer Sac	15	1
Tranq Bomb	Sleep Herb	Bomb Casing	15	1

Name	Item 1	Item 2	DC Quantity	
<i>BARREL BOMBS</i>				
Bounce Bomb	Sm Barrel Bomb	Gunpowder (80 oz)	20	1
Sm Barrel-Bomb	Small Barrel	Gunpowder (80 oz)	12	1
Lg Barrel-Bomb	Gunpowder (160 oz)	Large Barrel	15	1
Mega Bug Net	Net	Any Rare or higher bone	15	1
Mega Fishing Pole	Ivy	Any Rare or higher bone	15	1
Mega Pickaxe	Any Rare or higher mineral	Any Rare or higher bone	15	1
<i>TRAPS</i>				
Pitfall Trap	Net	Trap Tool	17	1
Pitfall Trap+	Net	Trap Tool	23	1
Shock Trap	Thunderbug	Trap Tool	17	1
Shock Trap+	Thunderbug	Trap Tool	23	1

Woodcarver's tools

Name	Item 1	Item 2	DC Quantity	
<i>LURES</i>				
Fishing Lure (Arrowana)	Cricket	Bughopper	10	1
Fishing Lure (Popfish)	Firefly	Bughopper	12	1
Fishing Lure (Sushifish)	Worm	Insect Husk	12	1
Fishing Lure (Tuna)	Worm	Carpenterbug	10	1
Fishing Lure (Whetfish)	Carpenterbug	Insect Husk	12	1

HORNS

Antidote Horn	Any Bone	Antiseptic Stone	17	1
Armor Horn	Med Monster Bone	Mega Armorskin	20	1
Field Horn	Any Bone		15	1
Health Horn	Any Bone	Lifepowder	17	1

Resources

Below you will find a list of items a character can obtain from gathering resources while on a hunt. These resources range from bonepiles, to mushrooms. Many of them are crafting materials that can be combined together with other resources or monster materials to create useful items for you on your adventures.

While some resources may be used for crafting, some also have other uses or effects that can be found in the *details/use* section of the resource. Finally some resources are just rare and sought after. These can typically be sold to the research fleet if nobody else is willing to buy them.



Bonepiles

When you go searching for bones, you will typically find them only in lairs. You may also find them, rarely, out in the open depending on the environment you are in.

When you succeed on an Intelligence (Investigation) check to locate a bonepile in an area, You must then make a Wisdom (Nature) or Intelligence (History) check against the locations Bonepile resource DC. On a success, you roll on the locations bonepile resources table.

Below you will find a list of bones you can obtain from the bonepile.

Bones	Details/Use	Sell Value	Crafting Material
COMMON			
Bone	<i>Just a bone. So worn and weathered, it's unidentifiable.</i>	1 cp	Y
Sm Bone Husk	<i>Bone ammunition casing. Stronger than a Huskberry.</i>	1 cp	Y
Lg Bone Husk	<i>Bone ammunition casing that can withstand powerful explosions.</i>	2 cp	Y
Sm Monster Bone	Resource used to upgrade weapons to Uncommon.	10 gp	Y
Bird Wyvern Bone	Resource used to upgrade armor to Uncommon.	10 gp	N
Jumbo Bone	Resource used to upgrade armor to Uncommon.	10 gp	N
UNCOMMON			
Brute Bone	Resource used to upgrade armor to Rare.	40 gp	N
Med Monster Bone	Resource used to upgrade armor to Rare.	40 gp	Y

Bones	Details/Use	Sell Value	Crafting Material
Monster Bone+	Resource used to upgrade weapon to Rare.	40 gp	N
RARE			
Lg Monster Bone	Resource used to upgrade armor to Very Rare.	250 gp	N
Monster Toughbone	Resource used to upgrade weapons to Very Rare.	250 gp	N
Very Rare			
Elder Dragon Bone	Resource used to upgrade armor to any rarity.	900 gp	N



Fish

When you succeed on an Intelligence (Investigation) check to locate a fishing spot, you must then make a Strength (Athletics) or Dexterity (Sleight of Hand) check against the location's Fish resource DC. On a success, you roll on the location's fish resources table.

Below you will find a list of fish and other items you can obtain from fishing.

Fish	Details/Use	Sell Value	Crafting Material
COMMON			
Bomb Arrowana	<i>A fish that explodes when killed.</i>	1 sp	Y
Burst Arrowana	<i>A fish that ruptures open when killed.</i>	1 sp	Y
Pin Tuna	<i>A fish with a jaw covered in tiny needle-like spikes</i>	2 sp	Y
Sleepyfish	<i>A fish with sleep-inducing properties</i>	1 sp	Y
Sushifish	A delicious fish that restores 1d4 hit points when consumed.	1 gp	N
Whetfish	<i>A fish with a dorsal fin hard enough to be used to sharpen weapons.</i>	1 gp	Y
UNCOMMON			
Popfish	<i>A fish that literally pops when it dies.</i>	20 gp	N

Fish	Details/Use	Sell Value	Crafting Material
Wanchovy	When a creature ingests this fish, they must succeed on a DC 12 Constitution saving throw or gain one level of exhaustion.	20 gp	N
RARE			
Blue Cutthroat	A fish that emits blue light. Its sharp body will cut you to pieces if you're not careful. Deals 1 piercing damage when picked up.	550 gp	N
Glutton Tuna	Will devour anything in its path, and sometimes these remain inside. Contains one random material or additional resource.	2 gp	N
Small Goldenfish	A curiously small, rare, gold fish. Commands a high price.	500 gp	N
VERY RARE			
Ancient Fish	A fish which can be used as an upgrade material for any armor or weapon rarity.	850 gp	N
Speartuna	A rare and valuable giant-sized fish.	600 gp	N
LEGENDARY			
Gastronome Tuna	Can be cooked by making a DC 20 Cooking Utensil check. On a successful check, the gastronome tuna acts as the <i>Heroes' Feast</i> spell. On a failed save, the tuna is burnt and inedible.	1000 gp	N

*All Fish can be eaten raw as a day's ration.



Insects

When you succeed on an Intelligence (Investigation) check to locate insects of interest in an area, you must then make a Dexterity (Sleight of Hand) or Wisdom (Nature) check against the locations Insect resource DC. On a success, you roll on the locations insect resources table.

Below you will find a list of insects, their rarity, and uses.

Insects	Details/Use	Sell Value	Crafting Material
COMMON			
Bitterbug	Contains a bitter essence. Has a 50% chance of curing poison if consumed.	1 sp	Y

Insects	Details/Use	Sell Value	Crafting Material
Bughopper	An insect that exudes a scent that drives fish wild. You have a +1 bonus to fishing skill checks when used as bait.	5 cp	Y
Carpenterbug	Viscous body fluids and sharp jaws make this insect an artisan.	1 cp	Y
Cricket	Energetic insect that works well as fishing bait. You have a +2 bonus to fishing skill checks when used as bait.	1 cp	Y
Firefly	A firefly that's always glowing. You have a +1 bonus to fishing skill checks when used as bait.	1 cp	Y
Honey	You can add this to a potion, increasing the amount it heals you by 1d4. (Alchemy DC 10) You cannot add more than one to a potion.	1 gp	Y
Insect Husk	The remains of a dead insect.	1 cp	Y
Snakebee Larva	A snake-like larva with a scent that fish just love. You have a +3 bonus to fishing skill checks when used as bait.	3 sp	N
Spiderweb	A very sticky web.	1 cp	Y
Worm	Can increase soil fertility. You have a +1 bonus to fishing skill checks when used as bait.	1 cp	Y

UNCOMMON

Flashbug	An insect that emits a powerful flash when it dies.	20 gp	Y
Godbug	An insect said to live for a thousand years.	30 gp	Y
Thunderbug	An insect that emits electricity when struck. Has many applications.	40 gp	Y

RARE

Blossom Cricket	A beautiful bell cricket resembling a flower. Its sound opens even the hardest of hearts.	200 gp	N
Toxic Kumori	You can make a DC 10 Poisoner's Kit check, to crush the bug and extract its poison into a single vial. This poison acts as the <i>Serpent Venom</i> poison (DMG p.258).	100 gp	N

Insects	Details/Use	Sell Value	Crafting Material
VERY RARE			
Emperor Locust	<i>A grasshopper with an exceptionally strong shell.</i>	900 gp	N
Large Toxic Kumori	You can make a DC 15 Poisoner's Kit check, to crush the bug and extract its poison into a single vial. This poison acts as <i>Wyvern Poison</i> (DMG p.258).	600 gp	N
Great Hornfly	<i>Its giant horn and massive shell give it a rare, butterfly-like beauty.</i>	750 gp	N
LEGENDARY			
King Scarab	<i>The Royal Class of the scarabs, with a hard shell and lustrous wings.</i>	1750 gp	N
Phantom Butterfly	<i>Rarely seen by humans, its wings shimmer like precious gems.</i>	2000 gp	N



Minerals

When you go searching for minerals, you will typically find them only in caves. You may also find them, very rarely, on rocky outcroppings in the wilds depending on the environment you are in.

When you succeed on an Intelligence (Investigation) check to locate a mining node in an area, You must then make a Strength (Athletics) check against the locations Mineral resource DC. On a success, you roll on the locations mineral resources table.

Below you will find a list of ore and other objects you can obtain from mining.

Ore	Details/Use	Sell Value	Crafting Material
COMMON			
Armor Sphere	Resource used to upgrade armor to Uncommon.	10 gp	N
Earth Crystal	Resource used to upgrade a weapon to Uncommon.	10 gp	N
Ice Crystal	<i>Ice that will not melt at room temperature.</i>	6 sp	Y
Stone	Can be thrown, deals 1 damage.	1 cp	Y

Ore	Details/Use	Sell Value	Crafting Material
UNCOMMON			
Hard Armor Sphere	Resource used to upgrade armor to Rare. Can be traded to the smithy for two Armor Spheres.	40 gp	N
Machalite Ore	Resource used to upgrade a weapon to Rare. Can be traded to the smithy for two Earth Crystals.	40 gp	N
RARE			
Dragonite Ore	Resource used to upgrade a weapon to Very Rare. Can be traded to the smithy for two Machalite Ore.	250 gp	N
Heavy Armor Sphere	Resource used to upgrade armor to Very Rare. Can be traded to the smithy for two Hard Armor Spheres.	250 gp	N
Lifecrystals	Long worshipped as a source of life. You can use an action to cast the <i>light</i> cantrip from the crystals for 1 hour. They shatter when the light fades.	150 gp	Y
Lightcrystal	Same effect as a gypceros lightcrystal.	250 gp	N
VERY RARE			
Carbalite Ore	Resource used to upgrade a weapon to Legendary. Can be traded to the smithy for two Dragonite Ore.	900 gp	N
Royal Armor Sphere	Resource used to upgrade armor to Legendary. Can be traded to the smithy for two Heavy Armor Spheres.	900 gp	N



Mushrooms

When you succeed on an Intelligence (Investigation) check to locate a mushroom in an area. You must then make a Wisdom (Nature) or Wisdom (Survival) check against the locations Plant resource DC. On a success, you roll on the locations mushroom resources table.

Below you will find a list of mushrooms you can obtain from gathering.

Mushroom	Details/Use	Sell Value	Crafting Material
COMMON			
Blue Mushroom	Common mushroom with a power-enhancing effect.	1 sp	Y
Toadstool	A poisonous fungus. Counts as 1 days ration when eaten, but the creature must succeed on a DC 10 Constitution saving throw, or be poisoned for 24 hours.	5 cp	Y
Nitroshroom	A common mushroom with the power to generate heat. Acts as a campfire for 8 hours if crushed on the ground, but generates no light or smoke.	4 gp	Y
UNCOMMON			
Parashroom	Mushroom that induces a paralysis effect when cooked with meat.	20 gp	Y
RARE			
Bindshroom	A giant paralyzing mushroom. When a creature plucks this mushroom from the ground, they must succeed on a DC 15 Constitution saving throw, or be paralyzed for 1 minute.	100 gp	Y
Exciteshroom	A mushroom with a very strange smell.	100 gp	N
VERY RARE			
Chaos Mushroom	A mushroom that invites disarray. As an action, you can crush this mushroom in your hand and blow its spores at a creature within 5 feet of you. That creature must make a DC 15 Wisdom saving throw or become confused as if by the <i>confusion</i> spell for 1 minute. A creature can repeat its saving throw at the end of its turns, ending the confusion early on a success.	700 gp	N
Dragon Toadstool	A dangerous fungus said to draw the life out of people. Beware. A creature takes 1d6 necrotic damage when they pluck it from the ground.	600 gp	Y



Plants

You can find plants in all regions, in all sorts of different environments. You may find them in the middle of a grassy field, up a cliff, or perhaps under a tree.

When you succeed on an Intelligence (Investigation) check to locate a plant in an area. You must then make a Wisdom (Nature) or Wisdom (Survival) check against the locations Plant resource DC. On a success, you roll on the locations plant resources table.

Below you will find a list of plants and other foliage you can obtain from gathering.

Plants	Details/Use	Sell Value	Crafting Material
COMMON			
Antidote Herb	You can eat this herb as an action, curing yourself of the poisoned condition.	1 gp	Y
Bomberry	A berry that explodes when subjected to an impact. Makes a firecracker-like sound.	1 sp	Y
Cactus Flower	Possess antidotal agents, but it will not work by itself.	1 gp	Y
Dragon Seed	A Mysterious berry, said to be hated by dragons.	1 sp	Y
Felvine	When given to a lynian they are charmed by you as if under the <i>charm person</i> spell for 1 hour. A lynian always knows when a creature has felvine and will react violently if it is not given it willingly.	1 sp	N
Fire Herb	A plant that has flammable properties. Can be crushed and thrown into a campfire to light it.	1 gp	Y
Herb	You can use an action to eat this herb, regaining 1d4 hit points.	1 gp	Y
Huskberry	An empty berry that can grow anywhere.	1 sp	Y
Ivy	A lightweight and extremely strong plant.	1 sp	Y
Needleberry	Berry covered in needle-like thorns. Deals 1 piercing damage when picked up.	1 sp	Y
Nullberry	You are cured of blight, or blight-like spells or effects when you eat this berry.	10 gp	N

Plants	Details/Use	Sell Value	Crafting Material
Paintberry	<i>Releases a smelly paint-like juice when broken.</i>	1 sp	Y
Sap Plant	<i>A plant with leaves coated in sticky sap. The sap can be used as a simple glue.</i>	1 sp	Y
Scatternut	<i>A nut that violently ejects its contents when struck.</i>	1 sp	Y
Sleep Herb	<i>Plant with sleep-inducing qualities.</i>	1 sp	Y

UNCOMMON

Airweed	Chewing it releases oxygen, allowing you to breathe underwater for 1 minute.	20 gp	Y
Gloomgrass Root	Possesses antidotal agents, but it will not work by itself.	35 gp	Y
Hot Pepper	Works as a <i>Hot Drink</i> but only for 1 hour.	20 gp	Y
Snow Herb	Works as a <i>Cool Drink</i> but only for 1 hour.	20 gp	Y
Tropical Berry	<i>A bright red strawberry from scorching climes.</i>	40 gp	Y

RARE

Adamant Seed	When you eat this seed, your AC increases by +1 for 1 minute. Only one of these can be used per short or long rest.	100 gp	Y
Might Seed	When you eat this seed, your Strength score increases by +2 for 1 minute. Once the effect wears off you gain one level of exhaustion.	125 gp	Y

VERY RARE

Dosbiscus	<i>A large, beautifully colored flowering plant</i>	500 gp	N
King Cactus	Upon collection the creature must make a DC 15 Constitution saving throw or become poisoned for 24 hours	650 gp	N
Stargazer Flower	<i>A plant that looks to the heavens when it blooms. Its petals are used to make dye.</i>	800 gp	N



CHAPTER 4

Dungeon Master
Resources



This chapter is meant to provide the DM additional tools for running their own Monster Hunter Styled game. These tools range from guiding a DM on how to create their very own hunt to creating their own loot tables. Not all of these tools will be used by every DM and more tools may be added in the future and the guide grows.

Creating a Hunt

Creating a Hunt can be just as or more difficult than creating your own dungeon. The biggest challenge is how do you create a hunt that feels natural without building it like a normal dungeon? In this section you will find a set of variant rules to help you bring the feeling of monster hunter to D&D.

Choosing the Creature to Hunt

Choosing which creature(s) is the first step and easiest step in creating your hunt. Typically a creature the PCs are hunting will be a deadly encounter with one or more creatures for the parties level.

There are things to consider though when choosing your creature. In the monster hunter video game series, hunters would typically go up against a single deadly monster, but in 5e d&d the action economy does not handle solo boss fights well. So how do we adapt to the fight?

Options

- *Add minions*, adding in lower CR creatures to the fight that if left alone may cause issues for the party.
- *Solo boss fight*: For 3 PCs, maximize the creature's hit points. For 4 PCs, maximize its hit points and then add an additional 50% more hit points to it. For 5 PCs maximize its hit points and then double it.

Additionally due to their damage output on their turn, you might consider reducing the number of attacks its multiattack can make, and instead give it a number of legendary attack actions equal to the number of attacks removed from its multi attack.

- Add one of the following Enrage mechanic to the creatures stat block:

Enrage (Mythic Trait) If (insert creature) is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains its full hit points. In addition, the (creature) immediately saves against all ongoing conditions and effects and gains 1 extra turn in the initiative order (*roll initiative again to determine when its second turn occurs*). The experience for fighting an enraged (creature) is 2x its standard XP value and the creature's number of carves is doubled.

Enrage (Mythic Trait) When the (insert creature) is reduced to half of its maximum hit points, it immediately saves against all ongoing conditions and effects and gains 1 extra turn in the initiative order (*roll initiative again to determine when its second turn occurs*). The experience for fighting an enraged (creature) is 1.5x its standard XP value and it can be carved 1 extra time.

Creating the Creature's Territory

Creating the creatures territory is the second step in setting up your hunt. The territory is just like a dungeon, but instead of rooms, it uses areas.

Areas

An area is a location within the monster's territory where something may be found or some type of event occurs. Each area should have some type of description, much like a room in a dungeon, and have an idea of what resources would be available.

Typically a hunt should have between 8-10 areas, some of which the party may or may not explore.

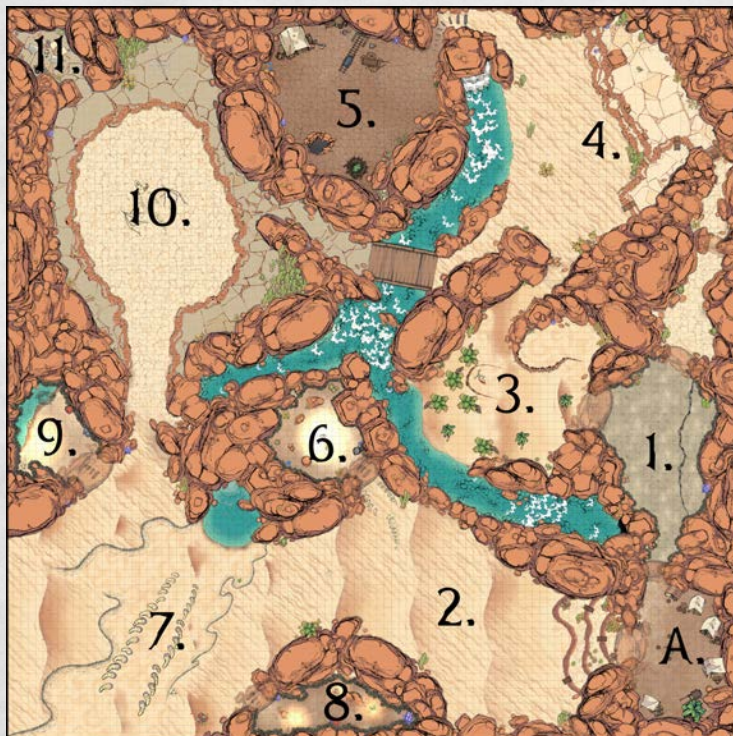
Traveling between areas

Traveling between areas should take time. It might be 5 minutes, an hour, or 4 hours. This helps explain why creatures aren't aware of the party when they enter a new area or why the environment might change dramatically between them. Such as going from a muddy forested area to a full blown swamp.

What do we do with these Areas?

How we incorporate these areas into the hunt and decide what might challenges might be in each area can be found in the *Tracking down your prey* section below.

Example Area Map



GET THE DUNES ROLL20 99x99 MAP [HERE](#)

The example area above is a rough version of the dunes, a territory in the original monster hunter video games. The starting point is Area A, and from there the party can venture out across the area in search of the monster. Some areas have multiple directions you can choose to go next (Area 7), while others are dead ends (Area 5), or perhaps they loop back to areas you already came from. As they travel between areas, you can decide how long it takes. Entering caves, is immediate, while going from Area 2 to Area 7 might take an hour or 5 minutes.

Do we supply the Hunters?

When the group heads out on a hunt, does the guild provide them with supplies? At lower rank hunts, probably. At higher ranks, they most likely have enough gold to supply themselves. Nonetheless, the guild supply chest is a great way as a GM to give your PCs supplies they might need in an immersive fashion, instead of just telling them that they get 2 potions of healing and a pickaxe before the game starts.

Setting Roles

When a hunt begins, the PCs choose between 4 different roles to take on. These roles are the Trailblazer, Scout, Spotter, & Artisan. More information about these roles can be found in Chapter 2 character options, but a simple description of the roles are:

Trailblazer. Decides which way the party goes. They make survival checks that determine what type of complications or benefits the party encounters.

Scout. The frontrunner of the group. They quietly scout the areas ahead and typically report their findings back to the group. Though it's not unheard of them waiting for the group to reach them instead.

Spotter. The person responsible for keeping an eye out while the rest of the group focuses on their tasks. Can notice things the scout may have missed, or perhaps resources in an area.

Artisan. The chef, they provide boons at the start of hunts or during short or long rests.

Creating your own Artisan Food

There is no specific formula for creating the magical effects that the food grants the characters. If you create your own, the effects should provide minor useful bonuses that may or may not be situational. You should try not to overstep on class features when making your food.

Split Party

Sometimes the party may split up, when split into groups of two. The only roles available are the trailblazer and the spotter.

If someone is alone, they are both the trailblazer and spotter, but they either have to choose to take disadvantage on their survival roll for finding signs or take a -4 to their passive perception.

Tracking down prey

Tracking down the creature the party is hunting is the main goal of monster hunters. So how do we find the creature? As a GM, do we just put it down in an area and say that is where it is always going to be? do we put it in the last area and they eventually get to it, much like the end of a dungeon?

NO! This creature is in the wilderness; it travels around, leaves signs, and acts like any animal would. That is what the system below is designed to represent. The party travels around the creature's territory, dealing with environmental hazards, skill challenges, and other creatures while searching for signs of their prey.

Finding Signs

On the hunt, the party must discover signs of the creature: distant roars, tracks, marking, fresh kills, etc. **The party will need to typically find between 3 and 5 signs. Once they do, they locate the monster and the final battle of the hunt begins.**

False Signs

When you are on a hunt, the creature you are looking for is not the only one in the area. One of the GM options in the minor and major challenges is finding false signs. These signs work the same as finding signs for the current creature you are hunting. Once you find 3-5 of these false signs, a hard or deadly encounter occurs.

It is typically best to know what creature the PCs will encounter when they find these false signs. It wouldn't make much sense if they are finding tufts of fur and then end up fighting a rathalos.

HOW TO FIND SIGNS

Whenever the trailblazer rolls a survival check for entering an area, the GM rolls on the table below to determine what signs, challenges, or benefits they may find in the area.

FINDING SIGNS TABLE

ROLL	RESULTS
1	major challenge
2-9	minor challenge
10-17	1 sign, minor challenge
18-19	1 sign
20	2 signs, benefit

Challenges and Benefits

If the trailblazer rolls anything less than an 18 on their Tracking Roll, they must overcome a challenge on their hunt. These challenges can be either minor or major, depending on the result. Likewise, if a group rolls a 20 on their Tracking roll, they come across a benefit that can seriously aid them in their hunt.

Minor Challenges include non combat encounters, skill checks, or minor environmental hazards. They might also include minor combats against weaker foes (medium difficulty encounter). In general, a minor challenge should cost a few resources and be a minor setback, but shouldn't stop the PCs dead in their tracks.

Major Challenges are potentially deadly or severely hinder the party. A major challenge might include a dangerous environmental hazard, a deadly encounter, expending limited resources such as spell slots or items. They shouldn't be impossible to overcome but should require MUCH more effort from the PCs.

Benefits are a boon to the party. These could be a hidden cache of hunter supplies, the carvable corpse of a recently deceased monster that is normally outside the parties ability to kill, or anything else the GM might come up with.

Below you will find a list of generic suggestions for benefits, challenges, or signs:

Generic benefits, challenges, and signs

Signs

Tracks

A recent kill

Markings, rubbings, etc on object(s)

Tufts of fur or scales

Scuff marks

The shadow of the creature may pass the party on the ground as it high in the sky above them

Minor Challenges

Signs of another similar creature

Multiple signs leading in different directions

Minor Environmental Hazard

Skill Check

Random encounter (medium or lower difficulty)

Non Combat encounter

Major Challenges

Hard or Deadly Random Encounter

Dangerous environmental hazards

Make them use resources: items, spell slots, etc

Hostile Non Combat encounter

False Signs

Multi skill challenge

Lose a Sign (have to backtrack or move forward blindly to the next area to pick the trail back up)

Cursed shrine **(work in progress)**

Benefits

Additional resource that doesn't count against areas max resources for the territory

Corpse of a powerful creature that can be carved for material(s)

Veggie Elder (see *Verdant Hills stat block*)

Arcane or Religious shrines that provide a bonus for the duration of the hunt **(work in progress)**

Friendly NPC encounter

Items, weapons, useful things



Example Hunt

Lets see an example hunt, below you will find what I prepare for a hunt in addition to a rough version of the party arriving in the territory and going through the first area.

GM Prep

The first thing I do is decide on the creature for this hunt, a Yian Kut-ku (CR 3) which will take 3 signs to find. My false sign creature will be a Blue Yian Kut-ku (CR 5) that takes 5 signs to locate. Most likely they will need to run from it, but with some luck they could kill it.

Next I will decide on its territory and areas. For this example I used the forest and hills example map from a few pages above.

After I have my creature, its territory, and areas within it. I make a table of 2-4 benefits, 2-4 major challenges, and 8-10 minor challenges determined by the parties level. We will assume we have four 2nd level PCs.

Minor Challenges

False sign

1 **velocidrome** and 1 **velociprey**

Multiple signs (Area 3): The cry of 2 similar creatures rings out one right after the other. (the yian garuga in area 10? and the kut-ku in 4)

Felyne block the passage to an area and require some form of payment to pass

Heavy Rain Storm (heavily obscures the next 1d4 areas and makes terrain difficult)

4 **velociprey**

A **vespoid queen** and 2 **vespoids**

Major Challenges

A **seltas** flies in from above and attacks the party

Multiple hunter traps have been setup in the area, shock and pitfall traps

Cursed shrine of defense: Each party member has -1 AC for the remainder of the Hunt. (DC 14 religion check will determine this shrine is cursed)

Benefits

Shrine of Offense (+1 to attack & damage rolls, +1 to all DC saves)

Hunter's cache (2 dash juice and 1 life powder)

Felyne encampment, offer 2 **felyne** to assist on the hunt.

Corpse of a **yian garuga** (1 carve)

GM prep is complete, I have all that I need to begin this hunt.

The Hunt Begins

As the hunt begins, each of my PCs chooses a role. Instead of giving them names, we will just refer to each character by their role for this example. They start their hunt in Area A and I read off the following text:

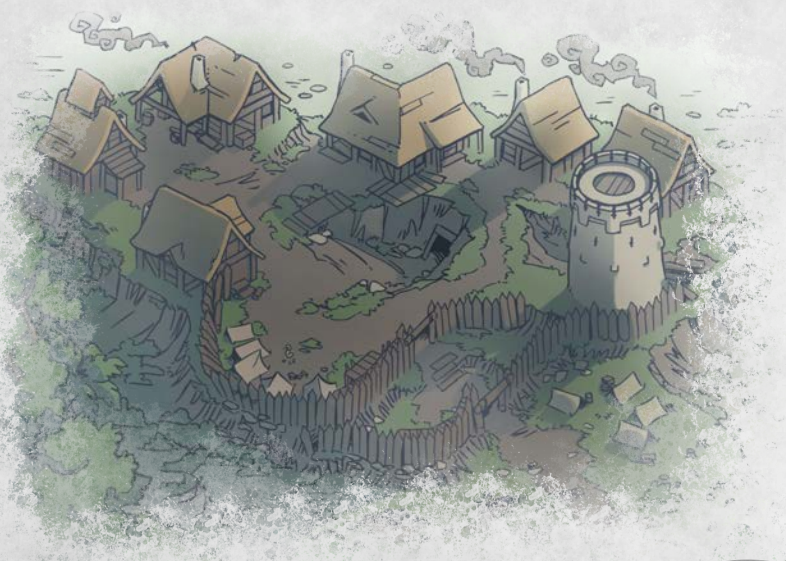
You set your basecamp in a caved in area complete with the standard amenities. The blue supply chest sits next to your yellow cloth tents. A small outdoor firepit has been constructed around four logs that are used as chairs to sit on while you eat. Through the mouth of the cave are grassy fields bordered by a river with a forest off in the distance.

The group then proceeds to inspect the supply chest where I provide them with 2 potions of healing and two days rations each. They also find supplies needed for gathering resources in the area, a pickaxe, bug net, fishing pole, and a herbalist kit. Once they determine who gets what, the Artisan gets to work cooking up a meal for the group. On a successful cooking check, the artisan provides inspiration to everyone in the group as the hunt begins.

The trailblazer is up next, as the group leaves the starting area and moves towards area 1 they make a DC 12 survival check. They roll a 17. As the GM that means I roll a d20 on the finding signs table, keeping it hidden to prevent any type of metagaming, I roll a 11. Consulting the finding signs table, it means they find 1 sign (*a broke kut-ku scale*) and a minor challenge occurs in area 1. I choose the 4 **velociprey** minor challenge.

Now the scout is up, they go on ahead to scout out the area. I have them roll a stealth check (18) and a perception check (12). Upon their arrival into area 1, I describe the area. The scout goes unseen by the velociprey who are currently head first into a aptonoth carcass. With such a low perception they don't notice the kut-ku scale in the grassy fields. With the group still about 10 minutes back, the scout returns and relays the information he saw.

Once regrouped, the party continues into area 1 stealthily. While the spotter keeps an eye out with their passive Perception, the scout points out the velociprey up ahead. Most are still feeding on the aptonoth, but one is up and wandering around. With some careful planning, the party quickly wipes out the velociprey and carves their bodies for materials. During this time, the spotter finds the broken kut-ku scale using their passive Perception and the hunt continues on...



Traveling

In many Dungeons and Dragon campaigns your PCs are going to travel across the world. That is no different in a campaign that takes place in the Monster Hunter Universe.

In the rules below you will both the standard traveling pace rules from 5e Dungeons and Dragons as well as a new way for your PCs to travel across your world, using the same type of roles as when they go on a hunt (*though with slightly different rules*).

Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

FORCED MARCH

The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

MOUNTS AND VEHICLES

For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

**Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly.*

TRAVEL PACE TABLE

Pace	Distance per Minute	Distance per Hour	Distance per day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	-
Slow	200 feet	2 miles	18 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

Short and Long Rests During Travel

One of the biggest issue with traveling is that the party is able to get a long rest every single night, which makes it difficult for a DM to have to through 5-6 encounters in a single day vs 5-6 encounters over the course of the journey.

To fix this problem, we are going to "extend" out the encounter day, into an encounter week. During this week, the PCs are able to take two short rests. They can take a long rest at the end of each week and when they reach their destination.

With the additional rules you will read below, the party has the chance of 14 random encounters during a week of travel. On average the group should encounter between 3-6 encounters (and not all of these have to be combat encounters), but should they feel unable to continue their travels without a long rest, they can remain at their last camp site for the remainder of the week and take a long rest.

Random Encounters

As they travel, the PCs may encounter random creatures, places of interest, merchants, etc. A random encounter can happen during a days travel, or at night while the group is resting at camp. This leaves the potential for 2 random encounters each day.

To determine if a random encounter occurs, the DM will contest the trailblazer's and scout's checks with a random encounter check by rolling a d20 + modifiers based on the tables below. On a successful contest, roll a random encounter, or chose one you like.

Modifier Tables

The following tables are used to determine the bonus to the DM adds to its contested role against the trailblazer and scouts checks.

ENVIRONMENT

Modifier Bonus	Type of Environment
+0	An inn or home at a well-established settlement
+1	Peaceful countryside or safe roads
+2	Tamed wilderness, or the streets of an urban city
+3	Untamed wilderness of hazardous or unknown terrain
+4	Deadly wilderness or caves infested by dangerous monsters
+5	Alien planes of unspeakable horror

SEASON

Modifier Bonus	Season
+0	Spring
+0	Summer
+0	Autumn
+1	Winter

TRAVEL PACE

Modifier Bonus	Pace
-2	Stealth
+0	Normal
+3	Fast

WEATHER

Modifier Bonus	Weather	Cold Climate	Temperate Climate	Desert
+0	Normal	Cold, calm	Normal for season	Calm
+1	Abnormal	Heat wave or cold snap	Heat wave or cold snap	-
+2	Inclement	Precipitation (snow)	Precipitation (normal for season)	Windy
+3	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
+4	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Sandstorm
+5	Strange Phenomena			

TIME OF DAY WHEN THE JOURNEY STARTS

Modifier Bonus	Time of Day
+0	Morning
+1	Afternoon
+2	Evening
+3	Night

Roles for the Journey

Traveling across the world uses the same roles as PCs choose from when going on a hunt, but with slightly different uses.

TRAILBLAZER

The trailblazer is the PC that decides the pace the group is going to travel at (*slow, normal, fast*). Once they decide the pace for the day, they make a Wisdom (Survival) check. This is then contested by the DM's random encounter check. If the DM succeeds, they roll on a random encounter table.

SCOUT

The scouts role while traveling is not to forge ahead of the group, but instead they are tasked with finding a safe and secluded location to make camp at the end of the traveling day. When finding a camp, the scout will make a Wisdom (Perception) check and a Dexterity (Stealth) check. The DM can then contest the average of the two checks, the lowest check, or highest check (*The choice you make should be the standard for the entire campaign*). If the DM succeeds, they roll on a random encounter table.

SPOTTER

The spotter is still the eyes and ears of the party during travel. Their passive Perception is used to determine if a random encounter is able to stealthily sneak up on the party or not. Additionally, once a week the spotter is able to roll on the mineral or bone resource table. Skill checks are not required to gather in this way. They may also gather from a lower level location stat block for the area. EX: A level 9 PC can choose to gather from the Level 1-5 location stat block or the 6-10 location stat block.

ARTISAN

A meal cooked by the artisan during travel can last up to one week, but they are able to cook a new meal when camp is setup at the end of the traveling day. Additionally, each day the artisan can roll on an edible resource table (fish, insects, mushrooms, plants) appropriate for the location they are traveling through, to gather a resource. Skill checks are not required to gather in this way. They may also gather from a lower level location stat block for the area. EX: A level 9 PC can choose to gather from the Level 1-5 location stat block or the 6-10 location stat block.

Siege Weapons

Siege weapons in the Monster Hunter Universe are designed to assail the massive creatures that pose a threat to civilization. They see much use in campaigns that feature attacks on cities and other defensive settlements. As the DM, these weapons are an option to provide your players when they might be challenging a creature outside of their normal ability to kill.

Ballista

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. You can choose to forgo aiming to fire it at disadvantage.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Cannon

Large object

Armor Class: 19

Hit Points: 75

Damage Immunities: poison, psychic

A cannon uses gunpowder to propel heavy balls of cast iron through the air at destructive speeds. In a campaign without gunpowder, a cannon might be an arcane device built by clever gnomes or wizardly engineers.

A cannon is usually supported in a wooden frame with wheels. Before it can be fired, the cannon must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Cannon Ball *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Dragonator

Large object

Armor Class: 25

Hit Points: 100

Damage Immunities: poison, psychic; All damage that isn't siege damage.

A Dragonator is any powered melee system that deploys massive spikes used to damage monsters. They are regularly installed in strategic locations to help in battle with large monsters. Dragonators consist of at least three pieces: the machinery, the weapon, and the control unit. Little is known about the machinery, other than the fact that it uses pressurized steam to launch the weapon. The steam is provided by a coal-fed fire.

The weapon itself consists of two massive rod-like objects, which are separated by 5 feet of space between them, and propelled by the steam at high velocities outward striking any creature in a 15 foot line in front of them. A Huge or larger creature can be hit by both dragonators, while a Large or smaller creature can only be hit by one.

The weapon can be as simple as iron spears (3d6 piercing damage), or as complex as spiky, spinning drills (10d10) piercing damage. There can be multiple rods launched from each Dragonator. The dragonator only requires the switch or lever to be used to activate the dragonator.

Dragonator. *Melee Weapon Attack:* +12 to hit, reach 15 ft., all creatures in a straight line within its reach. *Hit:* the creature takes damage determined by the type of dragonator. *Miss:* Creature takes half as much damage.

Dragonrazer

Large object

Armor Class: 19

Hit Points: 100

Damage Immunities: poison, psychic; All damage that isn't siege damage.

A Dragonrazer is a large cannon that uses dragonrazer fuel cells to propel a large explosive harpoon through the air at destructive speeds.

A dragonrazer is supported on a large swiveling metal platform. Before it can be fired, the dragonrazer must be loaded with two fuel cells (75 lbs each) and aimed. It takes one action to load each full cell, one action to aim it, and one action to fire it.

Dragonrazer. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 27 (5d10) piercing damage and explodes. *Miss:* The harpoon lands 1d8 spaces away from the target in a random direction and then explodes. A creature within a 20-foot-radius sphere of the harpoon when it explodes must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Large Boulder

Huge or larger object

A large boulder might be hanging from a large group of vines far overhead, or a chunk of the mountain side. In an arena, the boulder might be held above the arena floor by ropes and pulleys. The boulder doesn't necessarily have to be a boulder, it could be an ancient tree trunk or part of a building that comes toppling down.

The boulder can be knocked loose by attacking it, by a lever, or some other way to release it as a trap.

Any creature under the boulder when it hits the ground must make a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone on a failed save. On a successful save, the creature takes half as much damage, is not knocked prone, and is pushed into an unoccupied space adjacent to the boulder.

Dragonships

Dragonships are fast-moving designs focused on travel across the desert. They are sometimes used for fending off large monsters that get too close to desert towns and cities.

A dragonship has the following features:

Ceilings. The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Footlockers. Footlockers on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The ship has one 80-foot-tall mast with a sail to catch the wind.

Example Crew

A dragonship requires a large crew to properly sail the vessel. Warships carry extra soldiers to fight battles and fire the siege weapons. If the characters are guests on a dragonship, the crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**hobgoblin captain**)
- Four other officers: a first mate, a bosun, a quartermaster, and a cook (**nobles**)
- Twenty sailors (**commoners**)

1. Main Deck

The main deck of the ship has the following features:

Cannon. Dragonships have two cannons, attached to the deck. Each weapon has 10 cannon balls stacked and secured near it.

Hatch. A covered, 10-foot by 5-foot rectangle opening leads to the lower deck.

Sandskiffs. Four sandskiffs are stacked on top of each other on this deck. Ropes and pulleys can hoist these desert vehicles in and out of the sand.

2. Officer's Quarters

Four beds stand in the officer's quarters. Beneath each is an iron footlocker that holds the officer's belongings. The officers sleep in shifts so someone remains on duty to command the crew and carry out the captain's orders.

3. Captain's Quarters

The captain's quarters hold a bed and a desk. Beneath the bed is an iron footlocker that holds the captain's belongings.

4. Supplies

This area holds tools, barrels of tar, rope, extra material to repair sails, and other supplies needed to maintain the ship.

5. Forecastle

The forecastle has the following features:

Ballista. A ballista (DMG, ch. 8) is attached to the deck. Ten ballista arrows are stacked and secured nearby.

Dragonator. Dragonships have one dragonator, attached to the front of the ship. This dragonator can serve as the ship's naval ram.

Figurehead. Warships have an iron or bone figurehead at the front of their forecastle, often shaped to look like a fearsome sea predator.

Railing. The forecastle has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

6. Quarterdeck

The quarterdeck has the following features:

Ballista. On a warship, a ballista (DMG, ch. 8) is attached to the deck. Ten ballista arrows are stacked and secured nearby.

Railing. The quarterdeck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Wheel. The ship's wheel stands at the aft of the quarterdeck.

7. Privy

Benches line the walls of this room. Four holes carved in them house chamber pots.

8. Medical Cabin

Hooks and shelves on the walls hold medical instruments, bandages, balms, tonics, jars of leeches, and more, ready to treat injuries from combat or sailing mishaps.

9. Guest Cabin and Brig

This cabin is meant for guests and visiting high-ranking officials along for the journey. Since warships often have a greater need to house prisoners rather than guests, each bed aboard such a vessel also has a set of manacles (see chapter 5 in the Player's Handbook) attached to its frame.

10. Hold

This area houses both passengers and cargo. The ship's off-duty crew sleep on bedrolls among the crates and barrels of food, water, and other supplies.

11. Armory

The ship's supply of weapons and armor is held in this cabin. Its walls are fitted with built-in weapon and armor racks on one side and shelves and rope on the walls of the other side of this cabin secure cannonballs and ballista arrows. The front of this cabin holds the machinery used to power the dragonator. The door to this cabin is usually locked, the key kept by one of the ship's officers.

Dragonship

Gargantuan vehicle (90 ft. by 20 ft.)

Creature Capacity 30 crew, 20 passengers
Cargo Capacity 100 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (-5)	7 (-2)	17 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Fire Ballistas. The ship can fire its ballista.
Fire Cannons. The ship can fire its cannon.
Move. The ship can use its helm to move with its sails.
Use Dragonator (Costs 2 Actions). The ship can use its Dragonator.

Hull

Armor Class 15
Hit Points 500 (damage threshold 20)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

Weapon: Ballista (2)

Armor Class 15
Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage.

Weapon: Cannon (2)

Armor Class: 19
Hit Points: 75

Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. **Hit:** 44 (8d10) bludgeoning damage.

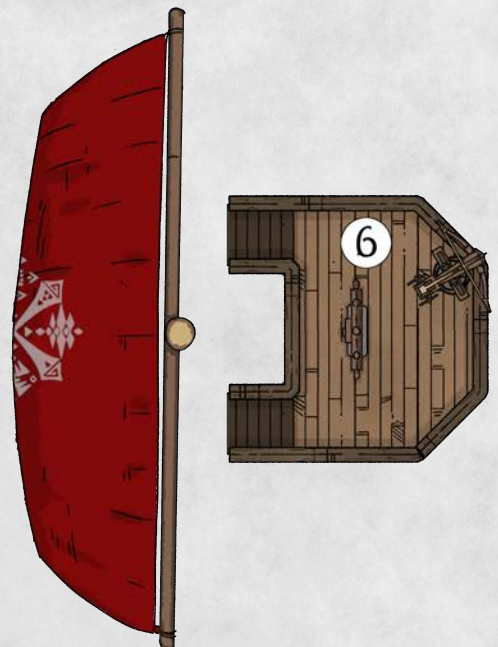
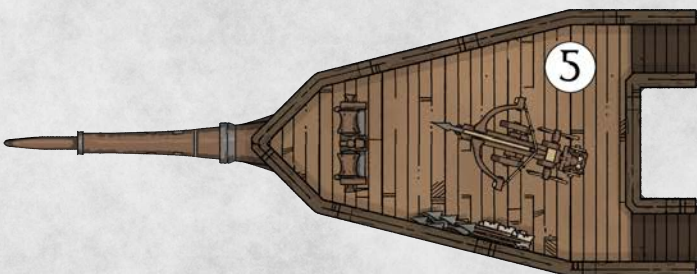
Weapon: Dragonator

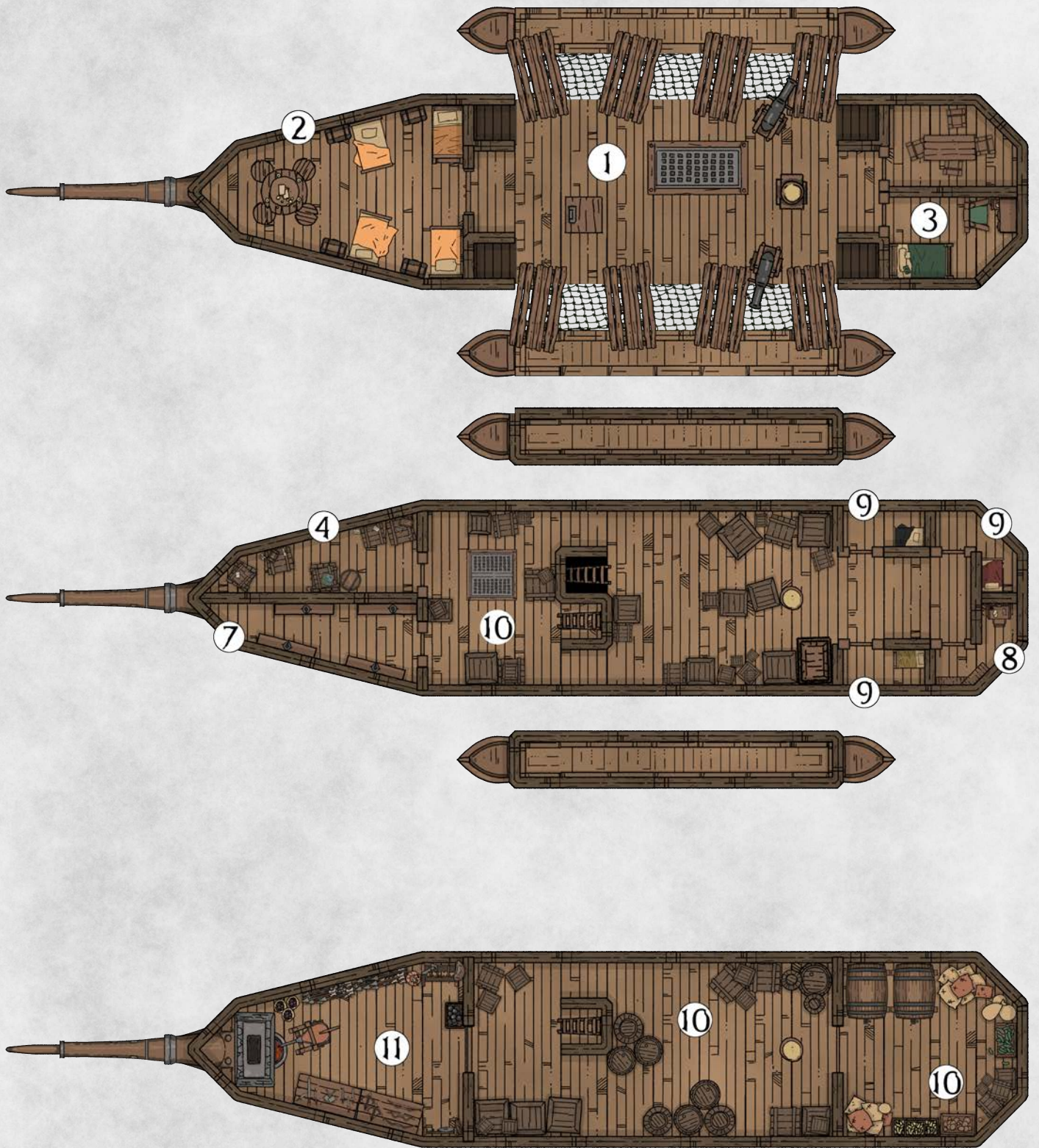
Armor Class: 25
Hit Points: 100
Recharge: 1 hour

Melee Weapon Attack: +12 to hit, reach 15 ft., all creatures in a straight line within its reach. **Hit:** 55 (10d10) piercing damage. **Miss:** Creature takes half as much damage.

Dragonship Blueprint

A gridded version of these blueprints can be found without numbers [HERE](#).





Upgrading the Dragonship

If the party happens to own a dragonship at some point during the campaign, they can upgrade it with the same ship upgrades provided in *The Ghost of Saltmarshes* (page.196)

Ships in Combat & Traveling at Sea

The dragonship uses the same rules found in *The Ghost of Saltmarshes* (page.198) for both ship combat and traveling at sea, requiring some minor changes or rules to ignore since this ship only works in the desert.

Creating your own Loot Tables

Creating a loot table for a monster can be a difficult task. Trying to determine what type of material effects are balanced for the creature's CR, how to determine the range on die range for that material, and how many materials a creature should have. This section will provide you with guidance for these questions.

Breaking down a Loot Table

The first thing we will do is look at a loot table. The bulldrome loot table to the right will be used for this example.

Name of the Creature. First thing that should be listed is the creature's name.

Challenge Rating. The CR of the creature.

Carves/Captures. The number of materials that can be obtained from the creature.

Carve Chance. The range of material can be obtained from being carved.

Capture Chance. The range of material can be obtained from being captured.

Material. The name of the material.

Slots. Lists where the materials can be placed in. A is for armor, W is for weapon, O is for other.

Armor Material Effects. Lists the name of materials that have armor effects and their effects if placed into armor slots.

Weapon Material Effects. Lists the name of materials that have weapon effects and their effects if placed into weapon slots.

Other Material Effects. Lists the name of materials that have other effects and their effects or use.

Creating a Loot Table

When creating a loot table, we will assume you already have a creature stat block in mind and know its Challenge Rating. Once we know that information, we need to follow these steps:

DETERMINE THE NUMBER OF CARVES A CREATURE SHOULD HAVE.

Most creatures below Challenge Rating 3 can be considered minion creatures. These creatures typically follow some type of pack leader. These creatures almost always have only one carve available. If you believe a creature higher than CR 3 is closer to a minion than a leader, then it is common to give them two carves.

Almost all creatures above Challenge Rating 3, be they pack leaders, or just powerful creatures, have three carves available. This also holds true to creatures below CR 3 that lead others, like the velocidrome (found in the Monster Hunter Monster Manual) or the bulldrome found to the right.

CAN I CAPTURE THE CREATURE?

Any creature can be captured, but in general, minion creatures and creatures who are immune to the unconscious condition cannot be captured. As such they should never have a capture chance. In the grand scheme, it is really at your discretion whether or not a creature should have the option to be captured. Sometimes a creature may not be captured due to lore reasons, like elder dragons.

Bulldrome

Challenge Rating 2

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1	—	Raw Meat	(O)
2-7	1-13	Bulldrome Hide	(A)
8-12	14-17	Jumbo Bone	(O)
13-16	—	Stout Bone	(A,W)
17-19	18	Bulldrome Tusk	(W)
20	19-20	Bulldrome Head	(A,W)

ARMOR MATERIAL EFFECTS

Bulldrome Hide

You have a +1 bonus to Survival checks while you wear this armor.

Stout Bone

Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

Bulldrome Head

Botanist. When you successfully gather a plant resource, you instead gather 2.

WEAPON MATERIAL EFFECTS

Stout Bone

Your bludgeoning weapon deals an extra 2 bludgeoning damage.

Bulldrome Tusk

Your slashing weapon deals an extra 1 slashing damage.

Bulldrome Head (*Hammer & Lance only*)

You gain a +1 bonus to your attack rolls if you move 20 feet in a straight line towards a creature without taking damage.

OTHER MATERIAL EFFECTS

Raw Meat

Provides 2 days rations when cooked.

Bulldrome Jumbo Bone

Uncommon armor upgrade material.

DECIDING ON THE NUMBER OF MATERIALS.

Choosing the number of materials a creature has is not an exact science. Typically low CR minion monsters have between 3 and 4 materials while other monsters have anywhere between 5 and 10 materials. These materials may have armor, weapons, or other materials effects. minion creatures typically only have one material effect per material, but other creatures may have both armor and weapon effects on the same material. Rarely will you see a material that has all three types of material effects.

Sometimes the number of materials a creature has is based on the information you have (*like I did, using the monster carves from the Monster Hunter video games*), perhaps you have an image of a creature, using it for inspiration to create the materials it has.

CARVE CHANCE AND CAPTURE CHANCE.

When determining the die range for each material for both the carve chance and the capture chance there are a few things to consider.

The first material in the loot table, is the material the party gets if they fail the carve check. When a player rolls a natural 20 for the material, the material gained should be the material with the greatest benefit carried by the creature. Not every material has to have combat effects. Non-combat effects (social, cosmetic, gathering resources, etc) are great materials that can provide some fun for your players. Finally, it is okay to use the same material effects on multiple creatures. A player isn't guaranteed a specific material when they kill or capture a creature, so having multiple chances at the effect is a nice bonus for your players.

The following are guidelines for determining the range for your materials in your loot table. These guidelines do not need to be followed 100% and you should adjust them as you see fit, but should provide you a great starting point.

Minion Loot Table (Typically between 3-4 materials)

- Your first material should have a range between 1 and 10. This range is slightly less if you have 4 or more materials.
- Your final material should have a range equal to the total number of materials on the creature (to a maximum range of 4).
- If the creature only has three materials, the second material fills the range between the first material and the last.
- If the creature has 4 or more materials, the materials (except the first and last materials) typically have a range of 3 to 5 numbers within the loot table.

Creature Loot Tables (Typically between 5-10 materials)

- Your first material should have a range between 1 and 5. It might be less if you have a high amount of materials
- Your final material can range from 18 to 20 on its loot chance, but typically it can only be obtained by rolling a 20 with the second to last material having a range of 18-19.
- Most other materials should have a range between 2 and 4 numbers within the loot table.
- Just because the carve chance gives you a chance at a material, doesn't mean you can get it from rolling on the capture chance and vice versa.

PUTTING IT ALL TOGETHER

Once you have your creature, the number of carves, how many materials, and their capture and carve ranges, all you have left to do is name the materials and determine their effects. The name of the materials is up to you, but naming them after parts of the creature is appropriate. The material effects can be from the list of material effects found later in this section, or you can create your own effects following the guidelines below. Once you have your material effects in place, then your loot table should now be complete.

Creating Materials

Creating materials is much like creating a magic item, but separating each individual effect of the magic item into its own material effect. In this section you will find the rules used for creating these materials.

Remember that not every material in a creature's loot table has to be the same rarity as its CR suggests. You can lower rarity material effects if they fit your creature.

Determine the rarity of the magical effect

When you first set out to create a new material, the first thing you need to do is determine what the rarity of the material is. View the table below to help determine what the highest rarity your material can be.

Challenge Rating*	Rarity
0-4	Common
5-9	Uncommon
10-14	Rare
15-19	Very Rare
20+	Very Rare / Legendary

**Creatures at the top of their CR range, may have some materials from the next rarity tier in their 15 to 20 roll range.*

Now that you know the rarity of the material you are creating you can use it and the creatures CR with the tables below to create your own material effects, or you can choose an already named material effect found in the Monster Hunter Material Effects List appropriate for your materials rarity.

Material Effects Creation Tables

These tables list out the suggested types of damage, DC's, damage reductions, and other effects that can be used when creating a material of your very own. Use these as a guide to best balance your creatures. In general these guidelines should be followed unless you want a drastic power increase.

DAMAGE MATERIAL

Damage materials are meant as general bonuses for weapons typically, but can sparingly be used for spell damage increase.

CR Range	Damage	CR Range	Damage
CR 0-2	1 damage	CR 14-19	1d8 damage
CR 3-4	2 damage	CR 19-24	1d10 damage
CR 4-8	1d4 damage	CR 25+	2d6 damage
CR 8-13	1d6 damage		

DAMAGE REDUCTION, RESISTANCES, IMMUNITIES

CR Range	Effect
CR 0-1	Reduce damage by 2
CR 2-3	Reduce damage by 3
CR 4-6	1 turn resistance. 1 per long rest
CR 7-8	1 turn resistance. 2 per long rest
CR 9-13	Resistance to damage
CR 14-19	Resistance to damage or (rarely) damage immunities
CR 20	Damage immunities plus (a condition immunity, a damage resistance, or other lower CR defensive material effect)

SAVING THROW MATERIALS

The savings throw table below is used for material effects that don't use spellcasters save DC. This might be for a weapon that requires a saving throw or it deals more damage, or causes a condition for a minute. Other times it is used with weapons that use runes (like in the Monster Hunter Monster Loot Tables) or charges (like the staff of frost in the DMG). These DCs are recommended, and typically you should never go beyond a DC 18.

CR Range	Save DC	CR Range	Save DC
CR 0-1	DC 10	CR 9-11	DC 14
CR 2-3	DC 11	CR 12-13	DC 15
CR 4-6	DC 12	CR 14-19	DC 16
CR 7-8	DC 13	CR 20+	DC 17

SPELL ATTACK AND SPELL SAVE DC*

When making a weapon material that provides a bonus to spell attack or spell save DC use the table below to determine the bonus. The material doesn't have to have both +bonus to attack and DC. It can be either one. You can increase the bonus by 1 if the material gives a bonus to only specific types of spells, like fire spells, or enchantment spells.

CR Range	Effect
CR 0-10	+ 1
CR 11-20	+2
CR 20+	+3

SPELL LEVELS

When adding a spell to a material, where it is cast on a critical hit, as part of a material that has runes, or a number of uses for a single spell use the rarities below to determine what level spells can be used.

Material Rarity	Maximum Spell Level
Common	1st
Uncommon	3rd
Rare	6th
Very Rare	8th
Legendary	9th

UPGRADE MATERIALS

If you are planning on making a material on your creature an upgrade material. Use the below table to determine what type of upgrade rarity it should be.

CR Range	Effect
CR 0-4	Uncommon upgrade materials
CR 5-10	Rare upgrade materials
CR 11-19	Very rare upgrade materials
CR 20	Legendary upgrade materials

Runes

When creating a material that has runes you first need to determine whether the material effect will have multiple abilities or spells you can expend the runes on, or if the material only has one ability or spell you can expend the runes on. Next you need to determine how many runes the material has.

Materials effects that have a single ability or spell typically have 2, 3, 5, or 7 charges and you only have to expend 1 charge to use the ability or spell. When determining how many runes to give the material effect you need to take into consideration many uses keeps it the effect balanced. Common materials 2 runes or once per day, Uncommon typically have 3 runes, and rare and higher materials can vary between 3, 5, and 7 charges.

Materials that have multiple options to expend its runes on (Most often, multiple spell options), are a bit more complicated. The number of runes this type of material has can vary and you can adjust the number as you see fit, though most often it has 5 (rare or lower rarity) or 10 charges (rare or higher rarity). The goal behind this material type, is to allow 3-5+ uses before it needs to recharge. This is accomplished by having different rune costs for each effect.

Spells are the best example for this; Spells have a rune cost equal to their spell level, so a 6th level spell costs 6 runes, a 1st level spell only requires you to expend 1 rune, and a 3rd level spell requires you to expend 3 runes.

From the information above, if you had a 10 rune material, you could expend 6 runes to cast the 6th level spell, then 1 rune for that 1st level spell, before expending your last three runes to cast the 3rd level spell. In another case, the character might cast three 3rd level spells and one level spell; or perhaps they cast ten 1st level spells.

Runes with multiple options need a detriment, or most of them could almost be considered legendary quality magic items. Much like the staff of frost and staff of fire found in the DMG, expending all your runes can be detrimental, though not as bad as those two staves. When you expend all your runes on one of these materials, you roll a d20. On a 1, you can't regain any expended runes for this material. It's a painful effect, but it is still better than the two staves that are destroyed when you roll a 1 in a normal campaign.

Finally, when you are making these materials, make sure you are still only granting the spells that are weaker or equal to their rarity. An uncommon material shouldn't have a 7th level spell as an option to expend your charges on.

Recharging expended runes

When expended runes recharge can vary. Most commonly, runes recharge daily at dawn, but other options exist. They could also be regained at: dusk; a couple days; weekly; after a long rest; or a short or long rest.

The number of charges they regain can also vary. Typically material roll to recharge their full amount. Typically this is either a 1d3, 1d4+1, or 1d6+1. If you don't use the standard charges, you will need to determine what the player rolls to recharge their material.

In other cases, with powerful materials effects, they may not roll for their full amount instead rolling for closer to 80% of their charges. In the case of 10 charges, the player would roll 1d8, with 5 charges it would be a 1d4. It is up to you to decide on which type of recharge the material deserves.

Monster Hunter Monster Loot Table Material List

Below you will find a list of most of the named material effects found in the Monster Hunter Monster Loot Tables organized by rarity. These material effects can be used in your own monster loot tables if you believe they fit, or may work as a guide for creating your own effects.

Weapon Materials

The list below is almost every weapon material effect found in the Monster Hunter Monster Loot Tables.

COMMON WEAPON MATERIAL EFFECTS

Name	Material Effect
<i>Artillery.</i>	While attuned to this weapon, your wyvernfire can now be used twice per long rest.
<i>Artillery Novice.</i>	While attuned to this weapon, you can add your Strength modifier to the damage of your shell attacks.
<i>Current Resist.</i>	While holding this weapon you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.
<i>Entomologist.</i>	When you capture an insect with a bug net, you instead catch two.
<i>FastCharge.</i>	When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

<i>Hitler.</i>	When a creature must succeed on a saving throw or become stunned by the effect of a weapon attack, increase the save DC by 2.
<i>Hunter.</i>	While attuned to this weapon you gain one extra ration from whatever you hunt.
<i>Spread up.</i>	When you hit a creature with this ammo and they are within half your normal bowgun range, increase the damage die size by 1.
<i>Taunt.</i>	When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to redirect the attack to you.

UNCOMMON WEAPON MATERIAL EFFECTS

Name	Material Effect
<i>Abnormal Status Atk up (S).</i>	Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.
<i>Artillery+.</i>	While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.
<i>Ammo Saver.</i>	When you roll a 17-20 on a range attack roll die, it does not consume the ammo or arrow.
<i>Blunt.</i>	While you are attuned to this weapon, your save DC for your mighty weapon property is increased by 3.
<i>Capture Expert.</i>	Tranq bombs & ammo roll an extra 3d8 when they hit a creature.
<i>Carver.</i>	You have advantage on your first carve attempt on a creature while you are attuned to this weapon.
<i>Charger.</i>	When you use your action to Dash, you can use a bonus action to shove a creature.
<i>Critical Draw.</i>	During the first round of combat your melee weapon attacks score a critical hit on a roll of 17 or higher.
<i>Horn Maestro.</i>	(<i>Hunting Horn only</i>) While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal.
<i>Load Up.</i>	Your normal ammo capacity increases by 10 while you are attuned to this weapon.
<i>Mini-Bombardier.</i>	(<i>Sorcerer & Wizard only</i>) This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: <i>burning hands</i> (1 rune) <i>scorching ray</i> (2 runes), <i>aganazzar's scorcher</i> (2 runes), or <i>flaming sphere</i> (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Name	Material Effect
<i>Palico Rally.</i>	NPC allies within 10 feet of you gain +1 AC and +1 to attack rolls while you are attuned to this weapon.
<i>Partbreaker.</i>	You deal an extra 1d4 damage when you critically hit with this weapon.
<i>Precision.</i>	While attuned to this weapon, you gain +1 bonus to ranged attack rolls with this weapon if the target did not move on their last turn.
<i>Punish Draw.</i>	A creature hit for the first time by the <i>Hammers Mighty Weapon</i> , has disadvantage on the saving throw.
<i>Quick Sheath.</i>	While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.
<i>Sharpening.</i>	During a short or long rest you can spend your time sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.
<i>Shotplus.</i>	Your normal ammo deals an extra 2 damage.
<i>Special Ammo boost.</i>	While attuned to this weapon, your coat arrow now coats up to 20 arrows and your dragonpiercer an extra 1d6 piercing damage.
<i>Spirit's Whim.</i>	The first time you mine or gather on an expedition, you gain double the amount of ore or herbs you would normally receive.
<i>Stamina Drain.</i>	When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of your next turn.

RARE WEAPON MATERIAL EFFECTS

Name	Material Effect
<i>Abnormal Status Atk up (M).</i>	Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.
<i>Ammo Saver+.</i>	When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).
<i>Awaken.</i>	When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one extra damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.
<i>Critical Draw+.</i>	During the first round of combat your melee weapon attacks score a critical hit on a roll of 15 or higher.
<i>Critical Element.</i>	When you critically hit with a weapon or spell that deals cold, fire, lightning, necrotic, or thunder damage, you deal an extra 1d6 damage of that type.

Name	Material Effect
<i>Critical Element (cold).</i>	When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d6 cold damage.
<i>Critical Element (lightning).</i>	When you critically hit with a weapon or spell that deals lightning damage, you deal an extra 1d6 lightning damage.
<i>Critical Eye.</i>	Your weapon attacks critical hit range is increased by 1.
<i>Critical Status (poison).</i>	When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.
<i>Critical Status (prone).</i>	When you critically hit with this weapon, the target must succeed on a DC 15 Strength saving throw or be knocked prone. A Huge or larger creature makes their save with advantage.
<i>Deadeye+.</i>	<i>(Range Weapon only)</i> Your weapon's normal attack range is doubled.
<i>KO.</i>	When a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, they make the save with disadvantage.
<i>Load Up+.</i>	While attuned to this weapon, you increase the maximum capacity for all of your ammo by 2.
<i>Offensive Guard.</i>	Whenever you use a reaction that increases your AC, the next attack you make deals extra damage equal to the bonus AC the reaction provided.
<i>Partbreaker+1.</i>	You deal an extra 1d6 damage when you critically hit with this weapon.
<i>Pellet Shot.</i>	When you roll a 15 or higher on your attack roll with this weapon while using normal ammo, you can make an attack against an additional creature within 5 feet of your original target.
<i>Quick Load.</i>	You can reload as a free action while you are attuned to this weapon.
<i>Special Ammo Boost+1.</i>	Your coating now coats up to 25 arrows and your dragonpiercer deals an extra 2d6 piercing damage.
<i>Siege.</i>	This weapon deals double damage to objects and structures.
<i>Spread/Power Up.</i>	While you are attuned to this weapon, your spread ammo deals an extra 1d4 piercing damage and your power coating gains +1 to attack rolls.
<i>Status Pursuit.</i>	You have advantage on opportunity attacks and creatures within your reach provoke opportunity attacks even if they took the Disengage action, if the creature is afflicted with a Condition.
<i>Weakness Exploit.</i>	Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

VERY RARE WEAPON MATERIAL EFFECTS

Name	Material Effect
<i>Abnormal Status Atk up (L).</i>	Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 30 seconds.
<i>Awaken+.</i>	When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls two extra damage die when it hits. For example a shortsword now rolls 3d6 and a greatsword deals 4d6.
<i>Blast Coat.</i>	See Brach Marrow material on the <i>brachydios</i> loot table
<i>Bombardier.</i>	The weapon has 10 runes, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: <i>scorching ray</i> (2 runes), <i>melf's minute meteors</i> (3 runes), or <i>wall of fire</i> (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.
<i>Bonus Shot.</i>	(<i>Bow & Light Bowgun only</i>) When you take the attack action, you can make one additional attack with this weapon as a bonus action.
<i>Coalescence.</i>	Whenever you succeed on a saving throw to end a condition, you gain a +1 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d4 cold, fire, or lightning damage (your choice) until the end of your next turn.
<i>Crisis.</i>	While you are attuned to this weapon and suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.
<i>Critical Boost.</i>	You roll one additional weapon damage die when determining the extra damage for a critical hit with a weapon attack.
<i>Critical Draw++.</i>	During the first round of combat your melee weapon attacks score a critical hit on a roll of 13 or higher.
<i>Critical Eye+.</i>	Your weapon attacks critical hit range is increased by 2.
<i>Critical Status (dragonblight).</i>	When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is afflicted with dragonblight until the end of its next turn.
<i>Dragon Soul.</i>	Your kinsect takes on the characteristics of a dragon and your kinsect attacks deal an extra 1d12 bludgeoning damage.
<i>Elderseal.</i>	A creature hit by this weapon cannot use an action that has a <i>recharge</i> until the start of your next turn. The creature can still roll to <i>recharge</i> its ability at the end of its turn.

Name	Material Effect
<i>Enlightened Blade.</i>	You have advantage on Intelligence (Arcana) checks and you increase any elemental damage die your weapon deals by one size. IE: a d6 becomes a d8.
<i>FastCharge+.</i>	When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.
<i>Heavy Polish.</i>	This weapon ignores a creature's resistance to slashing damage.
<i>H.Load Up+.</i>	(<i>Bowgun only</i>) While attuned to this weapon, you increase the maximum capacity for all of your ammo by 5.
<i>Honed Blade.</i>	This weapons damage die is increased by 1 size up to a maximum of a d10. A d6 becomes a d8, and a d8 becomes a d10.
<i>Latent Power +1.</i>	When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the <i>haste</i> spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.
<i>Maximum Might.</i>	While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.
<i>Paralysis Coating Up.</i>	When a creature must succeed on a saving throw after being hit by an arrow coated with the paralysis coating, or when it repeats its saving throw in an attempt to end the effect, it does so at disadvantage.
<i>Partbreaker+2.</i>	You deal an extra 1d8 damage when you critically hit with this weapon.
<i>Peak Performance.</i>	When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
<i>Punish Draw+.</i>	All creatures hit by your hammer's <i>mighty weapon</i> make their saving throw at disadvantage.
<i>Rapid Fire.</i>	(<i>Light Bowgun only</i>) Whenever you use the attack action on your turn using this weapon, you can make one additional attack with it as a bonus action.
<i>Rapid Reload.</i>	You can reload as a free action while you are attuned to this weapon. Additionally, when you make a ranged weapon attack roll and roll a 20 for the attack roll, you can make one additional attack as a free action.
<i>Reckless Abandon.</i>	When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee

Name	Material Effect
	weapon attack rolls using Strength during this turn, but disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.
<i>Resentment.</i>	Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.
<i>Soul of the Dragon.</i>	<i>(Insect Glaive)</i> When you make a single weapon attack against a target as part of your standing leap, you make the attack with advantage.
<i>Special Ammo Boost +2.</i>	Your coating now coats up to 30 arrows and your dragonpiercer deals an extra 3d6 piercing damage.
<i>Speed Sharpening.</i>	<i>(Bladed Weapon)</i> You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.
<i>Spirit.</i>	When fighting a Huge or larger creature, this weapon deals 1d6 extra weapon damage and its crit range is increased by 1.
<i>Stamina Thief.</i>	Once per turn when you hit a creature with this weapon, it must make a DC 10 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.
<i>Strong Attack.</i>	When you hit a creature with this weapon you can use your bonus action to push the creature back 10 feet.
<i>Trump Card.</i>	You have advantage on attack rolls vs creatures that are grappled.

LEGENDARY WEAPON MATERIAL EFFECTS

Name	Material Effect
<i>Amplify.</i>	The elemental damage done by your weapon is increased by one die size and the duration of consumables is increased by 50%.
<i>Blazing Majesty.</i>	See the <i>Fatalis Horn</i> material from the fatalis loot table
<i>Bombardier+.</i>	The weapon has 12 runes, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: <i>aganazzar's scorcher</i> (2 runes), <i>heat metal</i> (2 runes), <i>scorching ray</i> (2 runes), <i>melf's minute meteors</i> (3 runes), <i>wall of fire</i> (4 runes), <i>delayed blast fireball</i> (7 runes). The weapon regains 1d8 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Name	Material Effect
<i>Brutality.</i>	Your weapon attacks critical hit range is increased by 2 and you deal an extra 1d10 damage when you critically hit with this weapon.
<i>Coalescence+.</i>	Whenever you succeed on a saving throw to end a condition, you gain a +2 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d6 cold, fire, or lightning damage (your choice) until the end of your next turn.
<i>Crisis+.</i>	While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage.
<i>Critical Boost+.</i>	You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a weapon attack.
<i>Critical Eye+2.</i>	Your weapon attacks critical hit range is increased by 3.
<i>Dragonvein Awakening.</i>	See the <i>Pulsing Dragonshell</i> material from the safi'jiiva loot table.
<i>Furor.</i>	When you are below one-tenth of your maximum hit points, your melee weapon attacks with this weapon deal maximum damage.
<i>Heavy Polish+.</i>	This weapon ignores a creature's immunity and resistance to slashing damage.
<i>Honed Blade+.</i>	This weapons damage die is increased by 1 size up to a maximum of a d12. A d6 becomes a d8, a d8 becomes a d10, a d10 becomes a d12.
<i>Latent Power +2.</i>	When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the <i>haste</i> spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.
<i>Mind's Eye.</i>	Your attacks with this weapon bypass the damage resistances of any creature.
<i>Partbreaker+3.</i>	You deal an extra 1d10 damage when you critically hit with this weapon.
<i>Power Prolonger.</i>	See <i>Golden Glimstone</i> material from the kulve taroth loot table
<i>Steady Hand.</i>	Your weapon attacks critical hit range is increased by 1 and it bypasses a creatures resistance to slashing damage.
<i>True Dragonvein Awakening.</i>	See the <i>Zionium Crystal</i> material from the safi'jiiva loot table
<i>Xeno'jiiva Divinity.</i>	See <i>Xeno'jiiva Gem</i> material from the <i>xeno'jiiva</i> loot table

Armor Materials

The list below is some of the armor material effect found in the Monster Hunter Monster Loot Tables.

COMMON ARMOR MATERIAL EFFECTS

Name	Material Effect
<i>Botanist.</i>	When you successfully gather a plant resource, you instead gather 2.
<i>Capture Novice.</i>	While attuned to this armor, tranq bombs and tranq ammo roll an extra 2d8 when they hit a creature.
<i>Detect.</i>	You gain a +1 bonus to your passive Perception while you wear this armor.
<i>Divine Blessing.</i>	When you take damage you are not immune or resistant to, roll a d4 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
<i>Earplugs.</i>	While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.
<i>Entomologist.</i>	When you capture an insect with a bug net, you instead catch two.
<i>Geologist.</i>	When you successfully gather a mining resource, you instead gather 2.
<i>Gourmand.</i>	While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.
<i>Guard.</i>	You cannot be pushed or knocked backwards while you wear this armor.
<i>Honey Hunter.</i>	Once per day, when you use an herbalist kit to gather plants, you gather 1 honey with it.
<i>ill Omen.</i>	Your Charisma score increases by 1 while you wear this armor, but you have disadvantage on persuasion and deception checks due to an overwhelming feeling of disaster to those around you.
<i>Item Prolonger.</i>	Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.
<i>Jump Master.</i>	While wearing this armor, you can use an action to double your jump distance. You can use this property twice, regaining all expended uses on a short or long rest.
<i>Luck.</i>	Roll a d20 at the end of a successful hunt. On a 18-20, you get one additional material from the creature.
<i>Marathon Runner.</i>	While wearing this armor, your walking speed increases by 5 feet.

Name	Material Effect
<i>Mushroomancer</i>	See the Mosswine Hide material from the <i>mosswine</i> loot table
<i>Recovery Speed.</i>	Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.
<i>Team player.</i>	You may use the help action as a bonus action twice per long rest.
<i>Well Rested.</i>	When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

UNCOMMON ARMOR MATERIAL EFFECTS

Name	Material Effect
<i>Aquatic/Polar Mobility.</i>	You ignore difficult terrain created by ice or snow and you have a swimming speed equal to your walking speed while you wear this armor.
<i>Capacity Boost.</i>	See Dodogama Talon material in the <i>dodogama</i> loot table
<i>Detect+.</i>	You gain a +2 bonus to your passive Perception while you wear this armor.
<i>Divine Blessing+.</i>	When you take damage you are not immune or resistant to, roll a d6 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
<i>Effluvia Resis.</i>	You are immune to damage from <i>Effluvia</i> and you reduce acid damage you take by 2 while you wear this armor.
<i>Evade Extender (S).</i>	You have a +1 bonus to Dexterity saving throws while you wear this armor.
<i>Free Meal.</i>	While attuned to this armor, you no longer need to eat or drink.
<i>Guts.</i>	When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again for 2 days.
<i>Heat Guard.</i>	While wearing this armor you are immune to damage from lava and you are unaffected by extreme heat.
<i>Hero Shield.</i>	You have immunity to bludgeoning, piercing, and slashing damage from CR 2 or lower creatures while you wear this armor.
<i>Jump Master+.</i>	While wearing this armor, you can cast the <i>jump</i> spell twice per short or long rest, but can target only yourself when you do so.
<i>Marathon Sprinter.</i>	While wearing this armor, you can take the dash action as a bonus action. You can use this property a number of times equal to your Dexterity modifier, regaining all expended uses when you finish a long rest.

Name	Material Effect
<i>Master Mounter.</i>	You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG p.271) while you are attuned to this armor.
<i>Meat Lover.</i>	Consuming meat, cooked or otherwise, counts as 1 days ration. After consuming it you temporarily ignore one level of exhaustion for an hour.
<i>Negate Bleeding.</i>	You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.
<i>Perceptive.</i>	You are proficient with perception checks while wearing this armor.
<i>Shield.</i>	While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +1 bonus to your AC until the start of your next turn.
<i>Speed Eating.</i>	While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.
<i>Spider Climb.</i>	While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.
<i>Stamina Surge.</i>	While wearing this armor, you can use an action to cast the <i>haste</i> spell from it once per day, but can target only yourself when you do so and you gain 3 levels of exhaustion when the spell ends.
<i>Transporter.</i>	While you are attuned to this armor, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
<i>Trap Master.</i>	While you wear this armor, you can set pitfall traps or shock traps as a bonus action and you can use an action to cast the <i>snare</i> spell from it. Once used, the <i>snare</i> effect can't be used again until the next dawn.
<i>Uragaan Protection.</i>	When you must make a saving throw while taking the dodge action, you can use your Armor Class in place of making the roll. You can use this property three times, regaining all uses when you finish a long rest.
<i>Well Rested+.</i>	When you finish a long rest, you gain 10 temporary hit points for 24 hours while attuned to this armor.
<i>Windproof.</i>	Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

RARE ARMOR MATERIAL EFFECTS

Name	Material Effect
<i>Adrenaline.</i>	The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.
<i>Airborne.</i>	While wearing this armor, you can cast the <i>jump</i> spell from it as a bonus action at will, but can target only yourself when you do so.
<i>Alert.</i>	You can't be surprised while you are conscious.
<i>Botanist+.</i>	When you successfully gather a plant resource, you gather an extra 1d4 more.
<i>Capturer.</i>	When you capture a creature, you gain one extra material from it.
<i>Chain Crit.</i>	Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.
<i>Control Lightning.</i>	Whenever you cast a cone or line spell that deals lightning damage, you can choose any location within 30 feet of you as the starting location.
<i>Constitution.</i>	The duration from slowing effects, such as the <i>slow</i> spell or a copper dragon's breath attack, are reduced by half while you wear this armor.
<i>Divine Blessing+2.</i>	When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
<i>Dragonheart.</i>	When you fall below half of your maximum hit points you gain the dragonblight condition for 1 minute. While affected by dragonblight, you have resistance to cold, fire, lightning, and necrotic damage.
<i>Evade Extender (M).</i>	You gain a +2 bonus to Dexterity saving throws while you wear this armor.
<i>Evade Window.</i>	This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.
<i>Flinch Free.</i>	While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.
<i>Fortitude.</i>	You have advantage on survival skill checks to track, forage, or travel while you are attuned to this armor.
<i>Handicraft.</i>	For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

Name	Material Effect
<i>Health Boost.</i>	While wearing this armor, your hit point maximum increases by 1 for each character level you have.
<i>Imperial Wrath.</i>	You have advantage on intimidation checks when interacting with nobles while you wear this armor.
<i>Item Prolonger+.</i>	Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.
<i>Marathon Runner+.</i>	While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.
<i>Mushroomancer+.</i>	See banbaro loot table
<i>Negate Sleep.</i>	You cannot unwillingly be put to sleep by any means while wearing this armor.
<i>Olympic Swimmer.</i>	You have a swimming speed of 40 feet while wearing this armor and your swim speed increases by an additional 10 feet for every lagiacrus material you have in your weapon, armor, or trinket.
<i>Pack Rat.</i>	While you are attuned to this armor, your party can gather double the normal number of resources available on a hunt.
<i>Recovery Up.</i>	Whenever you regain hit points from any potion or plant, the first die is maximized.
<i>Resuscitate.</i>	You have advantage on Dexterity saving throws if you are suffering from a condition.
<i>Rock Steady.</i>	While wearing this armor, you can't be unwillingly knocked prone and you ignore effects like the kushala daora and amatsu's wind barrier.
<i>Sand Surfing.</i>	While wearing this armor you're able to swim through desert terrain as if it was water.
<i>Secret Arts.</i>	Whenever you make a skill check with a skill you are proficient in, you gain a +3 bonus to the roll.
<i>Stam Recov.</i>	When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.
<i>Stamina Surge+1.</i>	While wearing this armor, you can use an action to cast the <i>haste</i> spell from it once per day, but can target only yourself when you do so and you gain 2 levels of exhaustion when the spell ends.

Name	Material Effect
<i>Survivor.</i>	When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +1 AC, +1 damage, and +1 to attack rolls for 1 minute. Once this ability has been used, it cannot be used again until the next dawn.
<i>Tool Specialist.</i>	While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.
<i>Tremor-Proof.</i>	You cannot be knocked prone while you wear this armor.
<i>Wide-Range.</i>	When you use herbs, Antidotes, Cool Drinks, Hot Drinks, Adamant Seeds, or Might Seeds; all other creatures within a 10-foot radius of you gain its effect.
<i>Wind Resistance.</i>	You have resistance to thunder damage and you suffer no ill effects from strong winds (DMG p.110) while you wear this armor.

VERY RARE ARMOR MATERIAL EFFECTS

Name	Material Effect
<i>Biology.</i>	You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the <i>blight</i> spell.
<i>Blightproof.</i>	While wearing this armor you are immune to blight spells, spell like abilities, and conditions.
<i>Bounty Hunter.</i>	Whenever you carve a creature of CR 5 or higher, you can carve it two extra times. This property does not stack with any other carve effect equipped by you or others.
<i>Bubbly.</i>	While attuned to this armor, you have advantage on Dexterity saving throws. Also the durations from slowing effects, such as the <i>slow</i> spell or a copper dragon's breath attack, are reduced by half.
<i>Carving Celebrity.</i>	While you are attuned to this armor, you can carve a creature of CR 13 or lower 1 extra time.
<i>Divine Blessing+3.</i>	When you take damage you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
<i>Effluvia Resis+.</i>	While wearing this armor you are immune to damage from Effluvia and you have resistance to acid damage.
<i>Evade Extender (L).</i>	You have a +3 bonus to Dexterity saving throws while you wear this armor.
<i>Evasion.</i>	You have advantage on Dexterity saving throws while you wear this armor.

Name	Material Effect
<i>Frenzy Res.</i>	Whenever you make a saving throw against the frenzy virus, you do so with advantage.
<i>Good Luck.</i>	While you are attuned to this armor, you have one luck point that you regain daily at dawn. You may use this point as if you had the Lucky feat.
<i>Guts+.</i>	When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.
<i>Handicraft+2.</i>	For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.
<i>Health Boost+.</i>	While wearing this armor, your hit point maximum increases by 2 for each character level you have.
<i>Heroics.</i>	While below 25% of your maximum hit points your weapon attacks deal 1d4 extra damage and you have resistance to all damage except psychic damage.
<i>HG Earplugs.</i>	While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.
<i>Iron Skin.</i>	While this material is in your armor, your AC cannot be reduced in any way. You do not retain AC granted to you by a shield if you drop it; or a potion, or magical effect after it has expired.
<i>Iron Wall.</i>	You have a +2 bonus to your armor class while you wear this armor.
<i>Stamina Surge+2.</i>	While wearing this armor, you can use an action to cast the <i>haste</i> spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.
<i>Super Recovery.</i>	Whenever you would gain temporary hit points, you can instead increase your hit point maximum and current hit points by that amount for 24 hours. You can only increase your maximum hit points by 20 with this effect, any additional temporary hit points gained beyond that are lost. Once used, this property can't be used again for 24 hours.
<i>Survivor+.</i>	When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +2 AC, +2 damage, and +2 to attack rolls for 1 minute. Once used, this property can't be used again until the next dawn.

Name	Material Effect
<i>Tranquilizing Guru.</i>	While you wear this armor, you are able to detect when a monster is weakened enough to be captured.
<i>Wide-Range+.</i>	When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Adamant Seeds, or Might Seeds; all other creatures within a 20-foot radius of you gain its effect.
<i>Wind Barrier.</i>	While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have half cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 5-foot radius around you. Once used, you can't use this property again until you finish a long rest.

LEGENDARY ARMOR MATERIAL EFFECTS

Name	Material Effect
<i>Adrenaline+.</i>	The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. Until the end of your next turn you have advantage on Dexterity and Strength saving throws and skill checks. Additionally on your next turn, your movement speed doubles and you can take one extra action.
<i>Carving Celebrity+.</i>	While you are attuned to this armor, you can carve a creature of CR 15 or lower 1 extra time.
<i>Covert.</i>	While wearing this armor you have advantage on Dexterity (Stealth) checks to move silently and you have advantage on any ability check made with an Alchemist kit. Also your bow, light bowgun, and heavy bowgun ammunition capacity doubles for all ammunition.
<i>Dark Finale.</i>	See the Fatalis Eye material from the <i>fatalis</i> loot table
<i>Defense Boost (Lightning).</i>	While wearing this armor, you gain a +1 bonus to AC, you are immune to lightning damage.
<i>Divine Blessing+4.</i>	When you take damage you are not immune or resistant to, roll a d12 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
<i>Evade Window+.</i>	This armor has 5 runes, and it regains 1d5 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

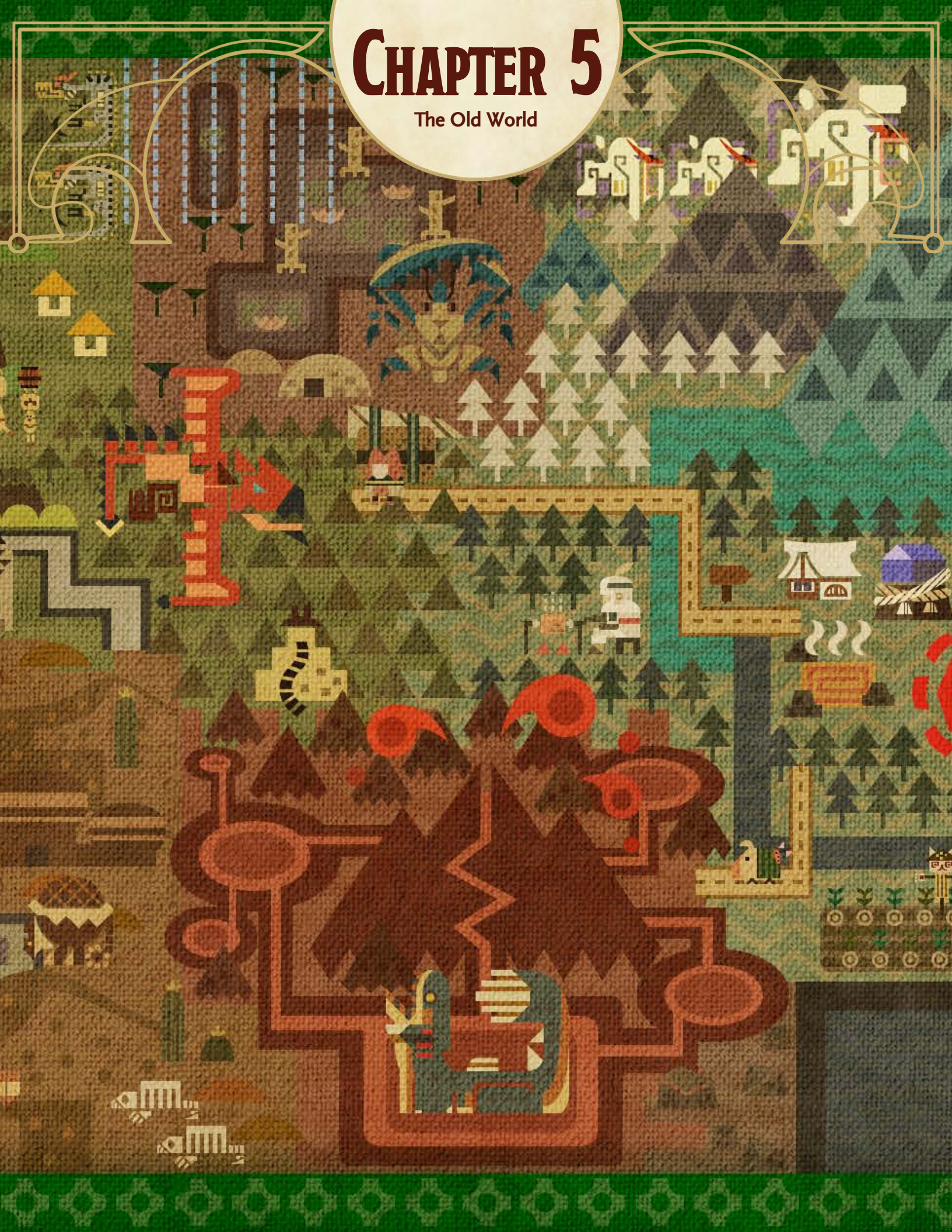
Name	Material Effect
<i>Evasion+</i> .	You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.
<i>Handicraft+3</i> .	For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.
<i>Iron Wall+</i> .	You have a +3 bonus to your armor class while you wear this armor.
<i>Nimbleness</i> .	You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while you wear this armor. Also when you are subjected to an effect that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
<i>Poison Absorption</i> .	Whenever you are subjected to poison damage, you take no damage and instead regain a number of hit points equal to the half of the poison damage dealt.
<i>Recovery Speed+</i> .	Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. Additionally, you regain all expended hit die when you finish a long rest.
<i>Recovery Up+</i> .	You regain the maximum number of hit points possible from potions or plants that you consume.
<i>Silverwind X</i> .	While wearing this armor, you have advantage on Dexterity saving throws and Dexterity (Stealth) checks made to hide.


Name	Material Effect
<i>Stamina Surge+3</i> .	While wearing this armor, you can use an action to cast the <i>haste</i> spell from it once per day, but can target only yourself when you do so.
<i>Stellar Hunter</i> .	You have advantage on Dexterity (Stealth), Intelligence (Investigation), Strength (Athletics), Wisdom (Insight), and Wisdom (Survival) checks.
<i>Super Recovery+</i> .	While wearing this armor, you regain 1d6 hit points every 10 minutes provided that you have at least 1 hit point. Also, whenever you would gain temporary hit points, you can instead increase your hit point maximum and current hit points by that amount for 24 hours. You can only increase your maximum hit points by 20 with this effect, any additional temporary hit points gained beyond that are lost. Once used, this property can't be used again for 24 hours.
<i>Talisman boost</i> .	While wearing this armor, you double the effect of the material in your trinket.
<i>Wind Barrier+</i> .	While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.
<i>Wellness</i> .	While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.



CHAPTER 5

The Old World





Within these pages you will find the collective knowledge of the regions, settlements, and most prominent hunting grounds within the Old world. Gathered through eyewitness accounts, guild researchers and Minegarde geographers, as well as aid from the Wycademy, these pages will aid in fleshing out the Old World in the Monster Hunter Universe. You will be presented with information about the denizens and cultures of these respective locations, as well as points of interest and possible mysteries and plots that may be stewing beneath the surface.

You are welcome to utilize any of the elements presented within, for use within your own campaign. Most of the information in this chapter holds true to monster hunter lore, but all that has been catalogued is not guaranteed to be completely accurate. You can also adjust and alter the information as you see fit to work within the narrative you wish to present to your adventurers, or create and add as much to the existing information as you'd like! The foundation of the Monster Hunter Universe is in your hands. Infinite possibilities and epic stories await your hunters!

The Calendar and the Passage of Time

Not all d&d campaigns concern themselves with the specifics of maintaining a tight calendar record and the Monster Hunter video game series has never been one to keep accurate track of time by days, months, or years. In fact there is no record of an actual calendar in any of the games and only one game only ever had seasons.

However, for the game master who wishes to put in that extra step to providing immersion within the Monster Hunter Universe may look within this section for specifics about the calendar, created for the Old World, they can implement within their own campaign.

The calendar year of Old World runs a total of 295 days over the course of ten months. These months are outlined below in the order of their arrival within the calendar year, as well as their number of days and notable holidays.

The names of the Months and Weekdays do vary between distant cultures, but the wyverian-rooted calendar noted here is widely accepted and utilized throughout the Old World, as well as most civilized areas across the world. The four seasons (winter, spring, summer, and autumn) are represented and called as such.

The seven days of the Old World week follow the names **Moonday**, **Towerday**, **Windsay**, **Thaumsday**, **Fireday**, **Swordsday**, and **Sunday**. The days are a standard 24 hours in length

Seasons

Below you will find a general starting time frame on each season and when the season officially starts according to the Old World Calendar.

Spring. The coming of Spring is signified by the beginning days of Bloom. The official start of the season is observed on the 10th and celebrated with a festival called the Spring Blossom Festival.

Summer. The first day of summer varies, but the 13th of Sickle is typically considered the official start day of Summer. A festival celebrating the longest day and shortest night is held during the summer equinox.

Autumn. Autumn marks the transition from summer to winter, when the duration of daylight becomes noticeably shorter and the temperature cools considerably. Autumn takes the land in the second week of Grey.

Calendar of the Old World

Month	Days	Holidays
Rain	28	Founder's Day (1st)
Bloom	29	Spring Blossom Festival (10th)
Arch	30	
Sickle	30	
Dusk	28	Summer Twilight Festival
Grey	30	
Shard	31	Autumn Harvest Festival (18th)
Valley	28	
Shelter	30	Appreciation Fest (4th)
Dawn	31	Winter Star Festival

Winter. Winter sets in during the month of Shelter. The beginning of the season is marked by the Appreciation Festival on the 4th day of the month.

Holidays

Below you will find a list of holidays and festivals, some named after festivals that have occurred in the Monster Hunter video games, while others are based on other holidays found in d&d lore and adapted to the lore of this world.

FOUNDER'S DAY

Not really a practiced holiday, Founders' Day is noted on Old World calendars as the first day of Rain and commemorates the occupation of Dundorma and the founding of the Hunter's Guild. The ruins in the eastern section of Dundorma is the site of illusory shows of the history of the city as well as martial exhibitions by the guard and other noted warriors of the city. Many guild halls sponsor Founders' Day hunts with prizes going to the largest creatures in each category.

In villages, scholars and elder's tell tales of their own foundings and about legendary hunters of old.

Founders' Day Viewing Parties Some civic-minded nobles throw small "Founders' Day Viewing Parties" on the wall that overlooks the ruins of east Dundorma, using their influence and coin to lay claim to one of the viewing boxes and inviting important city officials and other nobles to the festivities they host there. It's considered an old-fashioned event, however, even if the alliances created and influence garnered with various city officials makes it worth it.

SPRING BLOSSOM FESTIVAL

The Spring Blossom Festival is the official beginning of spring. Before the festival begins, artists across the world spend a sevenday, if not more, creating elegant and beautiful floral sculptures that take the shape of cute animals, like the poogie or a felyne. Wreaths of fresh flowers - some wider across than a man is tall - adorn the entrance to guild halls. Druids gather at hunting grounds to worship the goddess of nature.

Most communities celebrate the day with festival games, music, merriment, and delicious food are available to all. It is not uncommon to see vendors selling an assortment of different monster meats on a stick. In Dundorma, newly graduated hunters from the Wycademy and other training schools are treated like heroes. At the end of the festival, these new hunters are assigned to a village where they will begin their career.

SUMMER TWILIGHT FESTIVAL

The Summer Twilight Festival is celebrated on the summer equinox, the longest day and shortest night of the year. Due to this, the date of the festival varies year by year, but typically occurs in the second or third week of Dusk.

This festival is a time of dancing, feasting, love, and music. In a ceremony performed in some lands, unwed maidens are set free in the woods and "hunted" by their would-be suitors throughout the night. Betrothals are traditionally made upon this night. It was said the deities themselves took a hand to ensure good weather. If bad weather was experienced on this night it was considered an extremely bad omen.

Twilight Ball: The Twilight Ball is an all-night affair that starts at dusk on the summer equinox, and lasts until the dawn of the following day. This event is thrown in Dundorma and other large cities across the Old World. The ball features dozens of elaborate pavilions (sponsored by various Houses) with plenty of delicacies and ever-flowing drinks and music aplenty. Nobles' attire are commonly adorned with materials of legendary beasts, such as elder dragons.

AUTUMN HARVEST FESTIVAL

This annual festival is traditionally a feast to celebrate the harvest and the abundance of food, but also the time when those wishing to travel left on their journeys before winter set in.

Preparations for the feast started as early as a fortnight before, while preparing, cooking, and preserving the harvest for the cold winter months. Traditions varied from community to community, but examples of festive activity included food-related contests; races and challenges of skill and strength; receiving homemade sweets from the local clergy; priests blessing larders, wine cellars, grain bins, and food preserves; and placing candles into gutted pumpkins or gourds that have faces of Lynians carved into them.

At night tricks, pranks, and even pickpocketing are common; thus tradition had people filling their pockets with candy in lieu of money. Pickpockets took the candy and replaced it with a small token such as a folded scrap of paper, or a trinket. More commonly, people just traded candy at face value, and readily handed it out to children who asked. Illusionists and stage magicians were often hired to perform or wandered the streets in hopes of garnering clients.

Harvest Events.

The Autumn Harvest Festival has three main events in almost all communities. A PC that succeeds on an event is able to pick from a list of materials of the DMs choosing. They can attempt each event once.

Harvest Brawl. The Harvest Brawl is an event to test fighting skills against captured monsters, held by the Hunter's Guild in cities, towns, and village arenas. The greater the beast the greater materials they are rewarded with.

Archery Competition. Using a bow, the competitors have to knock down six out of ten bottles (AC 12) with only ten shots.

Knaves' Challenge This challenge is meant for a group of four, just like a hunting party. The group must then solve a simple riddle created by the DM. This riddle could be to find a certain number of items in the festival area, or have just a simple answer.

APPRECIATION FESTIVAL

The Appreciation Festival marks the arrival of winter, and is also the day when the dead are honored. Graves are blessed, the Ritual of Remembrance performed. People also gathered to tell stories of the deeds of their ancestors, great treasures, lost cities, and of the gods until deep into the night, until they merged and became legend.

WINTER STAR FESTIVAL

The Winter Star Festival is the last great festival of the year. It marks the midpoint of winter and occurs on the day when the sapphire star shines its brightest in the night sky. Amongst nobles and monarchs it is known as Midwinter and is traditionally used to make or renew alliances, although the common people called it the Winter Star Festival.

On this day children take to the streets building snowmen and throwing snowballs at those careless enough to pass by their hiding places. Throughout the day the common folk come together in the center of town, for a giant potluck and priests gather with the faithful to read sermons, prayers, and the tale of the five.





The Schrade Kingdom

Encompassing the entire north western side of the largest continent in the Old World. The Schrade Kingdom remained one of the great powers in the world until a thousand years ago, when the Great Wyvern Disaster struck the center of the kingdom, bringing an end to the Great Dragon War. Years later, the kingdom reformed into two separate ones, known as the Eastern and Western Schrade Kingdoms. The kingdoms act independently from one another. They have even stopped communicating in recent years. Castle Schrade Ruins remain neutral ground for the kingdoms, neither wanting to disturb the monster believed to have caused the Great Wyvern Disaster.

Hinnerun Mountains

Hinnerun Mountains or the 'Mountains Near the Sky', are local mountains within the Schrade Region that divide Eastern Schrade and Western Schrade. These mountains are much longer than both Schrade and Dundorma, making them a troublesome obstacle for travelers. However, the travel is greatly shortened if one rides an airship. The west side of the mountains is warm while the east side is cold.

The Arcolis Region

Located in western schrade, and encompassing the foothills south of Kokoto Village, the Arcolis Region is well-known for its mild climate, vast grasslands, and many hills. This is why the Guild hunters have been known to call this region's hunting ground the Forest and Hills or Verdant Hills.

Metapetatto

Metapetatto is a rural area south of the arcolis region, where hunter villages are known to be located. A Lao-Shan Lung is said to take route here, so hunters are known to wait here to protect any villages within the area from a potential attack from this giant. Within this area is the hunting ground known as the Old Jungle as well as the West Wyvern Sea. From the West Wyvern Sea hunters receive and send materials to other places.

Schrade Castle Ruins

An abandoned castle that was built long ago, but is now in ruins, a shadow of its former glory. The area around the ruins features blood red skies that have dark hues, and swirls of eerie purple clouds.

Hunting Life Magazine

THE LAY OF THE LAND - SPECIAL EDITION

I am the top geographer in Minegarde. This is the record of my life's research. This Special Edition of my work is information about Castle Schrade.

Castle Schrade is an ancient castle located in the vast open plain in the center of Schrade. After the great wyvern disaster, what was once a splendid feudal manor, is now a mere shadow of its former glory, surrounded only by the ruins of the villages and towns that used to encircle it. So complete is the devastation, that no one remains to mourn its passing.

It is said that the Fatalis, the creature believed to have caused the disaster, still inhabits this region of the world and detests all life, even other monsters. Reports from the Hunters Guild have sighted other creatures actively avoiding the ruins of Schrade.

However, more troubling are the sightings from traders who stray near the kingdom's border, only to see a dragoness silhouette on the horizon and a screech loud and terrifying. All of this before they flee for their lives. The Guild has dispatched hunting parties to Schrade, but few of them return and those that do come back scarred and changed.

- Minegarde Geographer Midden Dustdigger

The Western Schrade Kingdom

Verudo

Large City • Population: 25,830 (65% Human, 10% Gnome, 7% Dragonborn, 5% Elf, 13% Other)

Known as the "Fortified Fortress", Verudo is the largest city in Western Schrade. Surrounding Verudo is a giant wall with cannons facing all directions to protect the city from incoming attacks. Though the inner city is well protected, the outer city isn't. Forced out of its protective walls, the city's poor and disenfranchised citizens nicknamed "wall-crawlers" attempt to survive and find a way back into the city.

Minegarde

Small Town • Population: 1,490 (80% Human, 8% Gnome, 8% Halfling, 4% Elf)

Built into the mountainside along the coast near Kokoto Village is the port town of Minegarde. The town is the focal point of all imports and exports for the Western Schrade Kingdom, but suffers from constant rock slides that block the path leading to and from the town. More than once, this has forced hunters and other workers reporting to Minegarde to instead travel to Dundorma for work.

Central Minegarde

Central Minegarde houses most of the city's businesses, residences, and attractions. Most noticeably is the Gypceros Gaze Tavern. Hunters gather here for beer, to trade information, and to share stories of their hunts. It is also the location of the Hunter's Guild in Minegarde, where the hunters can pick up their next assignment or take on an odd job from a citizen of the kingdom.

The Port of Minegarde

The Port of Minegarde encompasses the moderately sized inlet and series of docks that allow an expeditious flow of shipments in and out of the town. Over thirty ships fill this port at any given time, and the dock crews are ever working, carrying crates and goods away to Minegarde central district, or to the empty vessels for exportation. The eastern part of the docks house the ports guards, who ensure all imports and exports are properly searched and taxed before leaving the docks.

Kokoto Village

Small Village • Population: 210 (35% Human, 35% Elf, 15% Half-elf, 10% Halfling, 5% Dragonborn)

Deep within the Arcolis Region sits the Kokoto Village, where traveling merchants constantly pass through on trips between Minegarde and Dundorma. It is the home of the Kokoto Chief, a retired Wyverian hunter who achieved legendary status for slaying a Monoblos with the Hero's Blade, hunting a Lao-Shan Lung alone, and slaying another Lao-Shan Lung with 3 other hunters after it killed his fiancée. He is also known as the "Hero of Kokoto". Among the village's residents, there is a man who allegedly was once called a "Legendary Gunner". He has been recovering in the village due to an injury.

Hunting Life Magazine

BLACK DRAGON SPECIAL EDITION

*Hasn't there been a song stuck in your head? A song sung by children all across the land? A song with soul, sung diligently in the streets and in the alleys? What is that song? 'The legend of death, death by a giant wyvern has been revived' It is 'The Legend of the Black Dragon'! Everyone should know it, as it is based on a famous fairy tale!**

However, I think the fact that everyone is singing this song is actually a sign. They say children are always first to foretell the changing of the world. They are said to have a special sense for these kinds of things. I have gathered as much information as I could from the corners of this world, and I have told those who should be told. However, no one believes me. That is why I have begged for a few pages in Hunting Life to explain the Legend to all who care to learn.

'The Legend of the Black Dragon' is said to exist everywhere, and while there are changes in the lyrics depending on the location, the content of the song is the same. So please understand that the lyrics printed below are representative of the song as I know it. The lyrics may be different where you are located.

The Legend of the Black Dragon

When the world is full of wyverns
The legend is revived
Meat is eaten, Bone is crunched.
And blood is sucked up dry

He burns the earth
And melts through iron
He boils the rivers
And mows down trees
He awakens the winds
And lights an inferno

He is called Fatalis
The wyvern of destiny
He is called Fatalis
The wyvern of destruction
Call for help
Run for your lives
And don't forget to
Pray to the skies

He is called Fatalis
The wyvern of destiny
He is called Fatalis
The wyvern of destruction
Fatalis, Fatalis
Heaven and Earth are yours
Fatalis, Fatalis
Heaven and Earth are yours

- Darren Dino, Royal Paleontology Scriveners

Kokoto Village

Small village within the Verdant Hills

Locations Guild Hall, Provision Stockpile, Smithy
Common Races Forest Gnomes, Halflings, Hill Dwarves, Wood Elves
Notable NPCs Kokoto Chief, Legendary Gunner

Notable Locations

Kokoto Farm. A character can visit the farm once between hunts. A character can make one attempt to catch an insect, fish, gather plants, or mine. The DC is determined by the characters level against the resource DC for the Verdant Hills location.

Training School. The training school is filled with the knowledge of the guild researchers. Before a hunt a character can visit the school to gain knowledge about the creature. They must make an Intelligence (History) or Wisdom (Nature) check against 8 + the creatures CR level. On a success, the player may ask one question about the creature to the GM.

Village Landmark. The village's landmark is the hunter's sword which is embedded in a large rock (remove DC 30) at the back of a cave near the farm. It is renowned for being the weapon that the *Hero of Kokoto* used to kill a Monoblos.

**The Hero Blade is part of a Legendary Sword and Shield set, but cannot be used without the shield.*

Random Events

Traveling Merchant. Each day a character spends in the town, there is a 50% chance a traveling merchant will arrive in the morning and stay for the day. Once a merchant appears another will not appear for 1 week.

Notable NPCs in Kokoto Village

Kokoto Chief

The Kokoto Chief is a retired Wyverian hunter who achieved Legendary status for slaying a Monoblos with the Hero's Blade, hunted a Lao-Shan Lung alone, and slaying another Lao-Shan Lung with 3 other hunters after it killed his fiancée. He is also known as the "Hero of Kokoto".

Personality

At one time, he was adventurous and didn't fear any challenges. Nowadays, Kokoto Chief doesn't really show too many emotions.

Appearance

He wears a robe with the village's colors.

Agenda

[] **Slay a Rathalos.** Kokoto Chief rewards the first character to slay a *Rathalos* in the Verdant Hills is rewarded with a fragment of the Heroes Sword (2 Carbalite Ore).

[] [] [] [] [] [] **Laoshun Returns.** When a mission is failed, mark a box, the Kokoto Chief begins hearing about a Lao-shan Lung making its way towards the Verdant Hills and eventually Minegarde. The final marked box begins the event to try and divert the Lao-shan Lung.

[] **The Heroes Shield.** Upon the death of a Lao-shan Lung, the character is presented with the Heroes Shield.

Legendary Gunner

The Legendary Gunner was well known for hunting down a lot sorts of monsters, however, their career seemingly ended due to a fight with a White Monoblos. This hunt led to one of their legs getting injured, causing him to lose faith in hunting down any other monsters.

Personality

At one time, the legendary gunner was once confident and boisterous. Nowadays, the gunner sits behind one of the many houses in kokoto village without any purpose. When bothered the legendary gunner will attempt to ignore the person, but may give up some information if pestered enough.

Appearance

The legendary gunner wears jet black armor made from the parts of a nargacuga.

Agenda

[] **Sword and the Stone.** Seeing the Heroes Sword pulled from the stone, the Legendary Gunner regains their purpose to continue hunting to continue to protect the public from dangerous monsters. Now they continue their hunting career as the Legendary Gunner once again.

[] [] [] **Heal Injury.** Due to the nature of the injury the legendary gunner suffered, they require the pale extract from a khezu to create a poultice. 4 are required to heal the leg and they will attempt to send groups out to hunt these creatures.

The Eastern Schrade Kingdom

Riveru

Large City • Population 43,550
(83% Elf, 10% Half-elf, 7% Other)

Riveru, city of East Schrade, is the largest city in the kingdom. Located east of the Castle Schrade Ruins, it is surrounded by steep mountains, making its winters longer than most other places. From these long winters, special facilities have been made to keep the people warm during those harsh seasons. For protection, there is a huge watchtower in the center of the city, armed with a huge cannon similar to Verudo, and an observatory used to monitor monsters around the city.

Trade Specialists

Riveru greatly specializes in trading, using sled monsters to transport their goods. These monsters are their specialty. It makes traveling through the Hinmerun Mountains an easy, quick, safe trip. It trades with the towns that are within Eastern Schrade, including Dundorma, but they won't trade a single thing with Western Schrade.

Dundorma

City • Population: 40,250
(83% Human, 6% Dwarven, 11% Other)

After the disappearance of the ancient civilization, the humanoid races sent out explorers to discover new locations to settle. During one of these trips, the explorer's discovered the ruins of a town along the coast in the grassy plains south of the wetlands. As they began to explore these ruins, the team came face to face with a sleeping lao-shan lung. In their panic, the exploration team woke up the lao-shan lung. The Lao rampaged across the city, crushing buildings into dust while it chased down the explorer's. Just as the explorers gave into despair, what can only be described as a miracle occurred. A gargantuan wyverian in samurai style armor charged into battle against the lao-shan lung. The battle raged for hours, until the Lao fled in shame and the giant wyverian turned towards the explorers.

Months later, repairs began in the city. The gargantuan wyverian, known as His Immenseness, worked with the humanoid races in rebuilding the city. With his help it took almost no time to repair the first districts. From his direction and leadership, the city of Dundorma was founded and the headquarters of the newly founded Hunter's Guild had a home.

For a long time after its founding, Dundorma was constantly attacked by all sorts of Elder Dragons. To defend the city against these threats, they made all sorts of powerful weapons to defend the city, which eventually led to them making the Original Dragonator to defend the city. The Original Dragonator alone defeated many foes and defended Dundorma time after time. From this success, it became the symbol of the city. Over time, however, the Dragonator got old and wasn't as useful as it once was so the city replaced it with a newer, more powerful one. The old Dragonator was put into a weapons warehouse by His Immenseness and was left there as a memory for Dundorma.

Experience is the best teacher

RESEARCH IS TOUGH! 2

Dear Instructor,

Today, I'm sending you a report straight from the Old Jungle. This is an area thick with trees that hunters have used as a hunting ground since long ago.

I'm currently making my way through the innermost part of the Old Jungle. Surrounded on all sides by trees, which fills me with absolute dread. And fear. I can't tell when or where an attack might spring from... Plus, this inhumane heat and humidity! I'm feeling sticky all over! I'm convinced this is the worst place on the face of the planet!

My base camp is nestled deep among the trees, and a river flows through the middle of it all. The local Vespoids and Hornetaurs are out, as are some very rare, small-type bugs, but I'm not here for these tiny things. I'm after the biggest insect monster of them all, the Vespoid Queen!

Why am I after it? Because it's the QUEEN! It's got the radiance of a Thunderbug and the prismatic beauty of a rainbow! The desire to find one rages within me like the torrent of a mighty river, cascading into a waterfall, and out the mouth of a cave. Ooh, I'm all nervous lying in wait as I gulp down my Hot Drink in one go.

By the way, this cave is rich in Ores and really rare herbs, I've gathered some for you!~ Anyway, all of a sudden, my woman's intuition tells me there's something outside. I ran outside post-haste and there was the Queen herself! Brilliant rainbow wings and a golden thorax... I was finally face to face with one!

"Oh, eww!!" I said out loud by accident, and I know it's hard to believe, but please hear me out, Instructor! It was this gigantic bug as big as a Yian Kut-Ku flying around and it was just... Gross. Seriously, who the heck said because it's a queen it had to be beautiful? ...Wait, that was me, wasn't it?

Yes, I know, I can't let myself succumb so easily, and unsubstantiated research is the worst of the worst kind. I think I'm beginning to understand your favourite saying. I'm going to stand strong and be ready for anything that may arise from now on. I hope you'll look forward to my next report!

Respectfully yours,

- Researcher Zuri Savante



GOVERNMENT

Ruled by His Immenseness who appeared at Dundorma from the very beginning and greatly helped in this town's development. He can be best described as a wise and adventurous old man. He is known for his almost cold yet blunt personality with a strong sign of leadership. He helped the town build the Battlequarters, formed the Elder Dragon Observation Team, and established the Guardians to protect the town.

CRIME

Crime in Dundorma is almost nonexistent in Dundorma. With the creation of the Guardians to police the town and the fact that any criminal that is caught is judged by His Immenseness, the only criminals are the foolish.

GEOGRAPHY

The city was originally rebuilt with help from His Immenseness not long after discovery of the ancient civilizations ruins repairs continued over a few generations. Castle Dundorma was in the middle of town and a large tower was built so that the Elder Dragon Observation Team could overlook the city and surrounding area from all sides.

The east end of Dundorma is still being repaired to this day and the southern border has enough farmland to sustain the citizens of the town. To the north, the Wetlands encroaches on the exterior walls providing protection from creatures not suited to the swampy terrain. There is no cemetery in the town. By decree of His Immenseness, the dead are instead honored and then burned. Burying the bodies would attract additional threats to the town.

THE HUNTER DISTRICT

The Hunter District is the central district of Dundorma. This district houses the Hunter's Guild headquarters and the Elder Dragon Observation Center is located. The district provides all the amenities a hunter could ask for, from access to some of the best Smithy's and supplies in the world, to luxurious homes where famous hunters stay.

The district also contains the collective knowledge of the researchers who seek out information on the ancient civilizations' secrets and the world's greatest enemies, the elder dragons.

THE EAST AND SOUTH GATE DISTRICTS

There are two gate districts located in the east and south of Dundorma. The southern district is commonly used by folks traveling to and from the city. This might be to work in the farmlands to the south of the city, or perhaps because it is safer than the east gate.

The east gate leads out to the ruins where the Elder Dragons attack. The Guardians barracks and hunters assigned to the defense of Dundorma call this district home

The South Gate district is where people live whose profession is at the town gate. Not full merchants, as merchants have their own district, but cunning middlemen, clever brokers, shrewd money changers, stout day laborers, strong porters and swift deliverymen, all live and make a living here. Not to mention the district has more than a few comfortable taverns, the gates guardians and their barracks, scholars, and beggars.

THE MERCHANT DISTRICT

The Merchant district located near the docks in the western side of Dundorma, serves as the prime location for trade and business transactions between vendors, or large-scale merchant families, and their customers. A large bazaar covers most of the northern section of the district where merchants of all sorts can be found.

LANDMARKS

The Imperial Palace is located in the northern district of Dundorma. It was built shortly after repairs began on the city, and constructed over the location where the lao-shan lungs made its nest. It has been the home to His Immenseness and the Royal Paleontology Scriveners since its completion.

Hunting Grounds

Verdant Hills

Found in the Arcolis Region, the Verdant Hills, also known as the Forest and Hills, consists of deep forests, high hills, and vast grasslands, possessing an overall temperate climate.

The herbivores Aptonoth and Kelbi roam the hills, as the location has an abundance of foliage, along with packs of Velociprey. While this zone may seem perfect for novice hunters, it is not entirely danger-free; Rathalos and Rathian are commonly seen nesting on the highest cliffs, whilst Yian Kut-Ku, Yian Garuga, and even the Elder Dragons are known to inhabit this location as well.

The Old Jungle

Found in Metapetatto, the Old Jungle, is characterized by dense, visibility-inhibiting vegetation, rivers and cold caves filled with ankle-deep water. This harsh environment is home to many monsters, but it also has plentiful amounts of Mushroom and Bug Gathering spots.

**Hunting Ground Stat Blocks are located in Appendix A.*

Hunting Life Magazine

THE LAY OF THE LAND 5

I am the top geographer in Minegarde. What you hold in your hands is the record of my life's research into the wonderful lands of this world. The fifth part in my series will cover the Verdant Hills.

The temperate climate of the Verdant Hills makes it a popular home for large numbers of herbivores such as the Aptonoth and Mosswine. However, the monsters who prey on herbivores, such as the Velociprey, are also present, giving this hunting ground a tinge of danger. These monsters tend to move in packs, so be careful not to get surrounded.

This area also has an abundance of plant vegetation. For instance, Herbs and Blue Mushrooms. Not to mention items important to gunners like Huskberry, and Needleberry. All of these can be obtained easily in this area.

You can also search for Honey in the Verdant Hills. Honey is an incredibly beneficial item for hunters. It can be obtained from honeycombs found in the field.

The main point of concern with the Verdant Hills is without question the presence of a wyvern called Rathalos. Known as the King of the Skies, it is fiercely territorial and rewards any encroachment in kind. One must be especially careful when it is entering or exiting its cave dwelling.

We have also confirmed that recent years have brought the appearance of a masked tribe called Shakalakas. Compared to other native tribes, they are particularly ferocious. Often mistaken for mushrooms in the field, the Shakalakas are incredibly dangerous to hunters.

- Minegarde Geographer Midden Dustdigger



The Marshlands

The Marshlands consists of the swamps and marshes that separate the Eastern Schrade Kingdom from Dundorma and the other villages to the east. Unless they are under extreme circumstances, merchants typically choose to travel to by sea and traverse the old jungle rather than travel through the muddy and poisonous terrain of the swamps.

Jio Telado Marsh

Jio Telado Marsh, better known as the Old Swamp or Telado Marsh, is north of Dundorma. Most avoid the marsh due to the poisonous muck around the environment. The poisons are in the land, the water, and even the air. Not to mention, the swampy environment can be quite muddy from all the humidity. Though Jio Telado Marsh is a harsh environment, hunters have been going to the area in order to gather the rare minerals found within it. These minerals are known to attract monsters like Basarios and Gravios.

The Wetlands

The Wetlands, better known as the Swamp, is not too far away from Jio Telado Marsh. This swamp's weather is in constant, but predictable flux. It is hit by rain during the day while some portions of the land are covered in poisonous muck during the night. This area has many types of aquatic vegetation along with different species of fungus.

Villages

There are no known settlements in the Jio Telado Marsh or the Wetlands, but Felyne, Melynx, Shakalaka, and nomadic tribes of Lizardfolk and Orcs have been known to take up residence in the drier parts of the swamps.

Hunting Grounds

The Swamp

This hunting ground is situated in the Wetlands. It is a temperate environment characterized by bodies of stagnant water, tall deciduous trees, moist caverns, and patches of tall brown grass. It is inhabited by a variety of monsters, including Gypceros, Shogun Ceanataur, and Khezu.

The Old Swamp

This hunting ground is situated in the Jio Telado Marsh. It takes up a large part of the marsh and is known for its numerous caves and a very wet landscape. Dense fog can make visibility low in some areas. In other areas, the ground is too mushy to lay down pitfall traps. The numerous caves, while freezing, hold large clusters of beautiful crystals. The Old Swamp is teeming with insects, as well as numerous plants and mushrooms. In most areas of this environment a blue tinge is visible in the sky and fog.

**The Wetlands hunting ground stat block can be used for either of these hunting grounds until the old swamp is created. It is located in Appendix A.*

Experience is the best teacher

RESEARCH IS TOUGH! 4

Dear Instructor,
Here I am in the very foggy and very wet Old Swamp, writing up my report to you. I feel so much more at ease this time around since you told me that all I would have to do is collect some mushrooms.

The air is cool here in this quiet locale, but it looks like monsters that feed on Genprey and Loprey also live here, so I must be on guard at all times. South of my camp lives an old Wyverian man who collects local veggies. There isn't a straight path to his house, but it was worth it as I got some rare materials in exchange.

A distance away from my camp I discovered 3 small caves. They're literally treasure-troves overflowing with minerals like Quartz Ore. Jackpot! I haven't run into any large monsters, and research has been easy. If only it was like this every time... But wait, what was that just now?... Must be my imagination.

Whew I must be paranoid. Silly, huh? But upon looking up at the ceiling, what should I see but a giant Khezu! In the time it took me to think, "Fork me, I'm done!" It had opened its mouth and swallowed me whole, introducing me to the contents of its stomach. Now I know how a Kelbi feels. The Khezu is one scary monster.

However, now was not the time for sympathy! I had to get fast or be reduced to a pile of bones. It was becoming harder and harder to breathe... Instructor, I thought you said it would be "perfectly safe"! I thought, "Father, Mother, please forgive me for not saying goodbye..."

Just as I was about to lose all hope, a band of Guild hunters who just happened to be in the area came to my rescue! Wow, talk about a close one... By the way, I talked with them and guess what they told me? They said that YOU had hired them to follow me and help me if I was about to die!

Um, so instructor... I know that in your mind practical experience is important, but I get the feeling that you're sending me out to these really dangerous places on purpose just so you can read my reports and laugh... Nah, there's no way that a world-class naturalist and teacher would do such a thing!

Respectfully yours,

- Researcher Zuri Savante

The North El De Region

The North El De Region, also known as the Volcanic Belt, is a region covered in volcanoes, such as the Old Volcano or Volcano. Well-known for its many rare ores, the North El De Region is a popular place for miners. In fact, most of the blacksmiths in the world come from this part of the El De Region.

Nganga

Village • Population: 340
(64% Human, 18% Dwarf, 9% Halfling, 9% Other)

South the volcano range is a mining village called Nganga where hunters go to rest after long hunts in the region. It is popular amongst miners, due to the rare ores found in the region. It is also considered quite dangerous due to the many harsh species that live in this volcanic area. This means that hunters have never-ending jobs to both mine ore and hunt.

Hunting Grounds

The Volcano

The Volcano is located in the north el de region. It is the largest volcano in the region and is also far more harsh and inhospitable. Lava flows in this region are dangerous to walk near, and it overflows at night time causing changes to the terrain. The ground is also littered with explosive rocks that are formed from the volatile minerals in the region. It is not uncommon for a hunter to be out on a hunt during an eruption.

The Old Volcano

The Old Volcano was the first hunting ground designated by the Hunter's Guild in the north el de region. The area is an active volcano and the surrounding area. A camp has been set up at the base of the mountain, where the hunters can explore the surrounding area before making the journey to the molten center. On their journey they will travel through many caves, emerging from them before they can begin their perilous ascent to the peak. Withering heat demands that hunters use cool drinks if they wish to venture into this land. Hunters should also be wary of strange rocks which can explode violently when damaged.

Due to the little vegetation to be found, the Old Volcano is home to only the heartiest of creatures, including the Basarios, Gravios, Azure Rathalos, Yian Kut-Ku, Iodrome and Shogun Ceanataur. The low vegetation also means poor gathering in the ways of herbs and insects. These two shortcomings are far overcome by an overwhelming abundance of ores and minerals to be mined.

Monster Lairs

The Battleground

Aptly named the 'battleground', this hunting ground is located in the back-end of the Volcanic Belt. Getting to the battleground is no easy task due to the mile wide lava rivers that flow around the area, but it is nothing compared to the beasts that call it home. Ferocious beasts such as the Fatalis and Akantor make their lair in this large barren space. Due to this, the guild has never been able to set up a base camp in this area, and it is impossible to leave the area without use of magic or an airship like the Soaratorium.

Hunting Life Magazine

THE LAY OF THE LAND 6

I am the top geographer in Minegarde. What you hold in your hands is the record of my life's research into the wonderful lands of this world. The sixth part in my series will cover an area known as the Volcanic Belt.

The Volcanic Belt is a land where the harsh nature of the volcanic rock has killed off most of the vegetation. The heat of this hunting ground from the volcano's mouth to the caves in the northwest, will slowly zap the health of unwary travelers. Said to be twice as devastating as desert heat.

I may be stating the obvious here, but I must warn you travelers out there that should you visit the region to watch your step. No matter how many Cool Drinks you consume, it's not going to stop your toes from getting burned. However, if you have the Heat Guard armor trait, your feet should be alright.

However, this is not to say there is a lack of life in the Volcanic Belt. Quite the contrary. Fire Herbs grow in abundance among the volcanic rocks. And like the Desert, you can also find Tropical Berries, which, when combined with Ice Crystal, may prove useful when your Cool Drinks are exhausted.

The main characteristic of the hunting ground is the overwhelming abundance of ore. From rocky areas, to caves, to the mouth of the volcano itself. It is possible to gather various types of ores. There is never a shortage of hunters trudging up the mountains with pickaxes in tow.

You should beware the powerful wyvern Gravios, as well as the rock like Basarios. Both of these wyverns have exceptionally hard shells that can make it difficult to damage them with normal weapons.

You may also encounter the adolescent version of the Carapaceon called a Ceanataur. The Ceanataur is a very aggressive beast, meaning even a skilled hunter should not take it lightly.

- Minegarde Geographer Midden Dustdigger



The Lava Canyon

The Lava Canyon is found at the very center of the Volcanic Belt. It is a sunken area surrounded by ever flowing lava falls from all directions. These lava falls feed the lava pool surrounding the massive lava rock and ash covered patch of ground in the center of the area. Creatures like the Akantor have been known to make this area their lair.

The Sacred Land

The Sacred Land is a remote area somewhere within the volcanic region. Due to the extreme heat, a Cold Drink is required for any hunter venturing into this land. Much like the battlegrounds, this area has been the lair for an alatreon in the past. Within the sacred lands is a circular patch of land that is enclosed by a lava river, and contains two pools of lava in its center. The base camp is set up behind a crevasse in the mountain wall where hunters and scouts can rest. However, it is no easy task to climb the obsidian walls to the camp.

The South El De Region

The South El De Region is a region consisting of a cluster of islands in the sea. This region is home to a fishing village near the shores of its volcanic belt. This village only trades with residents of the nearby islands, such as Jumbo Village, due to North El De Region's harsh volcanoes.

Hunting Grounds

Volcano (3rd)

Unlike the other volcanoes in the El De Region, this hunting ground is located on an island to the west of Jumbo Village in the south el de region. This volcano has remained simply "The Volcano" without any prefixes or name changes.

This hunting ground is a volatile location; it begins with low, forested areas, before moving to the base of the volcano, where lava collides with water, creating a curtain of steam at the shoreline. In addition, this volcano differentiates itself in that it has no dry, craggy, rocky areas, and the actual volcano is visible from camp, as opposed to ominous dark clouds in the distance. From the sea shore, the center volcano can be found, and finally the towering peak.

Experience is the best teacher

RESEARCH IS TOUGH! 5

Dear Instructor,
Today, I'm researching volcanoes. More specifically, I'm looking at one that is the fascination of eccentric hunters everywhere, the Old Volcano. ... Instructor, are you trying to kill me?

Anyway, I made a nice discovery before I even formally started my research. Looking into the spring at my camp, I found it was populated with the ultra-rare Goldenfish. Thinking that it must be a good sign, I set out for the volcanic caverns, which are filled with rivers of molten lava, in good spirits.

So what are volcanoes good for? Why, ores, of course! And as expected, I found some good mining points. Still riding the wave of good vibrations, I headed deeper into the volcano with plenty of Cool Drinks in tow, of course. Oh, but how wrong I was to think that things were going to be easy...

In the bowels of the cave, a Gravius with its devastatingly hard shell stood at the ready. It took a deep breath and giant boulders came tumbling down as it unleashed its intense heat ray. I tried to dodge, but my feet wouldn't budge nary an inch. Just when I thought all was lost.

...the hunters who came to my rescue in the Old Swamp came out of nowhere and saved me again! Just when we thought we were in the clear, another Gravius reared its ugly head. It was like the apocalypse had come! The hunters and I made it to the cave's entrance by the skin of our teeth,

But we were now very low on Cool Drinks, and the hunters' wounds were severe. Searching for a way to help, I took a look around the entrance. To my surprise, I found some large ancient stones. If we can decipher these, they could be the key to propelling our research forward. That's when I knew I couldn't die yet!

Yes, and at that moment, I spied the gently swaying stalks of a Dragon Seed plant between tall plumes of volcanic smoke! I took some and combined it to make Dragon Ammo. I remembered what you said, Instructor, that no matter how strong they are against dragon element, if you shoot between the plates of its shell... This was our last shot!

Gunfire, explosions, roars... It's all a big blur. But the next thing I clearly remember is all of us walking back into camp. Wounded all over, we piled into the boat that would take us home. I took this time to further examine the ancient stones I'd found. There is a sort of ancient text carved on them, but I have no idea what it says.

The knowledge we get from my research, the passion of the moment, and teamwork... These are the important aspects of practical experience that you wanted me to understand, right!? Heh, who could've guessed!? You were sending me to these super-dangerous places to show me what you meant! Oh, Instructor!!

That's what I was thinking, but after a while, I began to think that it's a rather disagreeable teaching method. I mean, I was always one breath away from death! That's why I've decided that from now on, I will go on research trips and practicals with you, and only you, Instructor. Carpe diem!

Respectfully yours,

- Researcher Zuri Savante

The Odibatorasu Region

Said to have been created by the Sand God, Odibatorasu, during the time of the ancient civilization. A once vast inhospitable barren waste land on the western side of the Old World was claimed by the monster as its own territory. The Odibatorasu burrowed through the ground grinding the bones, earth, and fossilized plants into a fine sand, terraforming the land into the deserts found today. It is unknown what stopped the Sand God from expanding its territory beyond the edge of the Old Jungle, some believe the ancient civilization killed it during the Great Dragon War, while others believe it to be hibernating deep below the desert, perhaps it feared the black dragon of the Schrade Region, or maybe its purpose the gods gave it was fulfilled.

The Dede Desert

The Dede desert, better known as the Old Desert, or Dunes, was once a sea in ancient times. It is now a desolate desert ruled by many different species of monsters, like Cephalos and Monoblos, with only a few oases around the widespread sea of sand. These oases are known to attract thirsty creatures. Though the environment is harsh, this area is perfect for gathering some unique plants.

Sekumea Desert

The Sekumea Desert, also known as the Great Desert, is a sandy expanse that runs from the Dede Desert to the southern shore. The desert's name means 'Fall of Moondust' and is primarily ruled by Piscine Wyverns. It is well-known for its large ruins hidden beneath the sands and its extreme temperature changes. At day the intense heat can easily kill a human, while at night the freezing cold can easily cause hypothermia. The temperatures and the monsters make this area a living hell for most. Recently, hunters have discovered a giant, underground lake in the northern part of this desert. This lake is known to be inhabited by Plesioth.

Loc Lac City

Large City • Population 47,400
(70% Hobgoblin, 10% Goblin, 20% Other)

Loc Lac City is a bustling trade city located on the borders of the Great Desert, and is a renowned hotspot among hunters. Legend has it that the giant spire-like sculpture at the center of the city is a carved tusk from the Elder Dragon Jhen Mohran, which often approaches the city and threatens its citizens.

The main street is home to a number of services and vendors. The Trading Post and Pint-Sized Peddler can be found to the left, as can the entrance to the Lodge Street. Straight ahead lies the Combinator and Captain Tool, as well as the entrance to the tavern. To the right is the entrance to the armory, and the Interior Diviner, who sells sculptures and other crafts that a hunter can place in their home. Lodge Street is where all the hunter's housing is located. It loops around where it comes to a dead end at the other tavern entrance.

The Tavern is the central gathering hall of the city, where hunters can initiate and join on hunts. There is a provision supplier, and meals can be eaten at any of the numerous benches. The entrance to the armory can be found to the far right.

Experience is the best teacher

RESEARCH IS TOUGH! 3

Dear Instructor, I'm reporting to you today from an old hunting ground that humans have been familiar with since a long time ago, the Dunes hunting grounds!

...Or rather, I would be reporting if it wasn't so blazing hot here! My motivation to put this together is in the red. I've drunk so many Cool Drinks, my stomach is threatening to revolt. And as a bonus, I'm thoroughly parched and the sand is turning my tongue into a sheet of sandpaper. Can I come home yet...? Please...?

Anyway... Right, work. I took a quick walk and found that the Old Desert, while expansive, is enclosed on all sides by cliffs. Small caves rich in ores dot the landscape, and I even found what appears to be a nest of herbivorous wyverns! Could I have stumbled onto something incredibly big here!?

Chewing on a Cephalos Fin, I made my way to the underground lake on the north side where I took a break. I also finally had the chance to use a Bug Net and collect some bugs. Oh yeah, I saw some fish in the lake, so I thought I'd try my hand at some fishing. I happened to find some frogs to use as bait just outside the cave to the underground lake.

Pretty clever, huh? I'm totally a fishing genius, right?

Um... Where was I again...? Oh, right. So I thought to myself that I'd have perfect Gourmet Fish tonight for dinner when all of a sudden, a gigantic fish-like shadow came into view. I was confused. I mean, it was a bit too big to be any normal fish, and yet...

I don't remember what happened after that. A water breath here, an enormous tail that whapped the daylight out of me there... I returned to camp soaked in the stench of fish. Is that what you meant by the 'hardships of research', Instructor? I hope you'll send me to a safer place next time. Pretty Please...?

Respectfully yours,

- Researcher Zuri Savante

Val Habar

Small Town • Population: 1,390
(40% Human, 38% Halfling, 15% Triton, 8% Other)

This port town, bordering on the Great Desert, is a meeting place for all sorts of travelers, merchants, and hunters, looking to do business and gather information. Being built near the Great Desert where dangerous monsters like the Elder Dragon, Dah'ren Mohran, made their home, the town boasts an impressive fleet of sand ships and devices like the giant gong in the town square to keep such grand beasts at bay.

Rekusara

Village • Population: 673
(64% Human, 21% Dragonborn, 15% Other)

Rekusara is a village built on a desert oasis. This village is between the Dunes, and Sekumea Desert, so hunters are known to use it as a transit point to those hunting grounds. From the south, sandstorms are known to strike it rapidly. It is also the site of a future hunting base so rapid development is expected.

Hunting Grounds

The Dunes

The Dunes is home to many large monsters such as Seregios, Tigerstripe Zamtrios, Cephadrome, Monoblos, Diablos, and Daimyo Hermitaur. This desert shares its border with the old jungle and the Sekumea Desert similar landscapes to the other desert areas such as the wide open plains, caves, and canyons, although it is uniquely home to swirling pools of quicksand and palm trees.

The Desert

The Desert hunting ground is split between both the sekumea desert and the dede desert. It is characterized by vast, sandy expanses, subterranean caves, and rocky, canyon-like areas. It is located in the northern half of the Sekumea Desert and is inhabited by many uniquely adapted monsters, such as Daimyo Hermitaur, Diablos, and Cephadrome.

The Great Desert

The Great Desert is a vast desert with sand as far as the eye can see. It spans across the Sekumea desert from Val Babar to Loc Lac City. It is home to the great Elder Dragon, Jhen Mohran and its subspecies, Hallowed Jhen Mohran. Dah'ren Mohran is also fought here. Delex and Remobra are the only small monsters that typically appear here.

**The Dunes hunting ground stat block can be used for any of these hunting grounds until ones are created for the other two. It is located in Appendix A.*

Hunting Life Magazine

THE LAY OF THE LAND 3

I am the top geographer in Minegarde. What you hold in your hands is the record of my life's research into the wonderful lands of this world. The third part in my series will cover the Desert.

The Desert actually encompasses the rocky territory surrounding a steep mountain as well as the wide arid expanse of sandy desert. One must take precautions against extremes in temperature that occur day and night in the Desert. The scorching sand baked by the daytime sun can quickly chill after the sun sets.

Setting foot into this hunting ground requires preparations depending on the time of day. If you enter the Desert during the daytime, a Cool Drink is in order, while the nighttime requires a Hot Drink to warm up. It is also worth mentioning that the lake located underneath the rocky mountains in the desert is always cold, regardless of the time.

The Desert is home to a wide variety of resources. You can gather Cactus Flower, known for its use in making Herbal Medicines, as well as Might Seed, which awakens a strange power within, and Fire Herb, used in explosives. Another interesting item is the Tropical Berry. While of very little use when eaten fresh, when frozen, it both cools and nourishes the body.

You should also be aware of the Piscine Wyvern known as a Cephalos. It utilizes the fine sand as a means to travel, as well as hide. When traveling through the sand, only its fin can be seen, so the utmost of caution is required.

A wyvern called Diablos has also been spotted in the Desert. A wyvern sporting giant horns, it is incredibly powerful. Rumor has it that you can also fish for Plesioth in the massive underground lake, although I have yet to confirm this as fact.

- Minegarde Geographer Midden Dustdigger



The Terosu Jungle

The Terosu Jungle is a thick green, dense, tropical forest that is full of life: Neopteron, Theropods, Flying Wyverns, Piscine Wyverns, and even Elder Dragons call this place home. The jungle is a dangerous place even for hunters and the animals that live there, but there are plenty of mushroom and plant resources, which can prove key to survival when trying to defeat an enemy amidst the heavy foliage. The caves in the jungle have been known to be the home and nesting grounds of numerous creatures, including gypceros and queen vespoids.

Jumbo Village

Village • Population: 625
(80% Human, 8% Gnome, 8% Halfling, 4% Wyverian)

Jumbo Village is a port village located near the Jungle. Instead of a guildhall, there's a tavern where hunters can partake in quests and challenge other hunters or the reigning champion, the shipyard manager, to arm wrestling; or perhaps you would rather challenge the Wyverian Lady at the bar to a drinking game.

Unique to this village is its traveling merchants. Rarely does a merchant arrive that isn't a felyne. It also has the only known combination shop, where for a modest fee, the shopkeeper will craft requested items for a hunter. There are many other areas and shops in the village ranging from; a fish market, cantina, smithy, and shipyard.

Hunting Grounds

The Jungle

The Jungle hunting ground is situated in and around a tropical coastline and is located near Jumbo Village. This hunting ground is characterized by dense jungle, white sandy beaches, turquoise seawater, lofty cliffs, and subterranean caves.

Hunting Life Magazine

THE LAY OF THE LAND 2

I am the top geographer in Minegarde. What you hold in your hands is the record of my life's research into the wonderful lands of this world. The second part in my series will cover the Jungle hunting ground.

Surrounding the lake to the north, south, and west, the warmth of the Jungle makes it home to a wide array of herbivores and carnivores who use the prey-rich environment to feed and breed. The Special Mushrooms found in this area are quite popular, making them frequent targets of Guild-sponsored Quests.

Located at the center of the Jungle, is a wide, expansive cave. With its abundance of fresh air, it is the home to many monster nests. If you are looking to acquire an Egg or two, this is the place to search. However, there are many cliffs and terraces in your path, meaning that you must carefully plan your escape route.

To the north, a small island is reachable by foot during the day depending on the tides; however, at night, it is unapproachable. There are certain materials that can only be obtained on this island.

Monsters you should be aware of include the Hermitaur, Daimyo Hermitaur, and other Carapaceons. When traversing the shoreline, exercise extreme caution with the area's native residents, as well as monsters appearing from underground or passing overhead. Also be on the lookout for Primatius threats from Congas, Bullfangos, etc.

Another threat in the area comes from gigantic insects such as the Vespoid or Hornetaur. Spotted more often now than in the past, these insects can cause enormous damage due to their large numbers. This has elevated them to a position of prominence vis-a-vis extermination Quests.

- Minegarde Geographer Midden Dustdigger





The Northern Region

The northern region consists of subarctic cold territories like the snowy mountains that are dominated by coniferous forests, bountiful flora, fauna, terrifying monsters, and many kinds of terrain variations. Further north the climate changes, transitioning from a subarctic climate, to arctic. Permafrost regions begin to appear, like the frozen seaway or the polar fields. These are dominated by sea ice, glaciers, pack ice and open ocean. Only the hardest creatures roam here, and very little foliage is found.

Furahiya Mountains

Furahiya Mountains, better known as the Snowy Mountains or Arctic Ridge, is a mountain range that extends out to the north. Furahiya Mountains are bitterly cold year round, even during the summer. The snow in these mountains is said to never melt. During the colder seasons, the mountains are constantly hit by snowstorm after snowstorm causing the mountains to become unstable causing avalanches that flow into the river at the base of the mountain. In legend, there are two gods that live in the Furahiya Mountains; the Black God and White God.

The Frozen Sea

The Frozen Sea is a frozen ocean surrounding an unexplored arctic landmass in the northern most point of the world. It gained its name due to its frigid waters and depending on the season, most of the sea is frozen over by pack ice and enormous glacial ice sheets. It has been speculated by researchers that if not for the steady current underwater, the sea would have frozen over long ago. The Frozen Sea is home to many different creatures that have adapted to its freezing temperatures. It is not uncommon to see a lagombi sleeping on a sheet of ice, or zamites following along with a ship, waiting for an unlucky seaman to fall overboard.

Polar Fields

The Polar Field is a combination of glacial sheets, pack ice, and icebergs that have slowly formed together over thousands of years. This area is characterized by its steep ice cliffs and vast polar fields. Throughout the year, an aurora can be seen in the night sky. Temperatures here are punishingly low, and so a hot drink must be carried at all times.

The Unknown Arctic

At the top of the world, is a large land mass of permafrost. It remains almost completely unexplored and void of life.

Pokke Village

Village • Population: 740
(64% Human, 18% Dwarf, 9% Goliath, 9% Other)

Pokke Village is a small agricultural village in the Furahiya Mountains, near the Snowy Mountains. Similar in structure to that of Kokoto, Pokke Village consists of an armory and blacksmith, a general store, and a farm run by palico's that hunters can use for resources and food. A large boulder-like chunk of machalite ore is the village's landmark, found near the pathway out of Pokke Village, and standing by a campfire next to it are the Pokke Village Chief, an extremely short, elderly woman, and Nekoht, a Felyne.

Other notable places within Pokke Village include the Hunter Housing, a felyne kitchen, and a training school; where hunters can familiarize themselves with the difficulties of the native mountains, the wide range of weaponry, and other monsters roaming the land.

The Guild Hall is the biggest building in Pokke Village, located next-door to the Training School, where hunters can choose to take on Hunts in the area. There are three guild receptionists which can offer different ranked quests depending on the hunting parties rank.

There are numerous myths and legends surrounding the region, such as those behind the origin of a Black Sword in one of the caves nearby.

The White God

A mysterious wyvern said only to appear after large avalanches deep in the snowy mountains. Often seen crushing ice balls and rock into powder in its stride, it's known to the Guild as Ukanlos, although there are whispers in Pokke Village that it may be the white god.

The Black God

A wyvern truly wrapped in mystery. Known to some as the black god, the tyrant of fire, and in some villages its name means disaster. Some of the extremes that have been seen with the monster's presence include droughts and heavy thunderstorms. This large and brutal creature is known to the Guild simply as Akantor.

Pokke Village

Pokke Village is a small agricultural village in the Fura-hiya Mountains, near the Snowy Mountains Hunting Ground.

Locations Guild Hall, General Store, Smithy
Common Races Human, Elf, Half-elf, Halfling, Dragonborn
Notable NPCs Peddling Granny, Pokke Chief

Notable Locations

Pokke Farm. Pokke Farm is a farm ran by felynes and melynxs located in Pokke Village that can be used to gain several resources after the completion of a hunt. Each day a PC spends working at the pokke farm they can choose a resource type and make the appropriate check for their level using the snowy mountains DC. On a success the PC rolls on the resource table in their level range. A PC can farm a number of days in a week equal to their Constitution modifier (minimum of 1 day), but they can only gather minerals once a week.

Felyne Kitchen. A felyne kitchen is located within the guild hall where hunters order gourmet food that grant magical benefits. A PC can pay 10 gp to order this delicious meal and roll on the daily skill table (*found in the artisan role section of AGtMH*).

Mystery Cave. A cave guarded by a guild knight, located within the Pokke Farm. Within the cave is said to be a mysterious giant ancient black sword. A hunter who is granted permission by the village chief can trade the felyne found within two elder dragon bones for a piece of the sword. This material is known as a *Dark Stone*.

Random Event

Wandering Chef. Whenever the hunters return to this village, roll a d20. On a 18-20, a felyne, known as the Wandering Chef hides (DC 12 to notice) in a barrel near the hunter's housing. The Wandering Chef can be hired to work in the Felyne Kitchen for a day at the cost of 100 gp. On that day, the hunters can order a meal, at the normal 10 gp cost, from a rank above what their artisan can normally make, and they roll twice on the daily skill table, choosing whichever skill they would rather have.

Notable NPCs in Pokke Village

Peddling Granny

A traveling merchant seen throughout the world on business.

Personality

She is a friendly individual who loves talking about her travels and wares. She can remember the faces of all her previous customers

Appearance

She wears a pink cloth over her head and a pinkish cloth over her body. She is most well-known to carry a giant basket on her back that is much larger than herself.

Agenda

Sell Her Wares. The Peddling Granny seeks to sell her wares where ever she goes. She is known to sell some of the more rare items and materials (*including materials that can't normally be purchased like nutrients*).

[] [] [] [] [] **Sale.** Each time a hunter purchases from the Peddling Granny mark a box. Once all boxes are marked, the granny offers her wares at half off for the day and then clear all marked boxes.

Pokke Chief

Her early life is mostly unknown, unlike her brother, Treshi. Though she is unknown, her ancestors are known for using a giant sword to defeat two powerful gods, the Black God and the White God.

Personality

She is a wise old wyverian.

Appearance

Pokke Chief wears a special version of the mafumofu coats made within Pokke Village.

Agenda

Find those Worthy. The Pokke Chief seeks worthy hunters. Mark the box the first time each of the creatures listed below are killed or captured.

[] Hunt a Akantor.

[] Hunt a Ukanlos.

Once they are all checked, the chief grants the hunters permission to enter the mysterious cave. Once they obtain a dark stone, the permission is revoked.

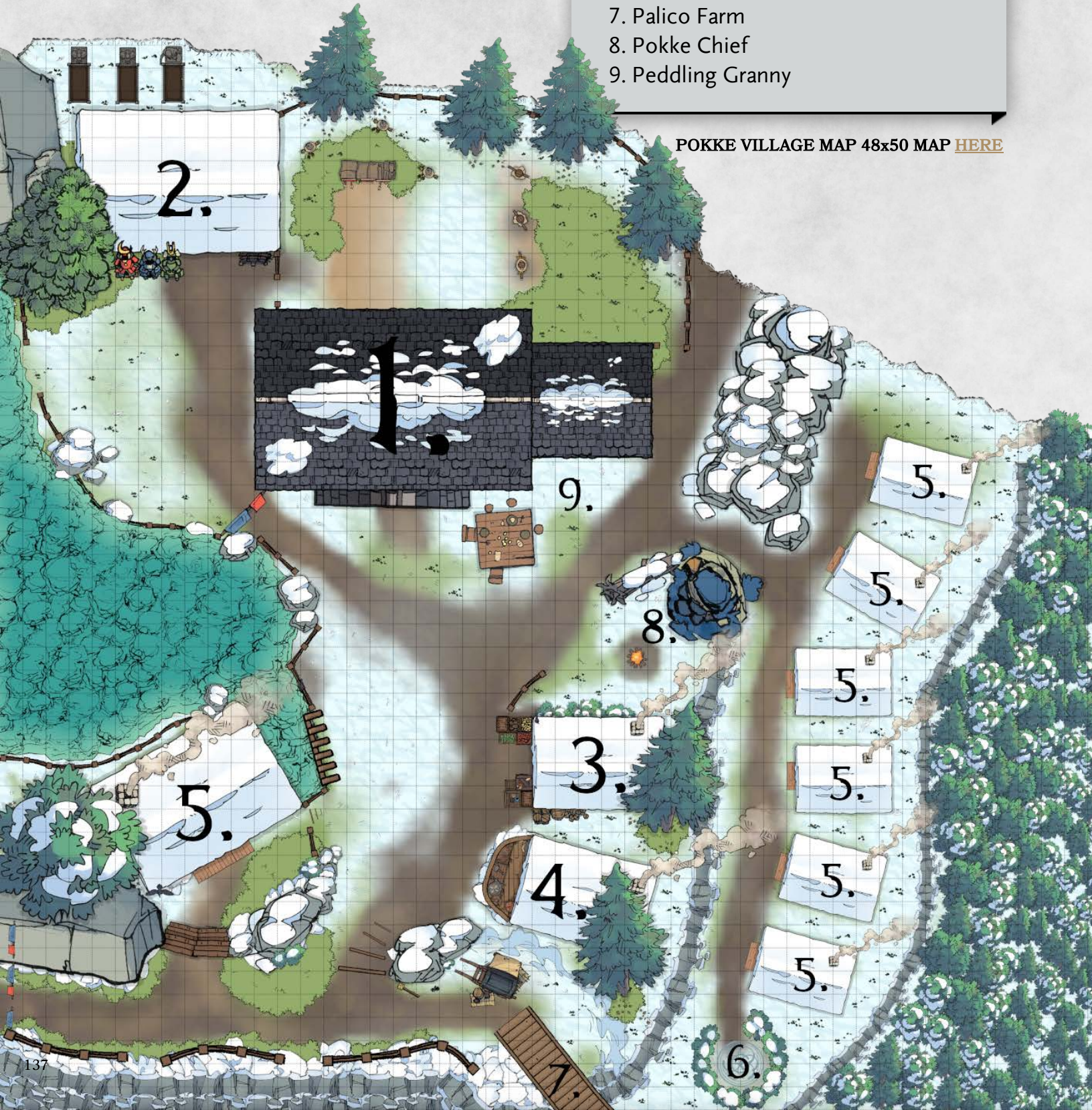
Material: Dark Stone

When placed into a weapon, the hunter may choose one of the following material properties: *critical draw+* or *fastcharge+*. Or it can be placed into armor to gain the following material property: *biology*.

Pokke Village Map

1. Guild Hall
2. Training School
3. The General Store
4. The Smithy
5. Houses
6. Teleportation Circle
7. Palico Farm
8. Pokke Chief
9. Peddling Granny

POKKE VILLAGE MAP 48x50 MAP [HERE](#)



Hunting Grounds

The Frozen Seaway

This hunting ground is set along the arctic coastline of the tundra, where the glacial ice sheets meet the freezing sea. This area is inhabited by a wide variety of monster types, including Lagombi, Kushala Daora, and Zamtrios. A massive whirlpool can be seen in the ocean not far from the coast.

The Snowy Mountain

The Snowy Mountain is the most commonly used hunting ground in the northern region. This is because of its proximity to Pokke Village. Only a few miles away from the village, the hunting ground is constantly watched by hunters and scouts assigned to the area. The Mountain itself is lush with life, coniferous trees dot the land, popo and anteka commonly call the lower half of the mountain home, while larger beasts like the Gammoth or Blangonga call the upper half home.

Tundra

This hunting ground is located along the northern coastline of the snowy mountains. It is an icy stretch of land characterized by a flowing river of fresh water, tall formations of ice, coniferous trees, and dark, frozen caves. This snowy place is home to many types of uniquely-adapted monsters, such as Lagombi, Barioth, Gigginox, and Great Baggi. A Hot Drink is necessary in all areas except the base camp.

**The Snowy Mountain hunting ground stat block can be used for any of these hunting grounds until ones are created for the others. It is located in Appendix A.*

Monster Lairs

The Polar Field

The Hunting ground in the Polar Field is an arena-like area inhabited by powerful monsters like the Ukanlos, Rusted Kushala Daora, Grimclaw Tigrex, and Elderfrost Gammoth. Its appearance is much the same as the rest of the polar fields except for the steppe cliffs that surround it.

The Snowy Mountains Peak

The Snowy Mountains Peak is a large cold area deep within the Snowy Mountains, characterized by a frozen lake and old, ruined base camps. This area was once the home of the Ukanlos.

Hunting Life Magazine

THE LAY OF THE LAND I

I am the top geographer in Minegarde. What you hold in your hands is the record of my life's research into the wonderful lands of this world.

The first part in my series will cover the Snowy Mountains. Wrapped in white snow year round, it is a harsh environment for both monster and hunter.

Why? Because it's cold! That's why! From the Guild established base camp at the bottom, to the summit, and in every cave in between, no matter where you are it is cold. To ward off the cold, a Hot Drink is your best friend. It warms the body, but expect its effects to be halved as you approach the summit.

The things that inhabit this harsh climate have adapted to become quite sturdy to withstand the cold. Mountains Herbs, a mountain product of particular note, thrive in the cold and can be found growing in numerous places. The unique environment enriches their medical powers, allowing Mountain Herbs to command high prices on the open market.

Animals in the range have also adapted. Popos and Antekas that inhabit the mountains have evolved thick pelts to ward off the cold. Blangos and Giapreys, beasts that prey on these animals, are in no way inferior to their predatory cousins from warmer climates.

Even insects that are normally susceptible to the cold have developed distinctive adaptations to collect the Honey found within the mountain caves. Vespoids, while rare, can be spotted in the area.

While traversing the Snowy Mountains, one must be aware of the Blangonga, a fanged Primatius beast. Leader of a large pack of Blangos, these fierce fighters could even cause a wyvern to flee. Recent reports also cite sightings of a Tigrex in the area, so extreme caution must be exercised.

If you are graced with the opportunity to visit this hunting ground, I implore you to visit the mountain summit. Seeing the world spread out before you is an absolutely breathtaking experience. While the cliffs near the summit are exceptionally steep, the chance to see an elder dragon's shed skin or other delights is priceless.

- Minegarde Geographer Midden Dustdigger

Great Forest

Siki Country & the Fonron Continent

Siki Country

Siki Country is a nation located on a far eastern island. Many years ago, a blacksmith from the Siki Country drifted to Schrade in search of the Arms of God and worked with the Hunter's Guild in a workshop for some time, passing on many of his technological teachings. The Siki Country is also believed to be the birthplace of the Wyverians. Thus far, the only known village in the Siki Country is Cathar.

Cathar

**Small Village • Population:336
(85% Wyverian, 15% Other)**

Cathar is a small village located high up above cloud level, near Heaven's Mount. A small Wyverian farming community resides here with a market store and armory available for visiting hunters. North of the village is a shrine decorated with many pinwheels where the Grand Guru can be found during urgent times.

Legends tell of the grand guru passing down a song to a great hunter who ventured to heaven's mount, to defeat a shagaru magala. This is that song:

Cathar's Song

If ever eyes of darkness widen
A light from yonder soon will break
But if the land the light should brighten
A shadow wanders in its wake
If dawn is sent to slay the night
And chase its minions underground

Then when dusk makes the day take
Night Beneath it pinions night rebounds
But do not cry, my sons and daughters
Life must leave to come again
And when it does, it springs like water

A great reprieve to and all pain
Turn now, Heaven's Wheel! Turn, turn, that we may
heal!

If ever should the dead awaken
Then welcome them as life reborn
And in my heart from sleep is taken
Then let it sing upon the morn
Let all those souls be held entranced
And gather to my mighty strains
For if they die again, by chance,
Their voices join the grand refrain
Each soul shall have its time again
Within hearts they still reside
And when I sing, they are sustained
From death to life, I am their guide.

Rejoice, rejoice my friend!
Our song will never end!
Never, ever end!

Fonron

Fonron is a continent north of the Siki Country. It is home to the Great Forest and Tower, along with some rare species that most wouldn't see by any normal means.

Bateyubatomu Great Forest

Bateyubatomu Great Forest, better known as the Great Forest, is a mostly unexplored region with many hidden mysteries within it. This giant forest has only recently been explored by hunters and researchers, most of it still unknown to them. What is known is that Shakalaka villages can be seen in darker parts of the area, different species of Nargacuga hide in the shadows, waiting to pounce, and even Elder Dragons have been seen in this area. In some high up treetops, known as the Great Forest Peak, rare monsters can be seen living in the highest points of the Great Forest.

Heaven's Mount

Heaven's Mount is located high above the ground in a mountain range within the Great Forest. It is seemingly suspended in the clouds, due to the area being subject by large roots. The land itself is unstable, and large chunks of the mountain can be seen falling all around. It is within close proximity of Cathar, and the area is known well by its people.

The Tower

The outer region around the tower consists of large open areas with cliffs and crumbled pillars. As you get closer to the tower the areas narrow to paths between ominous cliffs, and the perimeter of the tower is lined by large rocks.

The Tower itself is a massive crumbling structure that climbs beyond the clouds. It is believed that the tower was built by the ancient civilization, using kushala materials.

Hunting Grounds

The Great Forest

This hunting ground is found on the southern border of the great forest near heaven's mount. It is a lush, tropical rainforest characterized by thick green vegetation, towering trees, clear freshwater lakes and rivers, and a single massive tree at its center.

Inside the Tower

The entrance of the tower is a large chamber that has overgrown tree roots and is filled to the brim with glowing bugs. A rising pathway running along the inner walls of the tower leads hunters up to the tower's top. There are large openings in the wall where the distant sky can be seen. Through some of these openings, are platforms that smaller monsters call home.

Monster Lairs

Great Forest Peak

This lair is the top of the giant tree at the center of the Great Forest.

Speartip Crag

This large mountainous area is home to the massive elder dragon Dalamadur. It is the mountain above Heaven's Mount.

The Tower Top

The ominous Tower Top, monsters are usually fought here in a climactic battle, it is a wide area perfect to fight in. Pillars, similar to the ones on the ground, line the edge.

Hunting Life Magazine

THE LAY OF THE LAND 7

I am the top geographer in Minegarde. What you hold in your hands is the record of my life's research into the wonderful lands of this world. This seventh part in my series will cover the Tower recently discovered in the Fonron continent.

An enormous building found within the vast expanse of the Jungle. A relic of a different age that pierces the sky. Who? When? Why? All of these questions remain unanswered.

While the existence of the Tower was mentioned in ancient texts, it took a special hunter gathering the pieces of a long forgotten map and the cooperation of the Elder Dragon Observation Center to finally make the long rumored tower's location known to all.

Even today, research into the Tower continues; however, the Tower remains home to powerful elder dragons, meaning that this research proceeds only with the greatest of care. It may take many months or even years to uncover all of the Tower's mysteries.

Along with elder dragons, other dangerous monsters call the Tower home. Remobras are the most often encountered of this group. As large as a Velociprey, they can fly through the air spraying poison and rendering those with melee weapons completely ineffective.

This special environment has also spawned incredibly large and dangerous Thunderbugs called, surprisingly enough, Great Thunderbugs. I myself have rarely been attacked by these menaces, but their danger to hunters cannot be overstated, as one touch is capable of inducing paralysis.

At present time, our research indicates there are no resources that can only be found in this area. If your goal is gathering materials, the presence of the powerful monsters will severely diminish the profitability of any gathering mission in this area.

- Minegarde Geographer Midden Dustdigger

Experience is the best teacher

RESEARCH IS TOUGH! 1

Dear Instructor,
From the dawn of time, the ancient forest zone has intrigued mankind. As such, please allow me to share with you what I have discovered in the region known as the Great Forest.

The two things one must be on guard against at all times are the violent Shakalakas that live in the heart of the Great Forest, and the jet-black monster which is rumored to lurk in the shadows here. I believe you even said it yourself that the strictest of attention must be paid to these two creatures.

The first thing that strikes you as you enter is the giant tree at the center of the sea of green. Gazing at the tree uplifted my spirit and I was ready to go. The trees here are no saplings. I finally made it to the base of the giant tree after meandering through the maze of trunks, its roots above my head, forming a canopy.

The heart of the tree was carved out, forming almost a cave and unidentified fungi grew from the ground. I decided to proceed in. That's when I heard a child like laugh. I was shocked and forgot to breathe, and started to walk tip-toe. I thought that maybe, just maybe it was... it was ... a ghost...?

But it turned out to be a mob of Shakalakas! They're about half the size of a human, but they sure are prone to violence. I had unwittingly stumbled right into one of their meetings! The one with the crown, the king, issued a command in a loud voice. I don't speak their language, but I didn't have to for this!

In a flash, all of the Shakalaka there turned and charged at me, waving their hatchets in the air! It was then I understood that the child's voice I heard earlier was actually the voice of a Shakalaka. What a way to learn. As I ran with all my might, I scribbled some notes down about my discovery. Awesome, right?

Just as the sun was setting, I had a brush with death. This time, it was a large black shadow that appeared before me. It had a low voice, glistening blood-red eyes, a monster's physique, and fangs sharper than the sharpest blades... People say that once spotted, that's it. The end. I couldn't believe it. How could I have run into one...?

Things turned out alright in the end, though. And that is how my first research trip came to an exciting end. Field research is really tough and I still have no idea what you meant by what you told me. Hmm... But I swear to try harder next time!

Respectfully yours,

- Researcher Zuri Savante



The Western Continent

An almost entirely unexplored continent to the west of the West Wyvern Sea. This continent is almost entirely covered by an ancient forest, and thereby exhibits unique ecological features compared to the rest of the Old World, including the great forest. It provides a diverse habitat for rarely seen variants and subspecies, such as the Nightcloak Malfestio or Ash Kecha Wacha. In the southeastern region of the continent is a large mountain with hot springs with unnatural healing properties. A village was constructed over these hot springs and two hunting grounds were designated nearby. Beyond the village and hunting grounds, the western continent is off limits to all hunter activity unless permission is expressly given by the Hunter's Guild HQ or his Immenseness.

Primal Forest

The Primal Forest is a lush environment located on the western continent. It features tropical forested areas, secluded grottoes, and expansive, marshy lowlands.

Misty Peaks

A large mountain range on the southern border of the primal forest, the Misty Peaks are a gorgeous and unique rule unto themselves. Home to some of the most dangerous creatures, this mountain range encompasses caves, waterfalls, a forgotten and ruined village, and even a rush filled marshland.

Yukumo Village

Village • Population: 656 (46% Human, 21% Half-Elf, 15% Halfling, 10% Gnome, 8% Other)

Yukumo Village is located amongst the Misty Peaks and is known far and wide for its hot springs. In recent years, it has become a widely-renowned tourist destination.

It is a flourishing mountain village at the center of a valley where hot springs flow. The village is arranged on a three-tiered level system, with each section separated by a set of stairs. On the first level, a smithy and general store can be found, as well as the entrance to yukumo farm.

On the second level is the Hunter Housing, the Yukumo Village Chief, as well as a location where traveling merchants reside. It is also where the path out of the village is located. The Gathering Hall sits upon the top level and is the village's largest building. In addition to its hot spring attractions, the village also has an active forestry where high quality lumber is exported to neighbouring cities in the region.

Until recently, the village had been secured by visiting Hunters who came to use the hot springs. However, because of an increased appearance of large monsters, the village has dispatched a hunter from the Hunter's Guild.

Yukumo Wood

The people of Yukumo Village are famous for their carpentry. Not limited to buildings and housewares, their wood-crafting goes as far as their smithing. They make traditional hunting equipment for their hunters from a material named Yukumo Wood which can only be harvested from the forests of the Misty Peaks. The wood has unique properties, it can be fused through smithing with material as hard as ores and monster parts.

The Yukumo Hot Spring

Yukumo Village gains special appreciation from the world for their legendary Hot Spring located in their gathering hall and throughout the village square. The waters of the hot springs are said to have rejuvenating effects on those who bathe in it. The spring is managed, guarded and run by a Felyne known as the "Spring-Keeper", and a beverage service is available in the bathing area.

Yukumo Farm

Yukumo Village features a lush, thriving agricultural center where one can gather for seeds, honey, ore, insects, and fish. The farm features a gigantic BBQ spit, which can be used to cook up to ten raw meat in a single session.

Hunting Grounds

The Primal Forest

The Primal Forest Hunting Ground is a tropical area, a lush swath where the rain is warm and the rivers are cool and refreshing. Cradled by waterfalls, this hunting ground is called home by many monsters who freely indulge in the luxury. Towards the fringes of the forest, hunters will approach more desolate territory where many larger monsters carve their nests and stake their claim to the land. Poison pools that naturally form and well up onto the ground are commonplace. If a hunter sees any pool of purple liquid, they best not step in it.

The Misty Peaks

Misty Peak Hunting Ground is close to Yukumo Village and is a scenic area, high up within the mountains. The hunting ground features are similar to the rest of the misty peaks. This location features tall, rocky spires, lush forests of bamboo and deciduous trees, and several bodies of freshwater. It is home to many large monsters such as Arzueros, Rathian, Zinogre and Mizutsune.

Monster Lairs

Sacred Pinnacle

The known lair of the Amatsumagatsuchi, the Sacred Pinnacle is Located high in the mountains surrounding Yukumo Village. The sky in this area is blood red, with swirls of grey and purple. Roaring, gale-force winds can be heard at all times.

The Great Ocean

The Great Sea makes up the deep waters between the continents of the old world and the new world, with the Moga Village and Deserted Island at its center. The ocean is ripe with fish and other terrifying monsters. It is so vast and cold you will most likely be eaten before you can swim any significant distance. In order to cross it, the Hunter's Guild primarily uses boats to cross the sea, but the Wycademy prefers airships. The sea god Persana is said to dwell in its depths.

Islands

Most of the islands in the Great Ocean are small with no foliage or fauna. These islands are rumored to have been created by the dire miralis as it travels across the sea floor. There are 3 large habitable islands that surround the Moga Village, each designated as its own hunting ground.

Moga Village

Village • Population: 425
(80% Triton, 8% Gnome, 8 % Halfling, 4% Elf)

Moga Village is a small fishing village attached to a deserted island which appears to be an archipelago in the middle of the great ocean. Because of its location, Moga Village acts as an outpost for hunters traveling between the new and old world. This village is home to the largest population of triton, also known as sea people, in the known world.

Moga Village History

Years ago unexplainable earthquakes began to shake and rattle the islands. A great Leviathan, Lagiocrus, was thought to be responsible. The Guild, in response, sent a new, untested hunter to handle the situation.

After the hunter, first repelling, then slaying the great Sea-King, another massive earthquake shook the village. The cause, once attributed to the now-deceased lagiocrus, was a mystery. Until a young shakalaka by the name of Cha-Cha told a story of a great sea dragon dwelling below Moga Village inside a large tunnel network.

The Guild caught wind of the recent earthquakes and contemplated a full evacuation of the island, though continued to supply quests. The village elder finally revealed his past after hearing of the dragon, going on to reveal that not only had a sea-dwelling civilization lived in the tunnel networks below Moga Village, but Moga Village had been destroyed before by earthquakes. The elder himself was descended from the former guardians of the underwater ruins who had founded Moga Village and was once a seasoned hunter who specialized in underwater battles. The Elder claimed to have heard about the great whale-dragon, now known as ceadeus by the Guild, in his youth, but was uncertain if a creature of its size could even live within the ruins- hence his assumption that the lagiocrus was causing the earthquakes.

The Guild, losing faith in the village's chances for survival, ordered a complete evacuation. The order was promptly ignored, and the now-veteran hunter, backed by the villagers she had sworn to protect, attacked the ceadeus in its own lair. Over the course of the battle, the hunter broke off the ceadeus' large right horn, which the dragon butted against the cave walls to cause earthquakes. The ceadeus fled after a long, drawn out battle, and the villager rejoiced over the victory. The Guild sent a missive proclaiming that the village hunter had defied direct orders, but the accusations were half-hearted in the face of the ceadeus' defeat, as the hunter kept his/her license and was let off the hook.

Hunting Grounds

The Deserted Island

The Deserted Island hunting ground is characterized by peaceful temperature, deep bodies of ocean water, seaside caves, highland regions, and streams of fresh water. The Deserted Island has a variety of micro-ecosystems within its heart ranging from a den of jaggi to the expansive coastline.

The Flooded Forest

Located on one of the slightly larger islands near Moga Village, the flooded forest hunting ground is a large forested wetland with many sections partially, or even completely, submerged. This habitat is ideal for a large range of creatures, including most aquatic Leviathans (lagicrus, royal ludroth, ludroth, and gobul) and a variety of insects and mushrooms.

The Jurassic Frontier

The jurassic Frontier hunting ground is an island filled with primitive plants. The ecosystem for this area has many different types of resources along with a variety of species such as larinoth, great maccao, and glavenus.

Monster Lairs

Underwater Ruins

The Underwater Ruins is a ruin of an ancient civilization sunken deep beneath Moga Island. A dragonator and two ballistae are found in these ruins, supposedly built by the old ancestors of the Moga Village Chief to keep monsters that attempt to make it their home, like ceadeus, at bay.

Other Notable Locations

Aya Country

Aya Country is an isolated, small continent within the southeast of the sea. This place is said to have many generations of kings with absolute power over the country, though very little is actually known about it. This is mainly due to the civilians of this country refusing to exchange anything with other places outside their own home. Even hunters haven't gotten any requests from the people of Aya Country.

The Sky Corridor

While doing surveys, the Guild reported seeing a huge building on a small remote island. They later tried to investigate the area but were stopped by some monsters that inhabited the inside of the tower. From what they found on the inside of the tower, it was discovered that the Sky Corridor was built by the same ancient civilization that built the Tower near the Great Forest. Unlike the tower, it has many halls and doors that lead to all sorts of places. Some even leading towards deadly traps set up by the ancient civilization to protect some of their lost treasure and some of their lost weapons. After this area's discovery, it has become the Guild's top priority to study and survey the Sky Corridor. They have sent hunters inside the tower to investigate the inside of the area and what is at the top of this area.

The Village of Bherna

Village • Population: 456 (40% Human, 30% Elf, 20% Half-Orc, 5% Other)

Located in the grassy plains between the snowy mountains, Tensou Jungle, and Dundorma, Bherna is the center point of information and trade between many of the different regions. In Wyverian, it is said that Bherna means the 'Gateway to the Wycademy', though the source of this is unreliable. Still some researchers believe this to be true, due to the fact that the Wycademy was founded in Bherna and it has remained the headquarters since its founding.

Like all other villages, Bherna Village is home to a kitchen, the smithy, a market and armory, homes, and other necessities. Towards the center of the village the Chief Researcher of the Wycademy can be typically found talking to one hunter or another. Out of all the researchers working for the Wycademy, he has the most knowledge about monsters and is the one responsible for updating the information about all known monsters and passing that information along to the hunter's guild.

To the east of bherna is the Palico Ranch. It is a small community of felyne and melynch who provide additional assistance to the hunters of Bherna.

Cheeko Sands

Small Village • Population: 156 (90% Lynian, 10% Other)

Cheeko Sands is an isolated island in the West Wyvern Sea, with a mild climate and rich vegetation all year round. This secluded paradise rarely gets any visitors, and is only inhabited by the Lynian, and an old Wyverian lady named "Cat Granny," who serves as the mayor of this small community.

Due to the strong current and tides around the island, many things are washed up on its beaches - even large galleons (one of which can be seen behind the local shops). The Felyne residents take advantage of this, and collect any useful debris to build and expand Cheeko Sands

Sunsnug isle

A isle near Cheeko Sands (which can be seen from the main island, near the marooned galleon), called Sunsnug Isle serves as a meeting hall for the felyne hunters who take quests to repel local monsters. A female felyne, dubbed as "The Manager," takes care of business here and looks after the felyne hunters. Sunsnug Isle offers various activities, including a training facility, a relaxing place for non-active palicoes (which can be seen playing behind the guild tents, or floating about in the sea), a casting Machine (A giant net launcher for catching fish and the occasional plesioth), and a Meownster Hunter quest post where palico's go to place their requests.

Harth

Small Town • Population: 1156 (90% Troverian, 10% Other)

Harth is an underground town near Everwood, where magma flows freely. It is home to a tribe of mole-like people known as Troverians, who make a living mining ore and performing smithy work. They also use the magma in the area to make special equipment, weapons, and armor. The town is ruled by the chief who sported a big curly beard (which is a symbol of authority in their culture). The chief also has a very energetic daughter who helps out with all the ironsmith work.

Everwood

The Everwood is a forested area located on a large island northwest of the western continent. Characterized by the massive ruins and architectural elements seen among the environment, this area appears to have been richly inhabited by humans at some point in its history. Now, however, the structures are very ancient and crumbling, with thick overgrowth evident as nature continues to reclaim the area.



Appendix A: Location Stat Blocks

There are many different environments and locations that these creatures dwell in. In the location stat blocks below you will find out information about each location.

Biome. the biome tells what type of areas you would see in the location.

Navigation DC. Determines the difficulty of skill checks for finding safe passage through the terrain, the trailblazer DC if they are not hunting a specific monster, and any other checks related to navigating.

Encounter DC. The Encounter DC determines how often a random encounter may or may not occur. Roll a d20, if the roll equals or exceeds the Encounter DC roll on the encounter table within the stat block.

Investigation DC. When a character attempts to locate resources to gather from while on a hunt, they must make an Intelligence (Investigation) check against the locations Investigation DC. On a success, the GM determines what type of resources are nearby. typically ore will be found in caves, fish could be found in underground lakes or in rivers, etc.

Full size Map [Monster Hunter World Map 2000x1387](#)

Total Resources. The total resources number is the maximum amount of times a Resource check can be made on a Hunt.

Resources. When a character attempts to fish, mine, catch insects, or gather plants they must make a skill check against the Resources DC (*found next to the name in the resources section of the stat block*) in addition to having the proper equipment to gather the material with. A character must have *fishing tackle*. (PHB. 150) to fish, a *pick (mining)* (PHB. 150) to mine for ore, A *bug net (2 gp)* for catching insects, or an *herbalist kit (PHB 154)* to gather plants. A character can attempt to gather plants without a *herbalist kit*, but does so at disadvantage. *The skill check they need to make can be found in the resources section of chapter 3.*

If the character succeeds on the check, they roll a d6 and receive the item listed in the resources table on the location stat block.

Common Small Monsters. Typical smaller monsters seen in this area for the level range.

Common Large Monsters. Typical large monsters seen in this area for the level range.

Common Weather. the usual type of weather that occurs in the area.



Ancestral Steppes

Low Rank (Player Level 1-5)

Biome Plains, Forests, Mountains

Navigation DC	Encounter DC	Investigation DC	Total Resources
13	19	10	7

Common Small Monsters Altarothe, Aptonoth, Bnahabra, Felyne, Gargwa, Jaggi, Jaggia, Kelbi, Konchu, Maccao, Melyn, Remobra, Rhenoplos

Common Large Monsters Great Jaggi, Great Maccao, Gypceros, Kecha Wacha, Yian Kut-Ku Blue Yian Kut-Ku

Common Weather warm temperature, light wind, light rain

Bnahabra Party. When entering the Ancestral Steppes for the first time on a hunt, roll a d20. On a 1-3, the **bnahabra** have infested the ancestral steppes. Every time the party enters a new area, 1d8 **bnahabra** pester the hunting party. The number of **bnahabra** increases to 1d10 if the party is 5th level or higher, 2d6 if the party is 10th level or higher, and 2d8 if the party is 15th level or higher.

An Abundance of Insects. When a character successfully obtains insects with their bug net, they can roll on the resources table again. The second insect does not count against the hunt's total resources.

Flyby. Once per hunt, when a character rolls a 1 on a trailblazer skill check, the area they enter is covered in a purple haze. This is due to a **gore magala** that recently passed over the area. For every minute a creature remains in the area or touches something, they gain a frenzy charge. After they gain 3 frenzy charges, they must succeed on a DC 15 Constitution saving throw or be infected with the frenzy virus.

Mating Season. When entering the Ancestral Steppes for the first time on a hunt, roll a d20. On a 20, its mating season for 1 of the Large or bigger creatures in your challenges. Increase the number of the creature in the challenge by 1. If there is an odd number of creatures after the increase, two of them may fight to win the approval of the third.

Weather. At the start of the hunt, roll on the table below to determine what type of weather is occurring in the ancestral steppes. Reroll each day or as you see fit.

d20	Weather
1	Thunder Storm.
2-5	Unseasonably hot with no wind.
6-15	Warm with a slight breeze.
16-19	Warm with light rain that lasts until mid day.
20	Cool with steady rain (lightly obscures the area).

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 11)	Fish (DC 12)	Insect (DC 10)
1 Bone	Sushifish	Insect Husk
2 Bone	Burst Arowana	Bitterbug
3 Sm Bone Husk	Bomb Arowana	Honey
4 Bird Wyvern Bone	Burst Arrowana	flashbug
5 Lg Bone Husk	Wanchovy	Spiderweb
6 Brute Bone	Small Goldenfish	Godbug

d6 Mining (DC 14) Mushrooms (DC 10) Plants (DC 10)

1 Stone	Blue Mushroom	Herb
2 Armor Sphere	Blue Mushroom	Antidote Herb
3 Armor Sphere	Blue Mushroom	Ivy
4 Earth Crystal	Blue Mushroom	Sap Plant
5 Earth Crystal	Blue Mushroom	Felvine
6 Hard Armor Sphere	Exciteshroom	Scatternut

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

- 2 **wild melyn** fight aggressively over a piece of felvine
- 1 **aptonoth** attacks after being aggitated by two **bnahabra** (who attack anything nearby)
- 1d8 + 1 **maccao**
- 1 **jaggi** or 1 **great maccao**
- 2d4 **bnahabra**
- 3 **maccao**
- 1 **tetsucabra**
- 1d4 **jaggia** and 1d4 **jaggi**
- 1d4 **vespoids**, 1d4 **hornetaur**, and 1d4 **altarothe**
- 1 **kecha wacha**

Ancestral Steppes Player level 6-10

Common Small Monsters Altaroth, Aptonoth, Bnahabra, Felyne, Gargwa, Jaggi, Jaggia, Kelbi, Konchu, Maccao, Melynx, Rhenoplos, Seltas

Common Large Monsters Astalos, Great Jaggi, Great Maccao, Gypceros, Kecha Wacha, Rathalos, Rathian, Yian Kut-Ku, Blue Yian Kut-Ku

Resources

d6 Bonepile (DC 15) Fish (DC 14) Insect (DC 13)

1	Lg Bone Husk	Sushifish	Spiderweb
2	Sm Bone Husk	Burst Arrowana	Honey
3	Brute Bone	Pin Tuna	Firefly
4	Monster Bone+	Burst Arrowana	Godbug
5	Med Monster Bone	Wanchovy	Thunderbug
6	Lg Monster Bone	Small Goldenfish	Flashbug

d6 Mining (DC 16) Mushrooms (DC 13) Plants (DC 13)

1	Armor Sphere	Blue Mushroom	Scatternut
2	Earth Crystal	Blue Mushroom	Needleberry
3	Machalite Ore	Blue Mushroom	Antidote Herb
4	Hard Armor Sphere	Blue Mushroom	Herb x2
5	Machalite Ore	Exciteshroom	Ivy x2
6	Heavy Armor Sphere	Exciteshroom	Gloamgrass Root

Encounters

d10 Encounters

- 1 2d4 **jagras** or 2d4 **jaggi**
- 2 1 **kecha wacha**
- 3 1d4+1 poachers (**veterans**) riding on **kestodons**
- 4 1 **rhenoplos**
- 5 A tornado that touches down 1d6 miles away, tearing up the land for 1 mile before it dissipates
- 6 1d4 **felyne** and 1d4 **melynx**
- 7 1d6 + 2 **rhenoplos**
- 8 1 **bulldrome** plus 1d8+2 **bullfangos**
- 9 A tribe of 2d20+20 lynians on **maccao** following a herd of **anteka**. The lynians are willing to trade food, leather, and information for weapon upgrade materials.
- 10 1 **seregios**

Ancestral Steppes Player level 11-16

Common Small Monsters Altaroth, Aptonoth, Bnahabra, Felyne, Gargwa, Jaggi, Jaggia, Kelbi, Konchu, Maccao, Melynx, Rhenoplos, Seltas

Common Large Monsters Astalos, Chameleos, Deviljho, Great Jaggi, Great Maccao, Gypceros, Kecha Wacha, Rathalos, Rathian, Seltas Queen, Tigrex, Yian Kut-Ku Blue Yian Kut-Ku

Resources

d6 Bonepile (DC 17) Fish (DC 15) Insect (DC 15)

1	Monster Bone+	Burst Arrowana	Flashbug
2	Monster Bone+	Bomb Arrowana	Flashbug
3	Monster Toughbone	Small Goldenfish	Godbug
4	Lg Monster Bone	Glutton Tuna	Thunderbug
5	Lg Monster Bone	Ancient Fish	Godbug x2
6	Elder Dragon Bone	Blue Cutthroat	Blossom Cricket

d6 Mining (DC 20) Mushrooms (DC 17) Plants (DC 17)

1	Hard Armor Sphere	Blue Mushroom	Herb x3
2	Dragonite Ore	Blue Mushroom x2	Might Seed
3	Dragonite Ore	Blue Mushroom x3	Adamant Seed
4	Dragonite Ore	Exciteshroom	Paintberry
5	Carbalite Ore	Exciteshroom x2	Gloamgrass Root x2
6	Carbalite Ore	Exciteshroom x3	Might Seed

Encounters

d10 Encounters

- 1 1d4 **blue yian kut-ku**
- 2 1d12 **arzuos**
- 3 2d4 **tetsucabra**
- 4 A friendly hunting party of 4 characters of varying races, classes, and levels (average level 1d6 + 2). They share information about their recent hunt.
- 5 1d8+1 **kecha wacha**
- 6 3d4 **royal ludroth**
- 7 1 **najarala**
- 8 1d3 **astalos**
- 9 1 **zinogre**
- 10 1 **rajang**

Player level 17-20

Common Small Monsters Altaroth, Aptonoth, Bnahabra, Felyne, Gargwa, Jaggi, Jaggia, Kelbi, Konchu, Maccao, Melynx, Remobra, Rhenoplos

Common Large Monsters Astalos, Chameleos, Deviljho, Savage Deviljho, Gore Magala, Great Jaggi, Great Maccao, Gypceros, Kecha Wacha, Rathalos, Rathian, Seltas Queen, Tigrex, Yian Kut-Ku Blue Yian Kut-Ku

Resources

d6 Bonepile (DC 19) Fish (DC 16) Insect (DC 18)

1	Sm Bone Husk x5	Glutton Tuna	Spiderweb x3
2	Lg Monster Bone	Burst Arrowana	Godbug x2
3	Monster Toughbone	Bomb Arrowana	Large Toxic Kumori
4	Monster Toughbone	Ancient Fish	Emperor Locust
5	Monster Toughbone	Ancient Fish	Honey x5
6	Elder Dragonbone	Gastronome Tuna	Phantom Butterfly

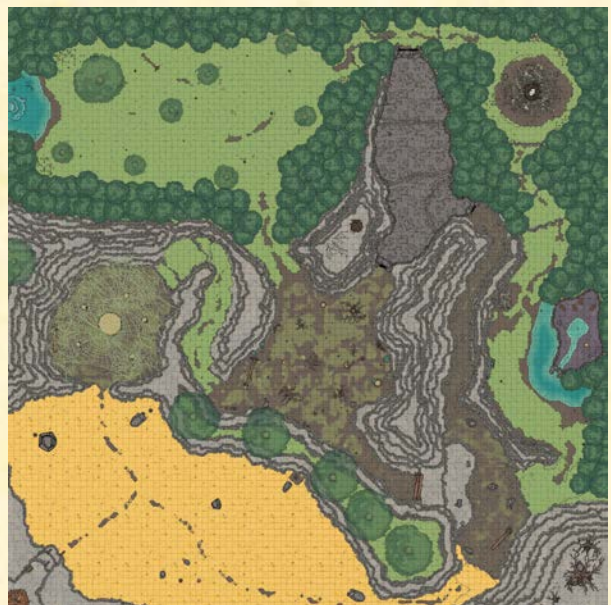
d6 Mining (DC 25) Mushrooms (DC 20) Plants (DC 20)

1	Dragonite Ore	Blue Mushroom	Huskberry x4
2	Lifecrystals	Exciteshroom	Nulberry
3	Royal Armor Sphere	Blue Mushroom x3	Adamant Seed
4	Royal Armor Sphere	Blue Mushroom x4	Gloamgrass Root x2
5	Carbalite Ore	Exciteshroom x3	Nullberry x2
6	Carbalite Ore	Dragon Toadstool	Stargazer Flower

Encounters

d10 Encounters

- 1 1 **gypceros**
- 2 1 **astalos**
- 3 1d3 **seregios**
- 4 2d4 **kecha wacha**
- 5 1d3 **zinogre**
- 6 1 **deviljho**
- 7 A **rathalos** and **rathian** each fire a fireball into the forest area starting a forest fire and then dive down into the forest together.
- 8 1 **furious rajang**
- 9 A **kirin** with a broken horn fleeing from a **rajang**
- 10 1 **blackveil vaal hazak**



The Dunes

Low Rank (Player Level 1-4)

Biome Old Desert

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	14	7

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Vespoird

Common Large Monsters Gendrome, Cephadrome, Rathian, Plesioth

Common Weather extreme heat (day) extreme cold (night), no wind, no rain

Sandstorm. For every 4 hours the party spends in the dunes roll a d20. On a 18-20, a 1 mile high sand storm rolls across the terrain, making the area within 60 miles heavily obscured for 1d12 hours. For each hour or portion thereof that a character is exposed to a sandstorm it must make a DC 16 Constitution check and a DC 16 Dexterity check.

- If a creature fails the Constitution check it suffers 1d10 points of slashing damage, mostly to its respiratory system and lungs, and if it fails by 5 or more then it also acquires one level of exhaustion.
- If the creature fails its Dexterity check then it is blinded until such time as this condition is reversed by appropriate magic (e.g., Lesser Restoration) or it is subjected to three successful daily DC 16 Wisdom (Medicine) checks. If three of these daily checks are successful the creature will have its sight restored and if three fail before this happens then it will remain blinded until this condition can be reversed magically. None of these successes or failures need to be consecutive, just to total three.

Wind. At the start of the hunt, roll on the table below to determine what type of wind is occurring in the dunes. Reroll each day or as you see fit.

d20	Weather
1	Strong wind.
2-5	light wind.
6-19	No wind.
20	Strong wind.

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6	Bonepile (DC 14)	Fish (DC 14)	Insect (DC 14)
1	Bone	Sushifish	Insect Husk
2	Bone	Whetfish	Insect Husk
3	Sm Bone Husk	Whetfish	Cricket
4	Lg Bone Husk	Whetfish	Firefly
5	Sm Bone Husk	Pin Tuna	Snakebee Larva
6	Sm Monster Bone	Pin Tuna	Flashbug

d6	Mining (DC 14)	Plants (DC 14)
1	Stone	Herb
2	Earth Crystal	Tropical Berry
3	Earth Crystal	Cactus Flower
4	Armor Sphere	Cactus Flower
5	Armor Sphere	Fire Herb
6	Machalite Ore	Fire Herb

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1	1d6 wingdrake
2	2d4 konchu
3	1 velociprey
4	2d4 apceros
5	1 cephalos
6	A brass lamp lying on the ground
7	A hunter recently killed by a creature
8	1d4 cephalos
9	1 tetsucabra
10	1 cephadrome

Player level 5-10

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Hermitaur, Vespoïd

Common Large Monsters Daimyo Hermitaur, Gendrome, Cephadrome, Rathian, Plesioth

Resources

d6 Bonepile (DC 16) Fish (DC 16) Insect (DC 16)

1	Sm Bone Husk	Burst Arrowana	Insect Husk
2	Monster Bone+	Sushifish	Thunderbug
3	Med Monster Bone	Popfish	Thunderbug
4	Monster Bone+	Pin Tuna	Flashbug
5	Med Monster Bone	Blue Cutthroat	Bitterbug
6	Monster Toughbone	Wanchovy	Godbug

d6 Mining (DC 16) Plants (DC 16)

1	Hard Armor Sphere	Fire Herb
2	Hard Armor Sphere	Fire Herb
3	Hard Armor Sphere	Tropical Berry
4	Machalite Ore	Cactus Flower
5	Machalite Ore	Hot Pepper
6	Machalite Ore	Hot Pepper

Encounters

d10 Encounters

1	1d4+3 hermitaur
2	1 cephalos
3	1d10 grimalkyne
4	1d6+3 gendrome
5	1 tetsucabra
6	1 congalala
7	Strong winds that kick up dust and reduce visibility to 1d6 feet for 1d4 hours
8	1d6+2 barroth
9	1 juratodus
10	1 plesioth

Player level 11-16

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Hermitaur, Vespoïd

Common Large Monsters Daimyo Hermitaur, Gendrome, Cephadrome, Rathian, Plesioth, Monoblos, Diablos

Resources

d6 Bonepile (DC 18) Fish (DC 18) Insect (DC 18)

1	Sm Bone Husk	Pin Tuna	Insect Husk
2	Lg Bone Husk	Burst Arrowana	Thunderbug
3	Brute Bone	Sleepyfish	Honey
4	Monster Bone+	Glutton Tuna	Toxic Kumori
5	Lg Monster Bone	Whetfish	Great Hornfly
6	Monster Toughbone	Speartuna	Large Toxic Kumori

d6 Mining (DC 18) Plants (DC 18)

1	Machalite Ore	Herb
2	Machalite Ore	Paintberry
3	Machalite Ore	Tropical Berry
4	Dragonite Ore	Cactus Flower
5	Armor Sphere	Fire Herb
6	Dragonite Ore	Might Seed

Encounters

d10 Encounters

1	4d6 velociprey
2	2d4 kulu-ya-ku
3	1d6+1 barroth
4	1d6 square miles of desert glass
5	1 nibelsnarf
6	1d4 congalala
7	1d4 uragaan
8	1 teostra
9	1 kushala daora
10	1 nakarkos

Player level 17-20

Common Small Monsters Cephalos, Velociprey, Genprey, Felyne, Melynx, Apceros, Hermitaur, Vespoird

Common Large Monsters Daimyo Hermitaur, Gendrome, Cephadrome, Rathian, Plesioth, Monoblos, Diablos

Resources

d6 Bonepile (DC 20) Fish (DC 20) Insect (DC 20)

1	Sm Bone Husk	Pin Tuna	Godbug
2	Lg Monster Bone	Burst Arrowana	Godbug
3	Lg Monster Bone	Small Goldenfish	Flashbug
4	Monster Toughbone	Ancient Fish	Great Hornfly
5	Monster Toughbone	Ancient Fish	King Scarab
6	Elder Dragonbone	Gastronome Tuna	King Scarab

d6 Mining (DC 20) Plants (DC 20)

1	Heavy Armor Sphere	Hot Pepper
2	Dragonite Ore	Paintberry
3	Heavy Armor Sphere	Tropical Berry
4	Dragonite Ore	Tropical Berry
5	Carbalite Ore	Might Seed
6	Carbalite Ore	Might Seed

Encounters

d10 Encounters

1	1d2 cephadrome with 2d10+6 cephalos and 4d6+6 grimalkyne
2	1d6+2 tzitzi-ya-ku
3	1d6+1 barroth
4	2d4 uragaan
5	1 rajang
6	1d4 nargacuga
7	1d3 juratodus
8	1 bazelgeuse
9	1 tigrex
10	1d4 glavenus



Jungle

Low Rank (Player Level 1-4)

Biome Coastal, Forest, Hills

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	12	8

Common Small Monsters Aptonoth, Bullfango, Conga, Hornetaur, Kelbi, Mosswine, Velociprey, Vespoird

Common Large Monsters Bulldrome, Congalala, Gypceros, Hypnocatrice, Seltas, Velocidrome, Yian Kut-Ku, Blue Yian Kut-Ku

Common Weather hot & humid temperature, light to strong wind, heavy rain depending on the season

Howler Congas. When entering the Jungle for the first time on a hunt, roll a d20. On a 20, the congas of the jungle are in a mood. They are constantly making noise, granting advantage on Dexterity (Stealth) check to stay hidden, to all creatures in the jungle, but creature's that normally would be sleeping during the time of day the hunters are there are grumpy and aggressive to anything in their path.

Inhabited. When entering the Jungle for the first time on a hunt, roll a d20. On a 20, the jungle is inhabited by a tribe of shakalaka who have a 50% chance to be enemies or allies of the hunting party. If they are enemies, random shakalaka will appear in areas to interfere with the hunters. If they are allies, they will provide opportunities to make the hunter's lives easier in the jungle.

Weather. At the start of the hunt, roll on the table below to determine what type of weather is occurring in the jungle. Reroll each day or as you see fit.

d20	Weather
1	Heavy Rain, Flooding
2-5	Extreme Heat during the day, Extreme Cold during the nights.
6-15	Heavy Rain, no wind
16-19	Warm with no Wind
20	Comfortable with clear skies

HEAVY RAINS WITH FLOODING

Flooding causes the following effects:

Poor vision. The rain, lightly obscures the area with a 50% chance to heavily obscure each area they enter, after the first.

Rising Water. Every hour, the water rises 1 inch above ground level. Walking in 4 or more inches of water is difficult terrain.

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 14)	Fish (DC 10)	Insect (DC 10)
1 Bone	Pin Tuna	Insect Husk
2 Lg Bone Husk	Whetfish	firefly
3 Sm Bone Husk	Bomb Arowana	Carpenterbug
4 Bird Wyvern bone	Burst Arrowana	Snakebee Larva
5 Sm Bone Husk	Pin Tuna	Spiderweb
6 Jumbo Bone	Small Goldenfish	Bitterbug

d6 Mining (DC 14) Mushrooms (DC 10) Plants (DC 12)

1 Stone	Nitroshroom	Herb
2 Stone	Blue Mushroom	Paintberry
3 Earth Crystal	Nitroshroom	Fire Herb
4 Earth Crystal	Nitroshroom	Ivy
5 Earth Crystal	Nitroshroom	Needleberry
6 Hard Armor Sphere	Blue Mushroom	Dragonseed

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1 2d8 nitrotoads
2 1d6 slagtoth protecting an injured gajalaka
3 All goes quiet as the branches above the group move and shake as if something is moving through them. Normal sounds continue a few minutes later.
4 3d4 wingdrakes
5 1 great maccao
6 A group of jagras pups gnaw on the body of unidentified creature. They scatter into the jungle as the party nears.
7 1d4 conga
8 1d4 young seregios
9 1 pukei-pukei
10 1 great jagras plus 2 jagras

Jungle Player level 5-10

Common Small Monsters Aptonoth, Bullfango, Conga, Hornetaur, Kelbi, Mosswine, Velociprey, Vespoid

Common Large Monsters Astalos, Bulldrome, Congalala, Gyceros, Hypnocatrice, Nargacuga, Plesioth, Green Plesioth, Rathian, Seltas, Seltas Queen, Velocidrome, Zinogre, Yian Garuga, Yian Kut-Ku, Blue Yian Kut-Ku

Resources

d6 Bonepile (DC 16) Fish (DC 12) Insect (DC 12)

1	Lg Bone Husk	Sleepyfish	Honey
2	Sm Bone Husk	Burst Arrowana	Bitterbug
3	Brute Bone	Popfish	Thunderbug
4	Med Monster Bone	Burst Arrowana	Bitterbug
5	Med Monster Bone	Wanchovy	Godbug
6	Monster Toughbone	Glutton Tuna	Flashbug

d6 Mining (DC 16) Mushrooms (DC 12) Plants (DC 14)

1	Earth Crystal	Nitroshroom	Nullberry
2	Earth Crystal	Nitroshroom	Needleberry
3	Machalite Ore	Blue Mushroom	Antidote Herb
4	Machalite Ore	Blue Mushroom	Hot Pepper
5	Machalite Ore	Exciteshroom	Tropical Berry
6	Heavy Armor Sphere	Exciteshroom	Adamant Seed

Encounters

d10 Encounters

- 1d8 **hornetaur** plus 1d8 **vespoid**
- 1d2 **bulldrome**
- A small hunting party of aggressive **shakalaka** chase a **kelbi**, cross path with the party.
- 1d8 + 1 **young kecha wacha**
- 1d4 **seltas**
- 1d4 + 3 **tobi-kitachi**
A large **awakened tree** asks for assistance ridding it of a vespoid infestation and offers rare mushrooms as a reward.
- 1 **royal ludroth**
- A **nargacuga** watches as her cubs attempt to kill a lone **shakalaka**.
- 1 **glavenus**

Jungle Player level 11-16

Common Small Monsters Aptonoth, Bullfango, Conga, Hornetaur, Kelbi, Mosswine, Velociprey, Vespoid

Common Large Monsters Astalos, Bulldrome, Chameleos, Congalala, Daimyo Hermitaur, Duramboros, Gyceros, Hypnocatrice, Glavenus, Kushala Daora, Lagiacrus, Mizutsune, Nargacuga, Plesioth, Rathian, Seltas, Seltas Queen, Valstrax, Velocidrome, Zinogre, Yian Garuga, Yian Kut-Ku, Blue Yian Kut-Ku

Resources

d6 Bonepile (DC 18) Fish (DC 15) Insect (DC 15)

1	Sm BoneHusk x3	Popfish	Insect Husk
2	Med Monster Bone	Wanchovy	Flashbug x2
3	Lg Monster Bone	Small Goldenfish	Large Toxic Kumori
4	Lg Monster Bone	Glutton Tuna	Godbug x2
5	Lg Monster Bone	Ancient Fish	Godbug x3.
6	Elder Dragon Bone	Ancient Fish	Bitterbug x3

d6 Mining (DC 19) Mushrooms (DC 15) Plants (DC 17)

1	Heavy Armor Sphere	Blue Mushroom	Ivy x2
2	Dragonite Ore	Blue Mushroom x2	Sap Plant x2
3	Dragonite Ore	Nitroshroom	Adamant Seed
4	Dragonite Ore	Nitroshroom x3	Tropical Berry
5	Carbalite Ore	Exciteshroom x2	Hot Pepper x2
6	Carbalite Ore	Exciteshroom x3	Dosbiscus

Encounters

d10 Encounters

- 1 **congalala**
- 1 **najarala**
- 1d4 **young nargacuga** or 1d4 **blue yian kut-ku**
- 1 **rathian**
- 1 **seltas queen**
- 2d6 **juvenile zinogre** are rampaging through a lynian village.
- 1d3 **adolescent rajang**
- A veggie elder sleeping while holding a fishing pole.
- 1 **scarred yian garuga**
- 1 **savage deviljho**

Jungle Player level 17-20

Common Small Monsters Aptonoth, Bullfango, Conga, Hornetaur, Kelbi, Mosswine, Velociprey, Vespid

Common Large Monsters Astalos, Bulldrome, Chameleos, Congalala, Daimyo Hermitaur, Deviljho, Duramboros, Gypceros, Hynocatrice, Glavenus, Kushala Daora, Lagiactus, Mizutsune, Nargacuga, Silverwind Nargacuga, Plesioth, Green Plesioth, Furious Rajang, Rathian, Seltas, Seltas Queen, Valstrax, Velocidrome, Zinogre, Yian Garuga, Yian Kut-Ku, Blue Yian Kut-Ku

Resources

d6 Bonepile (DC 21) Fish (DC 18) Insect (DC 18)

1	Lg Bone Husk x5	Glutton Tuna	Spiderweb x3
2	Monster Toughbone	Small Goldenfish	Large Toxic Kumori
3	Lg Monster Bone	Speartuna	Honey x4
4	Lg Monster Bone	Ancient Fish	Emperor Locust
5	Lg Monster Bone	Ancient Fish	Honey x5
6	Elder Dragonbone	Gastronome Tuna	King Scarab

d6 Mining (DC 23) Mushrooms (DC 18) Plants (DC 20)

1	Dragonite Ore	Blue Mushroom	Ivy x4
2	Lifecrystals x2	Exciteshroom	Nulberry x2
3	Royal Armor Sphere	Blue Mushroom x3	Adamant Seed
4	Carbalite Ore	Nitroshroom x4	Hot Pepper x2
5	Carbalite Ore	Exciteshroom x3	Might Seed
6	Carbalite Ore	Dragon Toadstool	Dosbiscus

Encounters

d10 Encounters

1 1 **nargacuga**

2 1 **glavenus**

3 A **rajang** fighting a **scarred yian garuga** to the death.

4 2d6 **aknosom**

5 1d3 **seltas queens**

6 1 **brachydios**

The party comes across 1d10 **giant vigorwasps**

7 The wasps carry the frenzy virus which spread with their deathburst.

8 1d6 **viper tobi-kadachi**

9 1 **raging brachydios**

10 1 **lao-shan lung**



Ocean

Low Rank (Player Level 1-5)

Biome Coastal, Islands, Underwater

Navigation DC	Encounter DC	Investigation DC	Total Resources
15	17	13	8

Common Small Monsters Ceanataur, Epioth, Gajau, Hermitaur, Jaggi, Jaggia, Ludroth, Shakalaka, Velociprey, Vespoird, Zamite

Common Large Monsters Great Jaggi, Royal Ludroth, Tetsucabra, Yian Kut-ku, Zamitrios

Common Weather hot & humid temperature, light to strong wind, light to heavy rain

Feeding Frenzy. When entering the Ocean for the first time on a hunt, roll a d20. On a 20, the hunters encounter a numerous amount of **zamite** that are feeding off the carcass of a large dead creature (3 carves, 1 carve lost every 10 minutes once found). See the table below to determine what it is:

Party Level	# of Zamite	Creature they are Feeding on
1-4	7 (2d6)	Royal Ludroth or Zamtrios
5-8	14 (4d6)	Gobul or Plesioth
9-13	31 (9d6)	Lagiacruc or Namielle
14-18	52 (15d6)	Tempered Namielle or Bazelgeuse
19-20	105 (30d6)	Archtempered Namielle or Ceadeus

Underwater Herbalism. When a creature successfully collects a plant resource that is located underwater, roll a 1-2 instead of the usual 1-6.

Weather. At the start of the hunt, roll on the table below to determine what type of weather is occurring in the verdant hills. Reroll each day or as you see fit.

d20	Weather
1	Thunder Storm/Hurricane
2-5	Heavy Rain, light winds
6-15	Warm with a slight breeze
16-19	Warm with light rain that lasts most of the day
20	Clear skies and calm waters

THUNDERSTORM

A thunderstorm causes the following effects:

Poor vision. The storm, lightly obscures the area with a 50% chance to heavily obscure each area they enter, after the first.

Lightning. Every 10 minutes, lightning strikes one creature under the open sky (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed on a DC 18 Dexterity saving throw, taking 2d10 lightning damage on a failed save, or half as much on a successful one.

Strong Winds (DMG 110).

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6	Bonepile (DC 13)	Fish (DC 10)	Insect (DC 11)
1	Bone	Popfish	Insect Husk
2	Bone	Sleepyfish	Worm
3	Lg Bone Husk	Bomb Arowana	Insect Husk
4	Sm Monster Bone	Burst Arrowana	Firefly
5	Sm Bone Husk	Whetfish	Spiderweb
6	Sm Monster Bone	Pin Tuna	Godbug

d6	Mining (DC 14)	Plants (DC 11)
1	Stone	Airweed
2	Stone	Herb
3	Ice Crystal	Scatternut
4	Earth Crystal	Bomberry
5	Armor Sphere	Felvine
6	Machalite Ore	Airweed

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1	2d8 recently hatched hermitaurs (crabs)
2	2d10 epioths
3	1d4 ludroth feeding on corpses aboard the wreckage of a merchant ship. A search uncovers 2d6 bolts of ruined silk, a 50-foot length of rope, and a barrel of salted sushifish.
4	2d6 epioths
5	1 great jaggi
6	1d4 crates litter the ocean floor. They contain missing wycademy research notes.
7	1d6 gajau
8	1 blue yian kut-ku
9	1 royal ludroth
10	1 zamtrios

Ocean Player level 6-10

Common Small Monsters Ceanataur, Epioth, Gajau, Hermitaur, Jaggi, Jaggia, Ludroth, Shakalaka, Velociprey, Vespoid, Zamite

Common Large Monsters Daimyo Hermitaur, Gobul, Great Jaggi, Plesioth, Rathalos, Rathian, Royal Ludroth, Tetsucabra, Yian Kut-ku, Zamitrios

Resources

d6 Bonepile (DC 16) Fish (DC 14) Insect (DC 14)

1	Lg Bone Husk	Pin Tuna	Spiderweb x2
2	Sm Bone Husk	Burst Arrowana	Honey x2
3	Brute Bone	Wanchovy	Godbug
4	Monster Bone+	Burst Arrowana	Thunderbug
5	Monster Toughbone	Blue Cutthroat	Blossom Cricket
6	Lg Monster Bone	Glutton Tuna	Emporer Locust

d6 Mining (DC 17) Plants (DC 14)

1	Hard Armor Sphere	Airweed x2
2	Machalite Ore	Nullberry
3	Lifecrystals	Tropical Berry
4	Lifecrystals	Tropical Berry
5	Dragonite Ore	Adamant Seed
6	Heavy Armor Sphere	Airweed x3

Encounters

d10 Encounters

- 1 1d10 **ceanataur**
- 2 2d4 **ludroth**
- 3 A completely submerged shipwreck
- 4 1 **vespoid queen** plus 1d8 **vespoids**
- 5 2 **seltas** attracted to something near the party
A pirate ship captained by a muscular felyne (**veteran**) and its lynian crew (1d6 **felynes** and 1d6 **melynx**)
- 7 A desecrated shrine of the *Guardian of the Deep* (AGtMH p.13)
- 8 1d4 **zamtrios**
- 9 1 **dire miralis**
- 10 1 **shogun ceanataur**

Ocean Player level 11-20

Common Small Monsters Ceanataur, Epioth, Gajau, Hermitaur, Jaggi, Jaggia, Ludroth, Shakalaka, Velociprey, Vespoid, Zamite

Common Large Monsters Ceadeus, Daimyo Hermitaur, Gobul, Great Jaggi, Lagiocrus, Namielle, Plesioth, Rathalos, Rathian, Royal Ludroth, Shen Gaoren,, Shogun Ceanataur, Tetsucabra, Yian Kut-ku, Zamitrios

Resources

d6 Bonepile (DC 21) Fish (DC 20) Insect (DC 19)

1	Med Monster Bone	Small Goldenfish	Honey x3
2	Lg Monster Bone	Glutton Tuna	Flashbug x2
3	Monster Toughbone	Blue Cutthroat	Thunderbug
4	Lg Monster Bone	Glutton Tuna	Godbug
5	Elder Dragon Bone	Ancient Fish	Blossom Cricket
6	Elder Dragon Bone	Gastronome Tuna	Phantom Butterfly

d6 Mining (DC 22) Plants (DC 19)

1	Hard Armor Sphere	Airweed x4
2	Lifecrystals	Herb x4
3	Dragonite Ore	Tropical Berry x3
4	Carbalite Ore	Adamant Seed x2
5	Carbalite Ore	Might Seed x2
6	Royal Armor Sphere	Stargazer Flower

Encounters

d10 Encounters

- 1 2 **zamtrios** with 2d8 **zamite**
- 2 1d10 **seltas**
- 3 1 **lagiacrus**
- 4 A patch of peaceful coral near a deep hole. Nearby is the fresh corpse of a **gobul**.
- 5 1 **rathian** with 1 **rathalos**
- 6 2 **plesioth**
- 7 A gloomy carved underwater cave, inside is a **shogun ceanataur** and a **daimyo hermitaur**
- 8 1d4 **lagiacrus**
- 9 1 **archtempered namielle**
- 10 1 **ceadeus**

Snowy Mountains

Low Rank (Player Level 1-4)

Biome Tundra, Snowy Mountains, Frozen Ponds

Navigation DC	Encounter DC	Investigation DC	Total Resources
16	16	14	7

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Kelbi, Popo, Velociprey, Vespoird

Common Large Monsters Bulldrome, Giadrome

Common Weather Extreme Cold, light wind, light to heavy snow

Hatching Season. When entering this area for the first time on a hunt, roll a d20. On a 1 or 20, a khezu egg hatches and the mountain is swarmed by Khezu Whelps (Giggi's but deals lightning damage instead of necrotic). During combat on initiative 20 (losing to ties) 1d4 khezu whelpings unburrow from underground. This number is increased by 1d4 for each table above the first.

Veggie Elder. Once per hunt, when a character rolls a 20 on a navigation skill check, they encounter the veggie elder. The elder rambles a bit and then offers to trade a resource item, or material from a common small or large creature. In exchange they request an item from the adventuring gear table (PHB 150) that the party may have.

Weather. At the start of the hunt, roll on the table below to determine what type of weather is occurring in the snowy mountains. Reroll each day or as you see fit.

d20	Weather
1	Blizzard.
2-8	Extreme cold, heavy snowfall, light wind.
9-15	Extreme cold, no wind.
16-19	Extreme cold, light snow.
20	Extreme cold, strong winds, chance of avalanches.

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 16) Fish (DC 18) Insect (DC 17)

1	Bone	Sushifish	Insect Husks
2	Bone	Burst Arrowana	Firefly
3	Sm Bone Husk	Burst Arrowana	Carpenterbug
4	Sm Bone Husk	Bomb Arrowana	Bitterbug
5	Sm Monster Bone	Small Goldenfish	Cricket
6	Sm Monster Bone	Small Goldenfish	Flashbug

d6 Mining (DC 12) Mushrooms (DC 14) Plants (DC 14)

1	Stone	Blue Mushroom	Herb
2	Ice Crystal	Blue Mushroom	Snow Herb
3	Ice Crystal	Blue Mushroom	Ivy
4	Armor Sphere	Blue Mushroom	Paintberry
5	Earth Crystal	Blue Mushroom	Sap Plant
6	Hard Armor Sphere	Parashroom	Frozen Berry

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1	1d4+3 kelbi
2	2d6 anteka
3	2d8 aptonoth
4	Single-file tracks in the snow that stop abruptly
5	1d6+1 giaprey
6	1 bulldrome
7	1 druid that is tracking a lagombi
8	1d6 blango
9	1 zamtrios
10	1 tzitzi-ya-ku

Snowy Mountains Player level 5-10

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Kelbi, Popo, Velociprey, Vespoird

Common Large Monsters Blangonga, Bulldrome, Giadrome, Khezu

Resources

d6	Bonepile (DC 18)	Fish (DC 20)	Insect (DC 19)
1	Sm Bone Husk	Sushifish	Firefly
2	Jumbo Bone	Burst Arrowana	Bitterbug
3	Brute Bone	Pin Tuna	Flashbug
4	Brute Bone	Small Goldenfish	Flashbug
5	Monster Bone+	Small Goldenfish	Godbug
6	Monster Bone+	Glutton Tuna	Godbug

d6	Mining (DC 14)	Mushrooms (DC 16)	Plants (DC 16)
1	Ice Crystal	Blue Mushroom	Nullberry
2	Hard Armor Sphere	Blue Mushroom	Snow Herb
3	Ice Crystal	Blue Mushroom	Ivy
4	Armor Sphere	Blue Mushroom	Paintberry
5	Machalite Ore	Parashroom	Frozen Berry
6	Machalite Ore	Parashroom	Adamant Seed

Encounters

d10 Encounters

- 1d3+1 **giadrome**
- 2d4 **bulldrome**
- 2d8 **zamite**
- 2d6+1 **popo** are stampeding away from the direction the group is heading
- 1 **lagombi**
- 1d6+2 **rhenoplos**
- 1 **zamtrios**
- 1 **lagombi** and 1 **bulldrome**
- 2d4 **lagombi**
- 1 **khezu**

Snowy Mountains Player level 11-16

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Great Thunderbug, Kelbi, Popo, Velociprey, Vespoird

Common Large Monsters Blangonga, Bulldrome, Giadrome, Khezu, Kushala Daora, Rajang, Zinogre, Tigrex

Resources

d6	Bonepile (DC 20)	Fish (DC 22)	Insect (DC 21)
1	Monster Bone+	Sushifish	Cricket
2	Monster Bone+	Burst Arrowana	Bitterbug
3	Monster Toughbone	Small Goldenfish	Godbug
4	Monster Toughbone	Glutton Tuna	Flashbug
5	Lg Monster Bone	Speartuna	Godbug
6	Lg Monster Bone	Ancient Fish	Godbug

d6	Mining (DC 16)	Mushrooms (DC 18)	Plants (DC 18)
1	Machalite Ore	Blue Mushroom	Nullberry
2	Hard Armor Sphere	Blue Mushroom	Herb
3	Heavy Armor Sphere	Blue Mushroom	Snow Herb
4	Dragonite Ore	Parashroom	Frozen Berry
5	Carbalite Ore	Parashroom	Adamant Seed
6	Royal Armor Sphere	Parashroom	Adamant Seed

Encounters

d10 Encounters

- 1d4+1 **zamtrios**
- 1d3 **tzitzu-ya-ku**
- A blizzard that reduces visibility to 5 feet for 1d6 hours
- 1 **mizutsune**
- 1 **blangonga** with 2d8 **blango**
- A herd of 9d6 + 60 **kelbi** moving through the snow
- 1 **kirin**
- 1 **rajang**
- 1d6+1 **blangonga**
- 1 **ukanlos**

Player level 17-20

Common Small Monsters Anteka, Aptonoth, Blango, Bullfango, Giaprey, Great Thunderbug, Kelbi, Popo, Velociprey, Vespoïd

Common Large Monsters Blangonga, Bulldrome, Giadrome, Khezu, Kushala Daora, Rajang, Zinogre, Tigrex

Resources

d6 Bonepile (DC 22) Fish (DC 24) Insect (DC 23)

1	Lg Monster Bone	Sushifish	Honey
2	Lg Monster Bone	Small Goldenfish	Bitterbug
3	Monster Toughbone	Popfish	Godbug
4	Monster Toughbone	Ancient Fish	Flashbug
5	Elder Dragonbone	Speartuna	Godbug
6	Elder Dragonbone	Gastronome Tuna	Emperor Locust

d6 Mining (DC 18) Mushrooms (DC 20) Plants (DC 20)

1	Dragonite Ore	Blue Mushroom	Snow Herb
2	Dragonite Ore	Blue Mushroom	Adamant Seed
3	Heavy Armor Sphere	Blue Mushroom	Frozen Berry
4	Carbalite Ore	Parashroom	Paintberry
5	Carbalite Ore	Bindshroom	Nullberry
6	Royal Armor Sphere	Dragon Toadstool	Stargazer Flower

Encounters

d10 Encounters

- 2 **barioth** with 2 **arzuos**
- 1 **tigrex**
- 1 **ukanlos**
- 1d3 **blangonga**
- 1d4 **nargacuga**
- 1d4 **kirin**
- 1d4 **mizutsune**
- 1d8 **blangonga** with 2d4 **bulldrome**
- 1d8 **khezu**
- 1 **behemoth**



Verdant Hills

Low Rank (Player Level 1-4)

Biome Forest and Hills

Navigation DC	Encounter DC	Investigation DC	Total Resources
10	19	10	7

Common Small Monsters Aptonoth, Bullfango, Felyne, Kelbi, Melynx, Mosswine, Velociprey, Vespoid

Common Large Monsters Gypceros, Velocidrome, Yian Garuga, Yian Kut-Ku

Common Weather warm temperature, light wind, light rain

King & Queen. When entering the Verdant Hills for the first time on a hunt, roll a d20. On a 1, a rathian has built a nest somewhere nearby. On a 20, a rathalos is hunting from the sky.

Veggie Elder. Once per hunt, when a character rolls a 20 on a trailblazer skill check, they encounter the veggie elder. The elder rambles a bit and then offers to trade an item from the resource table, or material from a common small or large creature. In exchange they request an item from the adventuring gear table (PHB 150) or something similar that the party may have.

Weather. At the start of the hunt, roll on the table below to determine what type of weather is occurring in the verdant hills. Reroll each day or as you see fit.

d20	Weather
1	Thunder Storm.
2-5	Unseasonably hot with no wind.
6-15	Warm with a slight breeze.
16-19	Warm with light rain that lasts until mid day.
20	Cool with heavy rain (lightly obscures the area).

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 11)	Fish (DC 10)	Insect (DC 12)
1 Bone	Sushifish	Insect Husk
2 Sm Bone Husk	Pin Tuna	Bitterbug
3 Sm Bone Husk	Pin Tuna	Carpenterbug
4 Lg Bone Husk	Burst Arrowana	Honey
5 Bird Wyvern Bone	Popfish	Spiderweb
6 Sm Monster Bone	Small Goldenfish	Flashbug

d6 Mining (DC 14)	Mushrooms (DC 10)	Plants (DC 10)
1 Stone	Blue Mushroom	Herb
2 Earth Crystal	Blue Mushroom	Ivy
3 Earth Crystal	Blue Mushroom	Sleep Herb
4 Armor Sphere	Toadstool	Huskberry
5 Armor Sphere	Toadstool	Bomberry
6 Machalite Ore	Nitroshroom	Antidote Herb

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

- 2 **aptonoth** aggressively guard their baby
- 1d4 **wild melynx** attempt to ambush the party
- 1d8 + 1 **bullfango**
- 1 **velociprey** or 1 **velocidrome**
- 3 **velociprey**
- 2d4 **vespoid**
- 1 **yian kut-ku**
- 1d6 **felyne**
- 1 **vespoid queen** and 1d4 **vespoids**
- 1 **gypceros**

Verdant Hills Player level 5-10

Common Small Monsters Aptonoth, Bullfango, Felyne, Great Thunderbug, Kelbi, Melynx, Mosswine, Shakalaka, Velociprey, Vespoid

Common Large Monsters Gypceros, Rathalos, Rathian, Yian Garuga, Yian Kut-Ku

Resources

d6 Bonepile (DC 14) Fish (DC 12) Insect (DC 15)

1	Sm Bone Husk	Sushifish	Spiderweb
2	Lg Bone Husk	Burst Arrowana	Honey
3	Sm Monster Bone	Pin Tuna	Bitterbug
4	Med Monster Bone	Popfish	Godbug
5	Monster Bone+	Wanchovy	Flashbug
6	Brute Bone	Small Goldenfish	Thunderbug

Mushrooms

d6 Mining (DC 16) (DC 15) Plants (DC 15)

1	Earth Crystal	Toadstool	Herb
2	Armor Sphere	Nitroshroom	Felvine
3	Machalite Ore	Toadstool	Nullberry
4	Hard Armor Sphere	Blue Mushroom	Gloomgrass Root
5	Machalite Ore	Parashroom	Needleberry
6	Heavy Armor Sphere	Parashroom	Gloomgrass Root

Encounters

d10 Encounters

1 2d4 **velociprey** or 2d6 **vespoid**

2 1d6 **Melyx** riding on **velociprey**

3 1 **bulldrome** and 2d8 **bullfango**

Caveman-like doodles are found on the side of a rock. A DC 14 Intelligence (investigation) check will show that the doodle is pointing in a direction. Heading that direction leads to a Veggie Elder.

5 1d8+1 **velocidrome**

6 2d4 **bulldrome**

7 A clear pool of water with 1 d6 sleeping animals lying around its edge

8 1d8+1 **rhenoplos**

9 1d8+1 **yian kut-ku**

10 1 **malfestio**

Verdant Hills Player level 11-16

Common Small Monsters Aptonoth, Bullfango, Felyne, Great Thunderbug, Kelbi, Melynx, Mosswine, Shakalaka, Velociprey, Vespoid

Common Large Monsters Astalos, Deviljho, Gypceros, Najarala, Rathalos, Rathian, Yian Garuga, Yian Kut-ku

Resources

d6 Bonepile (DC 16) Fish (DC 14) Insect (DC 16)

1	Monster Bone+	Bomb Arrowana	Flashbug
2	Med Monster Bone	Burst Arrowana	Godbug
3	Lg Monster Bone	Small Goldenfish	Godbug
4	Lg Monster Bone	Glutton Tuna	Thunderbug
5	Monster Toughbone	Blue Cutthroat	Toxic Kumori
6	Monster Toughbone	Ancient Fish	Blossom Cricket

Mushrooms

d6 Mining (DC 20) (DC 16) Plants (DC 17)

1	Hard Armor Sphere	Toadstool	Herb
2	Dragonite Ore	Bindshroom	Might Seed
3	Heavy Armor Sphere	Exciteshroom	Adamant Seed
4	Dragonite Ore	Bindshroom	Paintberry
5	Lifecrystals	Parashroom	Airweed
6	Royal Armor Sphere	Exciteshroom	Might Seed

Encounters

d10 Encounters

1 1d3 **hypnocatrice** + 2d6 **velociprey**

2 2d4 **yian kut-ku**

3 1d4+1 **yian kut-ku** with 1d3 **arzueros**

4 2 **yian garuga**

5 1 **sergios** and 1 **paolumu**

6 1 **qurupeco** and 1 **hypnocatrice**

7 A group of seven people (commoners) wearing shakalaka masks and ambling through the hills

8 1d4 **volvidon**

9 1 **rathalos**

10 1 **alatreon**

Player level 17-20

Common Small Monsters Aptonoth, Bullfango, Felyne, Melynx, Hornetaur, Kelbi, Mosswine, Velociprey, Vespoïd

Common Large Monsters Astalos, Chameleos, Deviljho, Gypceros, King Shakalaka, Rathalos, Velocidrome, Yian Garuga, Yian Kut-Ku

Resources

d6 Bonepile (DC 18) Fish (DC 15) Insect (DC 20)

1	Sm Bone Husk	Speartuna	Flashbug
2	Lg Monster Bone	Burst Arrowana	Great Hornfly
3	Monster Toughbone	Bomb Arrowana	Large Toxic Kumori
4	Monster Toughbone	Ancient Fish	Emperor Locust
5	Monster Toughbone	Speartuna	Phantom Butterfly
6	Elder Dragonbone	Gastronome Tuna	Phantom Butterfly

d6 Mining (DC 25) Mushrooms (DC 18) Plants (DC 18)

1	Lightcrystal	Bindshroom	Herb
2	Lifecrystals	Exciteshroom	Huskberry
3	Carbalite Ore	Chaos Mushroom	Adamant Seed
4	Carbalite Ore	Dragon Toadstool	Gloomgrass Root
5	Royal Armor Sphere	Chaos Mushroom	Nullberry
6	Royal Armor Sphere	Dragon Toadstool	Stargazer Flower

Encounters

d10 Encounters

- 1 2d6 **volvidon**
- 2 2d6 **kulu-ya-ku**
- 3 1d4 **astalos** with 1d8 **yian garuga**
- 4 A fiery comet races across the sky (a **valstrax**)
- 5 1d3 **zinogre**
- 6 2d4 **qurupeco**
- 7 A valley where all the grass has died and the ground is littered with stumps and fallen trees, all petrified and a black dust fills the air (frenzy virus)
- 8 1d6+2 **rathians**
- 9 1 **brachydios**
- 10 1 **vaal hazak**



Volcano

Low Rank (Player Level 1-4)

Biome It's a volcano. expect dry, craggy, rocky areas; lava pools and streams

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	16	6

Resources DC Bonepile 14, Insects 17, Minerals 13, Mushroom 16, Plants 16

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoïd

Common Large Monsters Agnaktor, Basarios, Iodrome, Uragaan, Volvidon

Common Weather Extreme Heat, minimal wind, no rain

Falling Ash. At the start of a hunt and the start of each day spent in the area roll a d20. On a 18-20, the area becomes lightly obscured by ash falling from the sky in the entire volcanic area for 24 hours. If the ash falls for more than 1 day consecutively, the terrain becomes difficult and the area becomes heavily obscured. For every hour a character that travels outside while the ash is falling, must make a DC 10 Constitution saving throw or they are considered poisoned (but not actually poisoned) until they are able to stay out of the ash for 1 hour.

While continually traveling in the ash the save DC increases by 1 for every hour of travel. A creature who fails two saving throws in a row gains 1 level of exhaustion and begins to cough and choke making it difficult to breathe. A creature who fails three saving throws in a row begins to suffocate while they remain in the areas where ash is falling.

Volcanic Gas. Throughout the volcanic area, the ground is cracked and broken. When the PCs enter an area for the first time, roll a d20. On a 18-20, the ground trembles beneath them, cracking open and releasing a gout of volcanic gas from below. Each PCs must make a DC 15 Constitution saving throw or be poisoned for 1 hour.

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 14) Insect (DC 17) Mining (DC 13)

1	Bone	Insect Husks	Stone
2	Bone	Insect Husk	Armor Sphere
3	Sm Bone Husk	Insect Husk	Earth Crystal
4	Sm Bone Husk	Insect Husk	Earth Crystal
5	Sm Bone Husk	Bitterbug	Armor Sphere
6	Jumbo Bone	Snakebee Larva	Machalite Ore

d6 Mushrooms (DC 16) Plants (DC 16)

1	Nitroshroom	Fire Herb
2	Nitroshroom	Sap Plant
3	Nitroshroom	Huskberry
4	Nitroshroom	Tropical Berry
5	Nitroshroom	Dragon Seed
6	Nitroshroom	Dragon Seed

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1	1d3 apceros
2	1d6+3 remobra
3	2d10 wild melynx
4	1 iodrome
5	2 ioprey with 1 wild melynx
6	1d6+2 ceanataur
7	1d8 kestodon
8	1 iodrome with 1d2 ioprey
9	1 volvidon
10	1 dodogama

Volcano Player level 5-10

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoid

Common Large Monsters Agnaktor, Basarios, Iodrome, Lavasioth, Rathalos, Shogun Ceanataur, Uragaan, Volvidon

Resources

On a successful Resources check, roll on the table below.

d6 Bonepile (DC 16) Insect (DC 19) Mining (DC 15)

1	Bone	Insect Husk	Armor Sphere
2	Sm Bone Husk	Insect Husk	Earth Crystal
3	Sm Bone Husk	Bitterbug	Hard Armor Sphere
4	Sm Bone Husk	Bughopper	Machalite Ore
5	Lg Bone Husk	Flashbug	Hard Armor Sphere
6	Monster Bone+	Godbug	Machalite Ore

d6 Mushrooms (DC 18) Plants (DC 18)

1	Nitroshroom	Fire Herb
2	Nitroshroom	Hot Pepper
3	Nitroshroom	Huskberry
4	Nitroshroom	Tropical Berry
5	Nitroshroom	Dragon Seed
6	Dragon Toadstool	Dragon Seed

Encounters

d10 Encounters

1	1d8+1 uroktor
2	1d8+1 gastodon
3	1d8 fissures venting steam that partially obscures a 20-foot cube above each fissure
4	1d12 melynx
5	1 iodrome with 3 vespoid
6	1d10 bulldrome
7	1d4 tetsucabra
8	1 basarios
9	1 rathalos
10	1 lavasioth

Volcano Player level 11-16

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoid

Common Large Monsters Agnaktor, Basarios, Gravios, Iodrome, Lavasioth, Rathalos, Shogun Ceanataur, Uragaan, Volvidon

Resources

On a successful Resources check, roll on the table below.

d6 Bonepile (DC 18) Insect (DC 21) Mining (DC 17)

1	Sm Bone Husk	Insect Husks	Machalite Ore
2	Monster Toughbone	Carpenterbug	Heavy Armor Sphere
3	Monster Toughbone	Flashbug	Dragonite Ore
4	Lg Bone Husk	Great Hornfly	Dragonite Ore
5	Lg Monster Bone	Toxic Kumori	Heavy Armor Sphere
6	Lg Monster Bone	Godbug	Lifecrystals

d6 Mushrooms (DC 20) Plants (DC 20)

1	Nitroshroom	Fire Herb
2	Nitroshroom	Hot Pepper
3	Nitroshroom	Might Seed
4	Nitroshroom	Tropical Berry
5	Dragon Toadstool	Dragon Seed
6	Dragon Toadstool	Adamant Seed

Encounters

d10 Encounters

1	2d6 yan kut-ku
2	1d6 tetsucabra
3	1d4 uragaan
4	1d6+2 volvidon
5	1d4 anjanath
6	2 dodogama playing catch with a molten rock a few hundred feet away
7	1 gravios
8	1d3 odogaron
9	1 bazelgeuse
10	1 nergigante

Player level 17-20

Common Small Monsters Apceros, Bullfango, Ceanataur, Felyne, Ioprey, Melynx, Remobra, Shakalaka, Uroktor, Vespoïd

Common Large Monsters Agnaktor, Basarios, Iodrome, Uragaan, Volvidon

Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 20) Insect (DC 23) Mining (DC 19)

1	Med Monster Bone	Insect Husk	Dragonite Ore
2	Sm Bone Husk	Godbug	Heavy Armor Sphere
3	Lg Bone Husk	Great Hornfly	Dragonite Ore
4	Lg Monster Bone	Large Toxic Kumori	Heavy Armor Sphere
5	Monster Toughbone	Emperor Locust	Carbalite Ore
6	Elder Dragonbone	King Scarab	Royal Armor Sphere

d6 Mushrooms (DC 22) Plants (DC 22)

1	Nitroshroom	Fire Herb
2	Nitroshroom	Hot Pepper
3	Nitroshroom	Might Seed
4	Dragon Toadstool	Tropical Berry
5	Dragon Toadstool	Dragon Seed
6	Dragon Toadstool	Adamant Seed

Encounters

d10 Encounters

1	1d8+1 agnaktor
2	1 valstrax
3	2d4 uragaan
4	1 shogun ceanataur
5	1d10 volvidon
6	1 rajang
7	A wall of flowing lava hundreds of feet high that drops onto the ground ahead
8	1d3 dire miralis
9	1d4 rathalos
10	1 teostra in its lair with 1 tempered lunastra



The Wetlands

Low Rank (Player Level 1-4)

Biome Old Swamp

Navigation DC	Encounter DC	Investigation DC	Total Resources
14	18	12	8

Common Small Monsters Bullfango, Ceanataur, Velociprey, Giaprey, Genprey, Ioprey, Melyn, Kelbi, Vespoird, Hornetaur, Aptonoth, Mosswine
Common Large Monsters Gendrome, Gypceros, Basarios
Common Weather warm temperature, foggy, light rain

Chilling Caves. The caves within the wetlands are freezing cold. Their average temperature ranges from -20 degrees Fahrenheit to -10 degrees Fahrenheit.

Low Visibility. The Wetlands area is lightly obscured by mist. Each day the party spends in this location roll a d20. On a 20, the area is heavily obscured for 24 hours.

Excessive Minerals. When a character successfully obtains minerals from mining, they can roll on the resources table again. The second mineral does not count against the hunt's total resources.

Weather. At the start of the hunt, roll on the table below to determine what type of weather is occurring in the wetlands. Reroll each day or as you see fit.

d20	Weather
1	Thunder storm.
2-5	Unseasonably hot with no wind and high humidity.
6-15	Expected temperature, no wind.
16-19	Light rain.
20	Strong winds and heavy rainfall.



Resources

Make a resource check against the resources DC. On a success, roll on the table below.

d6 Bonepile (DC 13) Insect (DC 10) Mining (DC 12)

1	Bone	Insect Husk	Stone
2	Bone	Spiderweb	Earth Crystal
3	Sm Bone Husk	Firefly	Earth Crystal
4	Lg Bone Husk	Worm	Armor Sphere
5	Bird Wyvern Bone	Bitterbug	Machalite Ore
6	Sm Monster Bone	Godbug	Hard Armor Sphere

d6 Mushrooms (DC 10) Plants (DC 14)

1	Blue Mushroom	Herb
2	Toadstool	Huskberry
3	Nitroshroom	Antidote Herb
4	Toadstool	Felvine
5	Blue Mushroom	Nullberry
6	Parashroom	Gloamgrass Root

Encounters

For every hour that passes, make an Encounter roll. If the roll equals or exceeds the Encounter DC, roll 1d10 and consult this table.

d10 Encounters

1	2d8 kelbi
2	1 gendrome
3	1d4 + 1 mud hovels partially hidden in murky water. A tribe of gajalaka live here.
4	1 melyn attempts to sneak up and steal an item from a player.
5	2d10 gajalaka
6	2d6+3 hornetaur
7	1 bulldrome
8	1 great wroggi
9	1 agnaktor
10	1 basarios

Wetlands Player level 5-10

Common Small Monsters Bullfango, Ceanataur, Conga, Velociprey, Giaprey, Genprey, Ioprey, Melynx, Kelbi, Vespoïd, Hornetaur, Aptonoth, Mosswine

Common Large Monsters Gendrome, Gypceros, Basarios, Gravios, Rathalos, Rathian, Khezu, Kirin, Nargacuga, Shogun Ceanataur

Resources

d6 Bonepile (DC 17) Insect (DC 16) Mining (DC 18)

1	Sm Bone Husk	Worm	Earth Crystal
2	Bone	Spiderweb	Machalite Ore
3	Jumbo Bone	Godbug	Machalite Ore
4	Brute Bone	Flashbug	Hard Armor Sphere
5	Med Monster Bone	Flashbug	Hard Armor Sphere
6	Monster Bone+	Godbug	Dragonite Ore

d6 Mushrooms (DC 14) Plants (DC 19)

1	Toadstool	Herb
2	Nitroshroom	Huskberry
3	Toadstool	Antidote Herb
4	Blue Mushroom	Dragon Seed
5	Parashroom	Scatternut
6	Parashroom	Gloomgrass Root

Encounters

d10 Encounters

- 1d10 **iofrey** with 1d8+1 **hornetaur**
- 2d8 **giaprey**
Tainted water that exposes creatures that move through it to sight rot (see "Diseases" in chapter 8 of the Dungeon Master's Guide)
- 1d4+1 **iodrome** with 1d4 **gendrome**
- 1d4+1 **bulldrome**
- 1 **bulldrome** with 1d3 **rhenoplos** and 1d8+2 **conga**
- 2d4 **rhenoplos**
- 1 **anjanath**
- 1d4 **yian kut-ku** with 1d6+2 **giadrome**
- 1 **odogaron** with 1 **rathian** and 1 **gypceros**

Wetlands Player level 11-20

Common Small Monsters Bullfango, Ceanataur, Conga, Velociprey, Giaprey, Genprey, Ioprey, Melynx, Kelbi, Vespoïd, Hornetaur, Aptonoth, Mosswine

Common Large Monsters Gendrome, Gypceros, Basarios, Gravios, Rathalos, Rathian, Khezu, Kirin, Nargacuga, Shogun Ceanataur

Resources

d6 Bonepile (DC 21) Insect (DC 20) Mining (DC 23)

1	Sm Bone Husk	Flashbug	Machalite Ore
2	Sm Monster Bone	Godbug	Heavy Armor Sphere
3	Brute Bone	Thunderbug	Dragonite Ore
4	Med Monster Bone	Toxic Kumori	Lifecrystals
5	Monster Bone+	Great Hornfly	Carbalite Ore
6	Lg Monster Bone	Large Toxic Kumori	Royal Armor Sphere

d6 Mushrooms (DC 18) Plants (DC 25)

1	Toadstool	Sap Plant
2	Blue Mushroom	Gloomgrass Root
3	Exciteshroom	Antidote Herb
4	Bindshroom	Adamant Seed
5	Dragon Toadstool	Might Seed
6	Chaos Mushroom	Dosbiscus

Encounters

d10 Encounters

- 1d4 **pukei-pukei**
- 1d6+1 **yian kut-ku**
- A large, spreading tree where 2d6 hunters lie dead under it
- 1 **rathalos** with 1 **rathian**
- 2 **khezu**
- 1 **glavenus**
- A group of seven people (commoners) wearing shakalaka masks and ambling through the hills
- 1 **nargacuga** with 1 **kirin**
- 1 **deviljho**
- 1 **nergigante**

Appendix B: Monster Hunter Weapons

Accel Axe

The Accel Axe, also known as the "Axel Axe", it is completely different from the Switch Axe and Charge Blade that were discovered in other ancient ruins. The main feature of the Accel Axe is the artillery mechanism built into the weapon. A heavy-duty single-edged axe with a short reach and a mechanical muzzle attached at the opposite position to the blade.

Nonmagical

50 gp, 1d12 slashing, 8 lb., heavy, two-handed

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Accelerator Gauge. When you hit with this weapon, you gain 1 charge up to a maximum of 5. You lose all charges, if you are knocked unconscious or don't hit a target within 1 minute.

Detonation Velocity. When you hit a creature with this weapon, you can expend any number of charges to increase your weapon's damage by +1 for each charge expended.

Accel Jump. When you jump, you can expend charges to increase your jump's height or distance by an extra 5 feet for each charge expended. If the weapon is very rare or higher, the distance or height is increased by an additional 5 feet per charge.

Burst Slash. As an action you can expend up to 5 charges to unleash an accelerated slash against a creature within 5 feet of you. That creature must make a Dexterity saving throw against a DC equal to 8 + your Proficiency Bonus + your Strength Modifier. On a failed save, the target takes #d4 slashing damage, where # is equal to the number of charges expended. On a successful save, the target takes half as much damage.

This damage is increased to #d6 at rare, #d8 at very rare, and #d10 at legendary.

Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Dash Burst. As a bonus action you can expend 1 charge to dash up to half of your movement speed. You can expend extra charges to move an additional 10 feet for each additional charge you expend.

Evade Slash. When you hit a hostile creature with this weapon, you can expend 3 charges to move up to 15 feet in a straight line without provoking opportunity attacks.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Heat Gauge. When you use one of this weapon's properties that expends charge(s), you gain 1 *heat* up to a maximum of 3.

Full Accel Mode. As a bonus action you can expend 3 *heat* to enter full accel mode. Until the end of your next turn this weapon's reach increases to 10 feet, it deals an extra 1d6 slashing damage, and your movement speed increases by 10 feet.

Blast Evade. When you are subject to the effect of an area-of-effect attack, spell, or spell-like ability; you can use your reaction to expend a number of charges to try and move yourself out of the area. For each charge you expend, you can move 5 feet in a straight line without provoking opportunity attacks. If you leave the area-of-effect's area, you are no longer considered a target of it.

Legendary

You gain a +3 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Hyper Burst Slash. While you are in full accel mode, your burst slash damage is doubled.

Mid-Air Dash Slash (2/turn). When you hit a creature with this weapon while in the air, you can expend a charge to move up to 10 feet in a straight line without provoking opportunity attacks.

Charge Blade

Sword mode boasts mobility and high guard capabilities, while axe mode boasts more powerful attacks. Store up energy while in sword mode, and then use it to deal high damage in axe mode.

All Rarities

Switch Mode. As a bonus action, you can switch the weapon between its axe or sword and shield mode.

Nonmagical

Axe Mode 1d12 slashing, 7lb., heavy, two-handed

Sword & Shield Mode 1d6 slashing +2 AC, 8lb., finesse, light.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Phial Charge. When you hit a creature with this weapon's sword and shield mode, it gains 1 *phial charge* up to a maximum of 5. The charges last until your next short or long rest.

Elemental Guard (Sword). As a reaction, when you are hit by an attack you can expend 1 *phial* to deal 1d4 damage to the creature, this damage is done as your choice of acid, cold, fire, or lightning.

Rare

You gain a +1 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Elemental Discharge (Axe). As a bonus action upon hitting a creature, you can expend 1 *phial* to deal an extra 1d6 acid, cold, fire, or lightning damage (your choice).

Amped Element Discharge (Axe). As an action you can expend any number of phial charges and release a shockwave of acid, cold, fire, or lightning damage (your choice) in a 15-foot cone in front of you. Each creature in that area must succeed on a Dexterity saving throw equal to 8 + your proficiency modifier + your Strength modifier taking #d4 of your chosen damage type, where # is the number of phials you have expended on a failed save. On a successful save, the creature takes half as much damage. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Very Rare

You gain a +2 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Elemental Guard (Sword) Upgrade. Your elemental guard now deals 1d6 acid, cold, fire, or lightning damage (your choice).

Elemental Discharge (Axe) Upgrade. Your elemental discharge now deals 1d8 acid, cold, fire, or lightning damage (your choice).

Amped Element Discharge Upgrade. Your amped element discharge now deals #d6 acid, cold, fire, or lightning damage (your choice).

Legendary

You gain a +3 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Elemental Discharge (Axe) Upgrade. Your elemental discharge now deals 1d10 acid, cold, fire, or lightning damage (your choice).

Amped Element Discharge Upgrade. Your amped element discharge now deals #d8 acid, cold, fire, or lightning damage (your choice). Additionally, you double the damage against a Huge or larger creature if the amped discharge's cone fits in the creature's space.

Dual Blades

Dual blades unleash a whirlwind of combo attacks on your enemy. Though they're lightweight and relatively simple to use, they cannot be used to guard.

Nonmagical

15 gp, 1d6 slashing, 2 lb., finesse, light. For each blade.

Uncommon

Demon Mode (2/long rest). As a bonus action your body is enveloped in a demonic aura for 30 seconds or until you are knocked prone. While Demon mode is active, you gain +5 movement speed, and deal an extra 1d4 weapon damage on the first attack that hits each turn. Once demon mode ends you cannot use it again for 30 seconds.

Rare

You gain a +1 bonus on attacks and damage rolls.

Demon Mode Upgrade. You can use demon mode one extra time (3 total) between long rests, its movement speed bonus increases to 10 feet, and you now deal an extra 1d4 damage on all weapon attacks while demon mode is active.

Inflict. When you hit a creature with this weapon where they make a saving throw against a condition causing effect, the save DC is increased by 1.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Archdemon Mode (Demon Mode Upgrade). You can use demon mode one extra time (4 total) between long rests and its movement speed bonus increases to 15 feet.

Inflict Upgrade. Your save DC for condition causing effects by this weapon is now increased by 2.

Legendary

You gain a +3 bonus on attacks and damage rolls.

Archdemon Mode Upgrade. You can use demon mode one extra time (5 total) between long rests, its movement speed bonus increases to 20 feet, and you now deal an extra 1d6 weapon damage while demon mode is active.

Inflict Upgrade. Your save DC for condition causing effects by this weapon is now increased by 3.

See **Sword and Shield's** *rend* property for examples of spells, abilities, and other effects that will work with the dual blades *inflict*

Great Sword

A slow, heavy weapon with massive damage potential, the Greatsword is the heavy artillery of melee weapons. While simple at first, the Greatsword requires skilled timing and spacing in order to get the most out of it. On offense, the Greatsword attacks with slow, ponderous swings that hit with precision and accuracy.

Nonmagical

50 gp, 2d6 slashing, 6 lb., heavy, two-handed.

Uncommon

Charged Slash. As part of the Attack action or when you make an opportunity attack you can forgo an attack with this weapon in order to grant the weapon 1 charge (3 max). Charges are lost if not used within 1 minute.

When you make an attack roll while the weapon has any charges, all charges are expended and that attack is made with advantage; you can forgo this advantage and all other advantages you gain on this turn to gain 1 extra charge to expend on this attack.

On hit the weapon deals an extra 1d6 + your Strength modifier as weapon damage + the weapon's extra damage material (if it has one) for each charge expended in this way, plus an extra 3 damage if you expended 2 charges, or 6 damage if you expended 3 charges.

Rare

You gain a +1 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Guard. As a reaction, you add 2 AC against one melee attack that would hit you. To do so, you must see the attacker and be wielding the greatsword. You have disadvantage on attacks until the end of your next turn.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Charged Slash Upgrade. Your charge slash now deals an extra 1d8 + your Strength modifier as weapon damage + the weapon's extra damage material (if it has one) for each charge expended in this way, plus an extra 3 damage if you expended 2 charges, or 6 damage if you expended 3 charges.

Guard Upgrade. You now gain a +3 bonus to your AC when you use this reaction and you no longer have disadvantage⁴ on attacks until the end of your next turn.

Legendary

You gain a +3 bonus on attacks and damage rolls.

Charged Slash Upgrade. Your charge slash now deals an extra 1d10 + your Strength modifier as weapon damage + the weapon's extra damage material (if it has one) for each charge expended in this way, plus an extra 3 damage if you expended 2 charges, or 6 damage if you expended 3 charges.

Guard Upgrade. You now gain a +4 bonus to your AC when you use this reaction.

Gunlance

The gunlance offers more offensive power than the lance thanks to the addition of shelling attacks, and it also has good guarding capabilities. It may take time to master.

Nonmagical

*Gunlance: 30 gp, 1d8 piercing, 6 lb., reach
Shield: 20 gp, +2 Armor Class, 6 lb.*

Quick Draw. When you draw or pickup this weapon you can don your shield as part of the same interaction.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Shells. Your gunlance holds up to three shells. As an action you can expend a shell to make a melee or ranged weapon attack against a target. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. This attack has an reach of 10-feet or a range of 80/320, dealing 1d8 fire damage. You can reload one expended shell as a bonus action.

Rare

You gain a +1 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Guard Reload. When a creature misses you with a melee weapon attack while you are holding your shield, you reload one expended shell.

Shells Upgrade. Your gunlance can now hold up to four shells.

Wyvernfire. As a bonus action, you can load a special shell into the gunlance and use your action to release flames in a 30-foot long line that is 5-feet wide. Each creature in that line must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. Taking 3d6 fire damage on a failed save, or half as much damage on a successful one. One you use this property, you can't use it again until you finish a long rest.

Very Rare

You gain a +2 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Blast Dash. While wielding this weapon you can take the dash action as a bonus action. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Charged Shelling. When you make a ranged weapon attack with your shells you can expend two extra shells to have the target make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save the target takes an extra 2d10 fire damage and is knocked prone. On a successful save the target takes 1d10 fire damage and isn't knocked prone.

Shells Upgrade. Your gunlance can now hold up to five shells and it now deals 1d10 fire damage.

Wyvernfire Upgrade. Your wyvern fire now releases a gout of flame in a 45-foot long line that is 5-feet wide and deals 4d6 fire damage.

Legendary

You gain a +3 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Charge Shelling Upgrade. Your charged shelling now deals an extra 2d12 fire damage on a failed save, or 1d12 fire damage on a successful one.

Shell Upgrade. Your gunlance shells now deals 1d12 fire damage.

Wyvernfire Upgrade. Your wyvern fire now releases a gout of flame in a 60-foot long line that is 5-feet wide and deals 5d6 fire damage.

Hammer

The hammer is a powerful blunt weapon with a surprising amount of mobility. It's also possible to stun monsters by delivering a hammer attack to the head.

Nonmagical

35 gp, 2d6 bludgeoning, 10 lb., heavy, two-handed

Uncommon

Mighty Weapon. When you hit a creature that is Large or smaller with this weapon, you can choose to have it make a Constitution saving throw against a DC of 8 + your proficiency + your Strength modifier. On a failed save the creature is stunned until the end of your next turn. Once used, you can't use this property again until you finish a short or long rest.

Charge. If you move 20 feet in a straight line towards a creature without taking damage, your first attack against it with your hammer deals an extra 1d4 bludgeoning damage.

Rare

You gain a +1 bonus on attacks and damage rolls.

Mighty Weapon Upgrade You can use your Mighty Weapon one additional time between rests (2 total) and you regain all expended uses when you finish a short or long rest. Additionally, when you hit any creature with this weapon, you

can choose to have it make the Strength saving throw or be stunned. A Huge or larger creature has advantage on the saving throw.

Charge Upgrade. Your charge now deals an extra 2d4 bludgeoning damage.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Might Weapon Upgrade. You can use your Mighty Weapon one additional time between rests (3 total).

Charge Upgrade. Your charge now deals an extra 3d4 bludgeoning damage.

Legendary

You gain a +3 bonus on attacks and damage rolls.

Mighty Weapon Upgrade. You can use your Mighty Weapon one additional time between rests (4 total) and Huge or larger creatures no longer have advantage on its saving throw against this property.

Charge Upgrade. Your charge now deals an extra 4d4 bludgeoning damage.

Hunting Horn

The hunting horn is a blunt weapon that can bestow positive status effects on yourself and your allies. Use it to perform melodies that can boost attack power and grant other beneficial effects.

All Rarities

The hunting horn has a number of notes it is capable of playing depending on its rarity.

Melody. When you hit a creature with this weapon, you can choose to elicit a number of notes (equal to your hunting horn's cord length) as a bonus action to form a melody. Notes with the same name, such as Attack Up (s) and Attack Up (m) can't be used in the same melody. Elemental damage also does not stack, but if multiple elemental damage notes are active, the player can choose the type of damage. The notes can be stored for 1 minute or until a melody is completed.

As an action you can complete the melody, providing the magical benefits of the notes in your melody to you, and all allies while they are within 20 feet of you and able to hear you. The melody lasts for 1 minute, until you complete a new melody, are knocked unconscious, or use a bonus action to end the current melody.

Single Note Melody. As an action you can slam the hunting horn into the ground to activate a single note melody. When you do, you and all allies that remain within 20 feet of you, gain the benefit of a note of your choice for 1 minute.

Nonmagical

50 gp, 1d12 bludgeoning, 8 lb., heavy, two-handed

Hunting Horn chord length: 2.

Notes Available:

- *Damage up (s).* Allies in your melody's radius gain a +1 bonus to bludgeoning, slashing, and piercing damage.
- *Movement up (s).* Allies in your melody's radius have their walking speed increased by 5 feet.
- *Skill up (s).* Allies in your melody's radius gain a +1 bonus to any one skill chosen by the wielder.

Uncommon

Hunting Horn chord length: 3.

Additional Notes Available:

- *Cold Attack up (s).* Allies in your melody's radius that deal cold damage to a target deal an extra 2 cold damage.
- *Defense up (s).* Allies in your melody's radius gain a +1 bonus to their AC.
- *Fire Attack up (s).* Allies in your melody's radius that deal fire damage to a target deal an extra 2 fire damage.
- *Lightning Attack up (s).* Allies in your melody's radius that deal lightning damage to a target deal an extra 2 lightning damage.
- *Poison Attack up (s).* Allies in your melody's radius that deal poison damage to a target deal an extra 2 poison damage.

Rare

Hunting Horn chord length: 4.

Additional Notes Available:

- *Acid Attack up (s).* Allies in your melody's radius that deal acid damage to a target deal an extra 2 acid damage.
- *Damage up (M).* Allies in your melody's radius gain a +2 bonus to bludgeoning, slashing, and piercing damage.
- *Earplugs.* All creatures while within your melody's range are deafened.
- *Force Attack up (s).* Allies in your melody's radius that deal force damage to a target deal an extra 2 force damage.
- *Thunder Attack up (s).* Allies in your melody's radius that deal thunder damage to a target deal an extra 2 thunder damage.
- *Psychic Attack up (s).* Allies in your melody's radius that deal psychic damage to a target deal an extra 2 psychic damage.
- *Spell Save up (s).* Allies in your melody's radius gain a +1 bonus to their spell save DC.
- *Temperate.* Allies in your melody's radius suffer no harm from extreme cold or extreme heat.

Very Rare

You gain a +1 bonus on attacks and damage rolls.

Hunting Horn chord length: 5.

Additional Notes Available:

- *Defense up (L).* Allies in your melody's radius gain a +2 bonus to their AC.
- *Movement up (L).* Allies in your melody's radius have their walking speed increased by 10 feet.
- *Necrotic Attack up (s).* Allies in your melody's radius that deal necrotic damage to a target deal an extra 2 necrotic damage.
- *Radiant Attack up (s).* Allies in your melody's radius that deal radiant damage to a target deal an extra 2 radiant damage.
- *Saving Throw up.* Allies in your melody's radius gain a +2 bonus to all saving throws.
- *Skill up (L).* Allies in your melody's radius gain a +2 bonus to any one skill chosen by the wielder.
- *Tremor Sense.* Allies can detect and pinpoint the origin of vibrations within 30 foot radius provided that the ally and the source of the vibrations are in contact with the same ground or substance.
- *Water Walking.* Allies can stand on and move across any calm liquid as if it were solid ground.

Legendary

You gain a +2 bonus on attacks and damage rolls.

Hunting Horn cord length: 6.

Additional Notes Available:

- *Affinity Up.* Allies in your melody's radius critical hit range is increased by 1.
- *Charm Resist.* Allies in your melody's radius have advantage against being charmed.
- *Damage up (L).* Allies in your melody's radius gain a +3 bonus to bludgeoning, slashing, and piercing damage.
- *Death save Up.* Allies in your melody's radius gain a +1 to death saving throws.
- *Elemental Damage Up.* Allies in your melody's radius that deal cold, fire, or lightning damage to a target deal an extra 3 damage of the same damage type.
- *Frightened Resist.* Allies in your melody's radius have advantage against being frightened.
- *Paralysis Resist.* Allies in your melody's radius have advantage against being paralyzed.
- *Poison Resist.* Allies in your melody's radius have advantage against being poisoned.
- *Stun Resist.* Allies in your melody's radius have advantage against being stunned.

VARIANT: NOTES

Not all notes are immediately available upon obtaining the various hunting horns. Instead notes can be obtained in the following ways:

- Sold by a Vendor.
- Obtained as treasure.
- Quest reward.
- Crafted by the character using weaver's tools.

These Notes can come in the form of arcane runes, vibrating strings, or other objects. Once the character obtains a note, they can add/install it to their hunting horn during a long rest.

Insect Glaive

The insect glaive can be used to control a Kinsect, a small insect that harvests extracts from monsters to boost your abilities.

The Kinsect

The Kinsect returns to you at the end of your turn, granting you the benefit of the essence it collected for 1 minute. This duration is refreshed each time the kinsect returns to you with the essence of a creature.

Upon collecting Red, White, and Orange essences, the kinsect will only collect green essence until the essence fades.

The kinsect does not gain bonus damage from essence, magical effects (including the bonus damage from this weapons rarity), or ability modifiers.

All Rarities

Standing Leap. As an action, while not wearing heavy armor, you can make a standing leap forward or upwards, covering a number of feet equal to your Strength score + your proficiency bonus. As part of the same action, you may make a single weapon attack against a target.

Nonmagical

35 gp, 1d10 slashing, 5 lb., two-handed

Uncommon

Kinsect. As part of your Attack action, you can make a range weapon attack (range 60/120 ft) sending out your kinsect towards a creature. On hit, it deals 1d6 bludgeoning damage. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Rare

You gain a +1 bonus on attacks and damage rolls

Kinsect. As part of your Attack action, you can make a range weapon attack (range 60/120 ft) sending out your kinsect towards a creature. On hit, it deals 1d8 bludgeoning damage, and absorbs essence in the order of: red, white, orange. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

- *Red.* +2 weapon damage.
- *White.* +5 speed.
- *Orange.* +1 AC and Red and White essence effects double.
- *Green.* Heals a number of hit points equal to half the damage done by the kinsect.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Kinsect. As part of your Attack action, you can make a range weapon attack (range 60/120 ft) sending out your kinsect towards a creature. On hit it deals 1d10 bludgeoning damage, and absorbs essence in the order of: red, white, orange. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

- *Red.* +2 weapon damage.
- *White.* +10 speed.
- *Orange.* +2 AC and Red and White essence effects double.
- *Green.* Heals a number of hit points equal to the damage done by the kinsect.

Legendary

You gain a +3 bonus on attacks and damage rolls.

Kinsect. As part of your Attack action, you can make a range weapon attack (range 60/120 ft) sending out your kinsect towards a creature. On hit it deals 1d12 bludgeoning damage, and absorbs essence in the order of: red, white, orange. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

- *Red.* +3 weapon damage.
- *White.* +10 speed.
- *Orange.* +3 AC and Red and White essence effects double.
- *Green.* Heals a number of hit points equal to the damage done by the kinsect.

Lance

The lance is better at guarding than most weapons. In addition to its long reach, its thrust attacks can be executed with little exposure to enemy attacks. Great for defense-oriented combat.

Nonmagical

Lance: 20 gp, 1d8 piercing, 6 lb., reach, versatile (1d10).
Shield: 20 gp, +2 Armor Class, 6 lb.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Powerguard. As a reaction you gain +2 AC against one melee or range attack. To do so, you must be able to see the attacker and be wielding the lance and shield.

Rare

You gain a +1 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Charge. If you move 20 feet in a straight line towards a creature without taking damage, your first attack against it with your lance deals an extra 1d4 piercing damage.

Very Rare

You gain a +2 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Charge Upgrade. Your charge now deals an extra 2d4 piercing damage.

Powerguard Upgrade. You now gain a +3 bonus to your AC when you use this reaction.

Counter Thrust. As a reaction when a creature misses a melee attack against you, you may make an opportunity attack against it. You can use this property a number of times equal to your Constitution modifier, regaining all uses after completing a long rest.

Legendary

You gain a +2 bonus on attacks and damage rolls; and +3 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Charge Upgrade. Your charge now deals an extra 3d4 piercing damage.

Powerguard Upgrade. You now gain a +4 bonus to your AC when you use this reaction.

Longsword

An elegant weapon, the Long Sword is a well rounded offensive weapon. On top of its solid base moveset, it has a unique Spirit Gauge system. Every non-Spirit attack from the Long Sword charges up a Spirit Gauge that increases attack damage and unlocks Spirit Blade attacks.

Nonmagical

25 gp, 1d10 slashing, 3 lb., two-handed.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Spirit Gauge. When you hit with this weapon, you gain 1 spirit up to a maximum of 6. You lose all spirit, if you are knocked unconscious or don't hit a target within 1 minute. You can expend spirit charges on the following effects:

- **Spirit Blade.** When you hit a creature with this weapon, you can expend any number of spirits, increase your weapons damage by +1 for each spirit expended.

Rare

You gain a +2 bonus on attacks and damage rolls.

Spirit Gauge Upgrade. You can use your spirit on the following option in addition to previous rarities spirit gauge options:

- **Foresight Slash.** When a creature misses you with an attack, you can expend 5 spirits to make an opportunity attack against the target, this opportunity attack does not use your reaction.

Very Rare

+2 bonus on attacks and damage rolls.

Spirit Gauge Upgrade. When you hit with this weapon, you now gain 2 spirit and you can use your spirit on the following options in addition to all previous rarities spirit gauge options:

- **Spirit Thrust.** When you hit with this weapon, you can use your bonus action and expend 2 spirits to change the damage type to piercing and move 15 feet in a straight line through the creature without provoking attacks of opportunity.
- **Spirit Roundslash.** Immediately after you take the Attack action, you can expend 5 spirits to make an attack against a creature within 5 feet of your current target.

Legendary

+3 bonus on attacks and damage rolls

Spirit Gauge Upgrade. When you hit with this weapon, you now gain 3 spirit and you can spend this spirit on all previous rarities spirit gauge options

Magnet Spike

This weapon is a heavy, melee type weapon with the ability to switch between two different weapon modes: A Slashing mode and an Impact mode. The key aspect of the weapon is its magnetism abilities. Naturally being a large, heavy weapon, it would be difficult to even handle or use in combat, but by manipulating the magnetic force in the weapon most of the weight is lifted, it becomes possible to move so fast that it would otherwise be deemed unnatural.

All Rarities

Switch Mode. As a bonus action, can change the damage type of this weapon from bludgeoning to slashing or vice versa.

Magnetic Field Gun. As part of your Attack action, you can fire a magnetic sphere at a creature or object. Make a special range weapon attack (range 30/120 ft.) using your Strength or Dexterity. On hit, the target takes 2d4 piercing damage and the magnetic sphere affixes itself to the target for 1 minute, until you recall it as a bonus action, or the target dies or is destroyed. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Magnetic Boost. A creature or object hit by this weapon is magnetized for 1 minute or until you attack a new target. While magnetized, this weapon's damage die is increased by 1 size each time you hit the magnetized target (up to a d8).

Nonmagical

35 gp, 2d4 damage, 7lb., heavy, two-handed

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Magnetic Field Assault. When you are within 30 feet of a creature or object that has a magnetic sphere affixed to it, you can use a bonus action to pull yourself into an unoccupied space within 5 feet of it.

Rare

You gain a +1 bonus on attacks and damage rolls

This weapon retains all previous rarities weapon properties in addition to the following:

Magnetic Force Evade. When you are the target of an attack from a creature or object affixed with a magnetic sphere, you can use your reaction to pull yourself 10 feet in a direction away from the attacker.

You can use this property a number of times equal to your Strength or Dexterity modifier, regaining all expended uses when you finish a short or long rest.

Very Rare

You gain a +2 bonus on attacks and damage rolls

This weapon retains all previous rarities weapon properties in addition to the following:

Magnetic Field Assault Upgrade. You can now use a bonus action to pull yourself into an unoccupied space within 5 feet of a creature wearing metallic armor.

Magnetic Force Evade Upgrade. When this movement causes you to remain in the creature's attack range, the attack is made at disadvantage.

Magnetic Bind. When you are within 5 feet of a target affixed with a magnetic sphere, you can use an action to bind the target inside a strong magnetic field. The target must make a Constitution saving throw equal to 8 + your Strength modifier + your proficiency bonus or be incapacitated and have its movement speed reduced to 0 for 1 minute.

On your subsequent turns, you must use your action to maintain control over magnetic field, or the effect ends. Also, the target can repeat its saving throw at the end of each of its turns. On a success, the effect ends.

Once you use this property, you can't use it again until you finish a long rest.

Legendary

You gain a +3 bonus on attacks and damage rolls

This weapon retains all previous rarities weapon properties in addition to the following:

Magnetic Field Assault Upgrade. The range of your magnetic field assault is increased to 40 feet.

Magnetic Force Evade Upgrade. You can now use your Magnetic Force Evade when you make a saving throw against an area of effect attack, spell, or other ability; but the creature or object affixed with a magnetic sphere must be within 30 feet of you. When you do so, you can move in any direction. If this movement would move you out of the AoE's range, you have advantage on the saving throw.

Magnetic Bind Upgrade. You can use this property one additional time between rests.

Magus Staff

Used more for walking than striking a creature, the magus staves are finely crafted. Inlaid with gems and intricate carvings allowing the casting and storing of spells within them, the Magus Staff are the choice weapon for a spellcaster

Arcane Interference. Due to the magical nature of this weapon, a creature cannot wield a shield while attuned to this weapon.

Nonmagical

20 gp, 1d6 bludgeoning, 4 lb., Versatile (1d8)

Focus. This weapon acts as a spell focus for your spellcasting.

Uncommon

This weapon retains all previous rarities weapon properties in addition to the following:

Spell Storing. This staff stores Spells cast into it, holding them until the attuned wearer uses them. The staff can store up to 1 level worth of spells at a time.

Only the wielder can Cast a Spell of 1st level into the staff by touching the staff as the spell is cast. The spell has no effect, other than to be stored in the staff. If the staff can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wielding this staff, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell Attack bonus, and Spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the staff is no longer stored in it, freeing up space.

Rare

This weapon retains all previous rarities weapon properties in addition to the following:

Defense. Holding this staff grants a +1 bonus to your armor class.

Spell Storing Upgrade. The staff can now store up to 2 levels worth of spells at a time.

Very Rare

This weapon retains all previous rarities weapon properties in addition to the following:

Defense Upgrade. Holding this staff now grants a +2 bonus to your armor class.

Spell Storing Upgrade. The staff can now store up to 4 levels worth of spells at a time.

Legendary

This weapon retains all previous rarities weapon properties in addition to the following:

Defense Upgrade. Holding this staff now grants a +3 bonus to your armor class.

Spell Storing Upgrade. The staff can now store up to 5 levels worth of spells at a time.

Splint Rapier

As a single rapier, it supports the party. As splint rapiers, it debuffs the enemy.

All Rarities

Switch Mode. As a bonus action, you can switch the weapon between its single mode or its splint mode.

Nonmagical

Single Rapier 1d8 piercing; finesse, light

Splint Rapier 1d6 piercing; finesse, light, for both blades.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

SINGLE MODE.

You gain use of the following properties while the rapier is in single mode.

Embolden. As part of the attack action you can embolden yourself and all creatures of your choice in a 10-foot radius around you, increasing the damage of its next attack by your proficiency bonus. You can use this property a number of times equal to your proficiency bonus. You can't use this property if you have already used another weapon property as part of this attack action.

Fortify. As part of the attack action, if you are touching the ground, you can magically create a 3-foot tall, 5-foot wide, 1-foot thick wall, in front of you. The wall is made of the same materials as the ground you are standing on, can provide half cover to a Medium or smaller creature, and remains for 1 minute or until it is destroyed (AC equal to your 8 + your proficiency bonus + your Dexterity and hit points equal to 1d8 + your Strength Modifier). You can have a number of these walls equal to your Constitution modifier, destroying the oldest wall if you create a wall when already at your maximum number. You can't use this property if you have already used another weapon property as part of this attack action.

SPLINT MODE.

You gain use of the following properties while the rapier is in splint mode.

Addle. When you hit a creature with this weapon, you can muddle its vision reducing its next attack and damage roll by 1d4. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Splint Stance. When you switch into splint mode, choose one of the following stances that you take until the end of your next turn (unless otherwise specified):

- **Stymie Stance.** When you hit a creature with this weapon, you increase the maximum duration of any condition effecting it by 6 seconds.
- **Saboteur Stance.** Before the start of your next turn, when a creature hit by this weapon must make a saving throw against a condition, roll a d4 and subtract the number from the saving throw.
- **Elemental Stance.** Choose damage types between: cold, fire, lightning, poison. Your rapiers now deal that damage type instead of piercing for 1 minute, or until you switch stances.

Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

SINGLE MODE.

You gain use of the following properties while the rapier is in single mode.

Deflect. If an attack would hit a creature within 5-feet of you, you can use your reaction grant the creature a bonus to its AC equal to half of your proficiency bonus for that attack.

Riposte. When a melee attack would hit you, you can use your reaction to make an attack roll with your rapier. If the result of this roll equals or exceeds the attacker's attack roll, its attack misses.

SPLINT MODE.

You gain the following new stance and stance upgrade while the rapier is in splint mode.

New Splint Stance.

You gain the choice of this additional stance while the rapier is in splint mode.

- **Sundering Stance.** When you hit a creature with this weapon, its AC is reduced by 1 (maximum of 1) until the start of your next turn.

Elemental Stance Upgrade. You can choose from the additional damage types when using this stance: acid, thunder.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following upgrades:

Fortify Upgrade. You now create a wall that is 5-feet tall, 5-foot wide, and 1-foot thick and provides three-quarters cover to a Medium or smaller creature.

Stymie Stance Upgrade. When you roll a 20 on the attack roll with this weapon, in this stance, the maximum duration of any condition effecting it is doubled.

Saboteur Stance Upgrade. You now roll 1d4+# and subtract the number from the saving throw. Where # is equal to the number of attacks you hit the creature with on this turn.

Legendary

You gain a +3 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Deflect Upgrade. The AC bonus provided by this property is now equal to your proficiency bonus.

Riposte Upgrade. If your attack roll also exceeds the attacker's AC, roll the weapon's damage and deal half the damage rolled to the attacker.

SPLINT MODE.

You gain use of this additional properties while the rapier is in splint mode.

Immunobreak. When you roll a 20 on the attack roll with this weapon, you can suppress one damage resistance, damage immunity, or condition immunity the target has for 1 minute. You can use this property twice, regaining all expended uses when you finish a short or long rest.

Switch Axe

The switch Axe morphs between axe and sword modes. Axe mode boasts long reach, while sword mode features explosive finishers.

All Rarities

Switch Mode. As a bonus action, you can switch the weapon between its axe or sword mode. Each mode has specific benefits only available in that form.

Nonmagical

Sword Mode 1d10 slashing, 7 lb., heavy, two-handed.

Axe Mode 1d10 slashing, 7lb., heavy, two-handed, reach.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Sword Gauge. This weapon's sword gauge can hold a maximum of 20 charges.

Phials. As part of a short or long rest you can insert a phial into this weapon's sword gauge, it regains all expended charges when you finish a short or long rest. Additionally, you can spend 10 minutes to change your phial at any time, but you do not regain any expended charges when you do so.

When you attack with this weapon in sword mode (*before or after you make the roll, but before you know the result*), you can expend a number of charges equal to the phials cost from the sword gauge to use the phials effect on this attack.

When you hit a creature with this weapon in axe mode, you regain 1 expended charge. If you critically hit with this weapon in axe mode, you regain a number of expended charges equal to your proficiency modifier.

Power Phial (Costs 2). This weapon's damage die increases to a d12 for this attack.

Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Sword Gauge Upgrade. This weapon's sword gauge can now hold a maximum of 30 charges.

Element Phial (Costs 3). You deal an extra 1d4 acid, cold, fire, or lightning damage (your choice) on this attack.

Poison Phial (Costs 2). The target must also succeed on a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength modifier or become poisoned until the end of your next turn.

Power Phial Upgrade You can expend an extra 3 charges when using a power phial to roll 1d4 and add it to your attack roll.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Sword Gauge Upgrade. This weapon's sword gauge can now hold a maximum of 40 charges.

Phials Upgrade. You can now insert up to two phials into the sword gauge during a short or long rest, but you can only use one per attack.

Paralysis Phial (Costs 7). The target must succeed on a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength modifier or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of their turns, ending the effect on a successful save. A creature that succeeds its save against this phial is immune to its effect for 24 hours.

Element Phial Upgrade. You can expend an extra 2 charges when using your element phial to increase the damage die of the phial to a 1d6 and change the damage type of this weapon's attack from slashing damage to the damage type you chose.

Poison Phial Upgrade. You can expend an extra 3 charges when using your poison phial to increase the duration of the poison to 1 minute. Additionally, the creature can repeat the saving throw at the end of each of their turns, ending the effect on a successful save.

Legendary

You gain a +3 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Sword Gauge Upgrade. This weapon's sword gauge can now hold a maximum of 50 charges.

Dragon Phial (Costs 4). You deal an extra 1d8 necrotic damage on this attack.

Hex Phial (Costs 10). The target must succeed a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature has disadvantage on checks made with one ability score of your choice for 1 minute.

Sword and Shield

Lightweight and easy to use, the sword & shield also boasts outstanding attack speed. The shield can be used to guard, though it may not hold up to certain attacks.

Nonmagical

Sword: 10 gp, 1d6 slashing, 2lb., finesse, light.

Shield: 10 gp, 6 lb., +2 Armor Class.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Free Hands. When you take the dodge action, you can "use an object" as a bonus action.

Rare

You gain a +1 bonus on attacks and damage rolls; and +1 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Rend. When you hit a creature with this weapon where they make a saving throw against a condition causing effect, they make the saving throw at disadvantage. Condition causing effects can include spells and abilities such as the Ranger's *ensnaring strike*, some of the Battlemaster's *combat maneuvers*, or any magical condition inflicting effect the GM may put on this weapon.

Very Rare

You gain a +2 bonus on attacks and damage rolls; and +2 AC while shield is equipped.

This weapon retains all previous rarities weapon properties in addition to the following:

Free Hands Upgrade. You can now “use an object” as a bonus action.

Legendary

You gain a +3 bonus on attacks and damage rolls; and +3 AC while shield is equipped.

This weapon retains all previous rarities weapon.

Tonfas

The Tonfa is made up of two light, swift poles with a propulsion system. Due to this, hunters can easily evade while the weapon is drawn and even propel themselves from the ground.

Nonmagical

25 gp, 1d6 bludgeoning, 4 lb., light. For each Tonfa.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Dragon Spirit. When you attack a hostile creature with this weapon, you gain 1 *spirit* (maximum of 5). You lose all *spirit*, if you don't attack a target by the end of your next turn. You can expend *spirit* on the following weapon properties:

- **Earth Style.** As a bonus action, you can expend 2 *spirit* to increase your tonfas weapon damage die to a d8 until the end of your next turn.
- **Propel.** As a bonus action, you can expend 1 *spirit* to launch yourself 10 feet into the air. Until the end of your next turn you gain a fly speed of 10 feet (hover). You can't fly any higher than 10 feet above the ground from this property.

Rare

You gain a +1 bonus on attacks and damage rolls; and +1 AC while wielding both tonfas.

Dragon Spirit Upgrade. Your maximum spirit increases by 1 (maximum of 6) and you can expend your spirit on the following options in addition to all previous rarities options:

- **Propel Upgrade.** You no longer have a maximum height you can be above the ground with this property.
- **Air Dash.** When you are flying and a creature enters a space within your reach for the first time on a turn, you can use your reaction to expend 1 *spirit* and fly up to 10 feet away (without provoking opportunity attacks) from the creature.
- **Dragon Spirit Piercing Attack.** As an action, you can expend 6 *spirit* to quickly jab with both tonfas, sending a blast of tremendous force in a 15-foot line, that is 5 feet wide. Each creature in that line must make a Dexterity saving throw equal to 8 + your Strength modifier + your Proficiency bonus, taking 2d6 thunder damage on a failed save, or half as much on a successful one.

If a Huge or larger creature is in 10 feet or more of the line's area, the damage that creature takes is doubled. If you're able to make multiple attacks with the Attack action, the dragon spirit piercing attack replaces one of them. Once used, you can't use this property again until you finish a short or long rest.

Very Rare

You gain a +2 bonus on attacks and damage rolls; and +1 AC while wielding both tonfas.

Dragon Spirit Upgrade. Your maximum spirit increases by 1 (maximum of 7) and you can expend your spirit on the following options in addition to all previous rarities options:

- **Propel Upgrade.** Your fly (hover) speed is now lost at the end of your turn if you have not made a melee attack against an object or hostile creature since your last turn.
- **Air Dash Upgrade.** You can now fly up to 15 feet away (without provoking opportunity attacks) from the creature.
- **Dragon Spirit Piercing Attack Upgrade.** This attack now deals 3d6 thunder damage.
- **Guard.** As a reaction can expend 3 *spirit* to add 3 AC against one melee attack that would hit it. To do so, you must see the attacker and be wielding both tonfas.

Legendary

You gain a +2 bonus on attacks and damage rolls; and +2 AC while wielding both tonfas.

Dragon Spirit Upgrade. Your maximum spirit increases by 1 (maximum of 8) and you can expend your spirit on the following options in addition to all previous rarities options:

- **Propel Upgrade.** You can now launch yourself up to 20 feet in the air and you gain a fly speed (hover) of 20 feet.
- **Dragon Spirit Piercing Attack Upgrade.** This attack now deals 4d6 thunder damage.
- **Guard.** You now add your proficiency bonus to your AC when you use this reaction.

Wyvern Boomerang

Its a giant fucking boomerang you need power gauntlets to wield.

All Rarities

Weapon of Returning. When you throw the wyvern boomerang and hit a target with it, it returns to you immediately. If you miss an attack when you throw the wyvern boomerang, it doesn't return until the end of your turn.

Power Gauntlets. To wield the wyvern boomerang you don a pair of power gauntlets. While wearing these gauntlets, your unarmed strikes use a d4 for damage.

Nonmagical

Wyvern Boomerang 1d10 slashing; two-handed, thrown (60/180)

Uncommon

Boomerang Jump. While holding your wyvern boomerang, your high jump distance is equal to your long jump's distance.

Ricochet. When the wyvern boomerang returns to you before the end of your turn, you can use your bonus action to hit it with your power gauntlets, redirecting it towards another creature within 30 feet of you. That creature must succeed on a Dexterity saving throw equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target takes slashing damage equal to 1d6 + your Strength or Dexterity modifier. The wyvern boomerang then lands in an unoccupied space next to the targeted creature and does not return to you at the end of your turn.

Running Start. Until the end of your turn, your wyvern boomerang's thrown range increases by 5 feet for every 10 feet you move while holding this weapon. The wyvern boomerang's normal range can't increase beyond 120 feet with this property, and its maximum range can't increase beyond 240 feet.

Rare

You gain a +1 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Silkbind Strike. As part of the attack action you can bind the wyvern boomerang to your hand using a magical silken thread from a wirebug. While the thread is attached, the wyvern boomerang's melee reach is increased to 15 feet and you can use a bonus action to pull the wyvern boomerang back into your hands after your attack(s). At the end of your turn the thread breaks. If the wyvern boomerang isn't in your hands when it breaks, it falls to the ground in an unoccupied space adjacent to the last target you attacked it with. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a short or long rest.

Power Gauntlets Upgrade. When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

Ricochet Upgrade. Your wyvern boomerang now returns to you when a creature fails its saving throw.

Running Start Upgrade. The wyvern boomerang's normal range can't increase beyond 180 feet with this property, and its maximum range can't increase beyond 300 feet.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Silkbind Redirect. When you make an attack roll with this weapon while it is bound by silken thread and miss, you can choose a new target for the attack. The new target must be within your 15 feet of your target and your reach, and uses the same attack roll against the new target. You can use this property a number of times equal to your Strength modifier, regaining all expended uses when you finish a short or long rest.

Power Gauntlets Upgrade. Your unarmed strikes now use a d6 for damage.

Ricochet Upgrade. A creature that fails its saving throw now takes slashing damage equal to 1d8 + your Strength modifier.

Running Start Upgrade. Your wyvern boomerang's throw range now increases by 10 feet, for every 10 feet you move while holding this weapon.

Legendary

You gain a +3 bonus on attacks and damage rolls.

This weapon retains all previous rarities weapon properties in addition to the following:

Ricochet Upgrade. A creature that fails its saving throw now takes slashing damage equal to 1d10 + your Strength modifier.

Running Start Upgrade. The wyvern boomerang's maximum range can't increase beyond 720 feet with this property.

Silkbind Strike Upgrade. When you make an attack roll with this weapon while it is bound by silken thread and miss, you can expend an additional use of this property to reroll the d20, and you must use the new roll.

Bow

The bow is a mid-range weapon that can perform a variety of attacks. While simple to use, its mastery requires a detailed knowledge of the best combinations of arrows and coatings.

All Rarities

Coating. As a bonus action, you can coat up to 10 arrows in a special oil to add an effect to your arrows. The oil lasts for 10 minutes before evaporating.

Coating save DC = 8 + your proficiency bonus + your Dexterity modifier

Nonmagical

24 gp, 1d8 piercing, 2 lb. ammunition (range 150/600), two-handed

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Coatings Available.

- **Close Range Coating.** You ignore all disadvantages when attacking a creature that you can see, if it is within 15 feet of you, but you have disadvantage on attacks against creatures that are more than 15 feet from you.
- **Power Coating.** You gain a +1 bonus to damage rolls.

Rare

You gain a +1 bonus on attacks and damage rolls.

Dragonpiercer. When you take the Attack action on your turn, you can replace one of your attacks to fire a dragonpiercer, striking all creatures in a 30-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw equal to your *Coating save DC*, taking 3d6 piercing damage on a failed save, or half as much on a successful one. If a creature is Huge or larger, it takes double damage. One you use this property, you can't use it again until you finish a long rest.

Additional Coatings Available.

- **Blast Coating.** An arrow with this coating damage type changes from piercing to fire. When you hit a target with this arrow, each creature in a 5-foot radius of the target takes half as much damage as the target as fire damage.
- **Paralysis Coating.** A creature struck by this arrow must succeed on a Wisdom saving throw or be paralyzed for 1 minute. The creature can repeat the save at the end of each of their turns, ending the effect on a successful save. A creature that succeeds on a save against this coating is immune to its effect for 24 hours.
- **Poison Coating.** A creature struck by this arrow must succeed a Constitution saving throw or be poisoned until the end of your next turn.
- **Power Coating +2.** You gain a +2 bonus to damage rolls.
- **Sleep Coating.** A creature struck by this coating must succeed a Constitution saving throw or be incapacitated until the end of your next turn. If the creature fails the save by 5 or more, it instead falls unconscious for 1 minute, until the creature takes damage, or is shaken awake as an action. A creature that succeeds a save against this coating or wakes up after suffering from its effects is immune to its effect for 24 hours.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Charging Sidestep. When you are hit by a melee weapon attack, you can use your reaction to leap 15 feet away from the attacker without provoking opportunity attacks. During this leap, you can make one ranged weapon attack with the bow. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Dragonpiercer Upgrade. This action now deals 4d6 piercing damage.

Additional Coatings Available.

- *Power Coating +3.* You gain a +3 bonus to damage rolls.

Legendary

You gain a +3 bonus on attacks and damage rolls

Power Shot When you hit a creature with this weapon, you can charge one arrow in your quiver until the end of your turn. When you hit a creature with this charged arrow, roll one additional weapon damage die.

Dragonpiercer Upgrade. This action now deals 5d6 piercing damage.

GM's Note

Characters are not supposed to have an infinite amount of coatings or ammunition available to them, they should be bought at a price that the GM sees fit.

A flask of coating weighs the same as a flask of oil by default, and a holster of ammunition weighs the same as a bag of ball bearings.

The GM should determine how much coating or ammunition of each type a character has. Generally speaking a character should not have more than a dozen flasks of a coating, or holsters of ammunition.

Dual Repeaters

A fully-ranged option for the fleet of foot. Dance the line between close and long range as you dish out damage, buffs, and traps. There is a fair amount of damage falloff as you move farther away from behemoths. The closer you are, the more damage you do.

All Rarities

Ammo. Your ammo is stored in an ammo pouch that weighs 10 lbs. The pouch can hold a certain amount of each type of ammo as shown in the Vendor table below. All ammo deal normal weapon damage unless otherwise specified. Some of your ammo require your target to make a saving throw to resist the ammo's effects. The saving throw DC is calculated as follows:

$$\text{Ammo save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier or your Strength Modifier}$$

Chamber. Each repeater has a chamber that can hold up to 6 rounds of ammo. When you reload these weapons, you can load up to 6 of one ammo type into each repeater. The ammo you put in each repeater can be different from the

other. Once all six rounds have been fired from a repeater, you must reload as a bonus action before being able to attack with it again.

Sidarm. When you use the Attack action and attack with your mainhand repeater, you can use a bonus action to attack with your offhand repeater you are holding.

Special. The dual repeaters cannot add any ability score modifier to their damage rolls.

Nonmagical

25 gp, 2d4 piercing, 5 lb., ammunition (range 30/120), finesse, loading (6), light, special. For each firearm.

Available Ammo.

- *Normal Ammo.* Deals normal weapon damage.
- *Tranq Ammo.* Acts as a *tranq bomb* with the repeater's range and weapon proficiency.

Uncommon

You gain a +1 bonus on attacks and damage rolls.

Empowered. When you reload your repeaters while you are within 10 feet of a hostile creature, your repeaters are empowered for 1 minute or until you reload again when their isn't a hostile creature in range. While empowered, you gain an extra +1 bonus on attacks and damage rolls when attacking a creature within your weapon's normal attack range.

Additional Ammo Available.

- *Blaze Ammo.* Your attacks with this ammo deal fire damage instead of piercing.
- *Cryo Ammo.* Your attacks with this ammo deal cold damage instead of piercing.
- *Storm Ammo.* Your attacks with this ammo deal lightning damage instead of piercing.
- *Slime Ammo.* Your attacks with this ammo deal acid damage instead of piercing.

Rare

You gain a +2 bonus on attacks and damage rolls.

Empowered Boost. Your blaze, cryo, normal, storm, and slime ammo gain the following effects when a creature is hit with the ammo from an empowered repeater

- *Blaze Ammo.* The terrain in a 5-foot space the target is in ignites (*unless the target is in a non flammable liquid or in the air*). The terrain continues to burn until a creature uses an action to put it out. A creature that ends its turn on the space takes 1d6 fire damage.
- *Cryo Ammo.* The target must succeed on a Constitution saving throw again your ammo save DC or be afflicted with waterblight for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When a target afflicted by the blight succeeds on its saving throw or the effect ends for it, the target is immune to this additional ammo effect for 24 hours.
- *Normal Ammo.* This ammo deals an extra 3 piercing damage to the target.
- *Storm Ammo.* The target must succeed on a Constitution saving throw again your ammo save DC or be afflicted with thunderblight for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When a target afflicted by the blight succeeds on its saving throw or the effect ends for it, the target is immune to this additional ammo effect for 24 hours.

- *Slime Ammo.* The target's armor class is reduced by 1 until the end of your next turn. A target hit by more than one slime ammo doesn't reduce the armor class.

Additional Ammo Available.

- *Dawnstar Ammo.* Your attacks with this ammo deal radiant damage instead of piercing.
- *Full-Bore Ammo.* This ammo passes through each creature in a line equal to your normal attack range. The damage it deals is split evenly between each creature that would be hit by the attack roll made using this ammo.
- *Marksman Ammo.* Your normal attack range is equal to your maximum attack range while using this ammo.
- *Twilight Ammo.* Your attacks with this ammo deal necrotic damage instead of piercing.

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Empowered Boost. Your dawnstar, full-bore, marksman, twilight ammo gain the following effects when they are fired from an empowered repeater:

- *Dawnstar Ammo.* The target sheds bright light in a 5-foot radius and dim light for an additional 5-feet until the end of your next turn. Invisible creatures and objects are visible as long as they are in the bright light.
- *Full-Bore Ammo.* You are pushed 15 feet backwards when you make an attack with this ammo.
- *Marksman Ammo.* When you roll a 20 on your attack roll with this ammo, your triple the dice instead of doubling them.
- *Twilight Ammo.* The target must succeed on a Constitution saving throw against your ammo save DC or be blinded until the end of its next turn.

Modifications. You have learned the in's and out's of your firearms and learned how to modify them for the challenge ahead. As part of a short rest, you can change out the modification on your repeaters with another. Each repeater can have a modification, but it can't have the same modification as the other repeater. The following modifications are available on a very rare dual repeaters:

- *Demolition Sights.* This repeater deals double damage to objects and structures.
- *Scoped Sights.* Your normal and maximum attack range increases by 30 feet.
- *Lightweight Frame.* Your movement speed is increased by 15 feet when you have 3 or less ammo in the chamber.
- *Tactician's Magazine.* When you reload this repeater when it has 0 ammo remaining, the first attack made with it is always empowered.

Legendary

You gain a +3 bonus on attacks and damage rolls.

Extended Empowerment. Your weapon is now empowered whenever you reload your repeaters so long as their is a hostile creature within your weapons normal attack range.

Additional Modifications. Your repeaters can be modified with these additional options:

- *Capacitive Magazine.* When you cast a spell or use a class feature roll a d20. On a 10 or higher, up to 4 pieces of the current ammo type magically appear in the repeater's chamber.

- *Lucky Magazine.* This repeater's critical hit range is increased by 1 when you have 3 or less ammo remaining in the chamber.
- *Suppressor.* If you miss a target with an attack from this repeater while hiding, your position is not exposed and you remain hidden. Though the target may be aware of the danger and the rough direction it came from.

Ammo Vendor

An ammo vendor may be located in a general store, near a blacksmith, or perhaps they have their own shop. A store may have a large supply of ammunition, which will be up to your GM. Below you will find each type of ammo, the amount you can carry, how much they cost.

Type	Cost	Capacity
<i>Blaze Ammo. (12)</i>	1 gp	48
<i>Cryo Ammo. (12)</i>	2 gp	48
<i>Dawnstar Ammo. (1)</i>	2 gp	18
<i>Full-Bore Ammo. (1)</i>	1 gp	18
<i>Marksman Ammo. (1)</i>	1 gp	12
<i>Normal Ammo. (18)</i>	1 gp	78
<i>Storm Ammo. (12)</i>	2 gp	48
<i>Slime Ammo. (12)</i>	1 gp	48
<i>Tranq Ammo. (1)</i>	50 gp	78
<i>Twilight Ammo. (1)</i>	2 gp	18

Variant: Crafting Ammunition

You can craft ammunition to produce for your repeaters. At the end of each long rest, you can create 6 rounds of ammunition. After each short rest, you can produce 3 rounds. It takes 2 rounds of ammunition when you craft a single round of ammunition that has a maximum capacity below 20.

Heavy Bowgun

The Heavy Bowgun is the artillery of ranged weapons. It specializes in high damage rounds at a range. While it does not have the same special effects of the Light Bowgun, the Heavy Bowgun dishes out damage more reliably.

All Rarities

Ammo. Your ammo is stored in an ammo pouch that weighs 10 lbs. The pouch can hold a certain amount of each type of ammo as shown in the Vendor table below. All ammo deal normal weapon damage unless otherwise specified. Some of your ammo require your target to make a saving throw to resist the ammo's effects. The saving throw DC is calculated as follows:

$$\text{Ammo save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

Loading. As a bonus action you switch the ammo your bowgun is using with another. *This replaces the standard 5e loading property.*

Nonmagical

50 gp, 1d10 piercing, 18 lb., ammunition (range 100/400, heavy, loading, two-handed)

Ammo Available.

- *Normal Ammo.* Deals normal weapon damage.

- *Tranq Ammo.* Acts as a *tranq bomb* with the bowgun's range and weapon proficiency.

Uncommon

Additional Ammo Available.

- *Cluster Ammo.* This ammo deals no weapon damage, it instead explodes on a hit, dealing 2d6 fire damage to the target and each creature within 5 feet of it. This damage is increased by 1d6 for each rarity above Rare.
- *Pierce lvl 1.* You gain a +1 bonus to damage rolls.
- *Poison Ammo.* A creature hit by this ammo must succeed a Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat its saving throw at the end of its turn, ending the poison on a success.
- *Recover lvl 1.* Instead of taking damage, a creature hit by this ammo regains 1d4 hit points.
- *Spread Ammo.* When you hit a creature with this ammo and it is within half your normal bowgun range, the damage dealt to the target is split evenly between it and each creature adjacent to it.

Rare

You gain a +1 bonus on attacks and damage rolls.

Capacity Increase. You double the base ammo capacity your ammo pouch can hold for all ammo.

Additional Ammo Available.

- *Paralysis Ammo.* A creature hit by this ammo must succeed a Constitution saving throw or be incapacitated and have its movement speed reduced to 0 until the end of your next turn. If the creature fails the save by 5 or more, it is paralyzed instead until the end of your next turn.
- *Pierce lvl 2.* You gain a +2 bonus to damage rolls.
- *Slicing Ammo.* Instead of making a ranged weapon attack, choose a target within your bowgun's maximum range. That target must succeed on a Dexterity saving throw against your ammo save DC, taking 4d6 slashing damage on a failed save, or half as much on a successful one. If the target is beyond your normal bowgun range, it has advantage on its save. This damage is increased by 1d6 for each rarity above Rare.
- *Sticky Ammo.* A creature hit by this ammo must succeed a Strength saving throw or be restrained for 1 minute, the creature can use their action to attempt to break free (Escape DC equal to your Ammo save DC).
- *Wyvern Ammo.* You do not make an attack with this ammo, instead each creature in a 15-foot cone in front of you must make a Dexterity saving throw, taking 2d12 fire damage on a failed save, or half as much damage on a successful one. This damage is increased by 1d12 for each rarity above Rare.

Very Rare

You gain a +1 bonus on attacks and damage rolls.

Capacity Increase. You triple the base ammo capacity your ammo pouch can hold for all ammo.

Additional Ammo Available.

- *Pierce lvl 3.* You gain a +3 bonus to damage rolls.
- *Recover lvl 2.* Instead of taking damage, a creature hit by this ammo regains 1d6 hit points.

Legendary

You gain a +2 bonus on attacks and damage rolls.

Capacity Increase. You quadruple the base ammo capacity your ammo pouch can hold for all ammo.

Ammo Vendor

An ammo vendor may be located in a general store, near a blacksmith, or perhaps they have their own shop. A store may have a large supply of ammunition, which will be up to your GM. Below you will find each type of ammo, the amount you can carry, how much they cost.

Type	Cost	Base Capacity
<i>Cluster Ammo. (1)</i>	5 gp	2
<i>Normal Ammo. (20)</i>	1 gp	Unlimited*
<i>Paralysis Ammo. (1)</i>	4 gp	1
<i>Pierce lvl 1. (10)</i>	1 gp	10
<i>Pierce lvl 2. (10)</i>	2 gp	10
<i>Pierce lvl 3. (10)</i>	3 gp	10
<i>Poison Ammo. (1)</i>	4 gp	3
<i>Recover lvl 1. (1)</i>	5 gp	1
<i>Recover lvl 2. (1)</i>	7 gp	1
<i>Slicing Ammo. (1)</i>	5 gp	1
<i>Spread Ammo. (20)</i>	3 gp	10
<i>Sticky Ammo. (1)</i>	1 gp	2
<i>Tranq Ammo. (1)</i>	50 gp	20
<i>Wyvern Ammo. (1)</i>	10 gp	1

*Up to the GM on how much you can hold

Variant: Crafting Ammunition

You can craft ammunition to produce for your Bowgun. At the end of each long rest, you can create 20 rounds of ammunition. After each short rest, you can produce 5 rounds. It takes 3 rounds of ammunition when you craft any single round of ammunition that has a maximum capacity below 20.

Light Bowgun

The Light Bowgun is the smallest ranged weapon. It boasts the highest fire rate of the ranged weapons. It also specializes in supporting ammo, such as poison, paralysis and recovery, meaning it can reliably inflict a variety of status effects on the monster while still dealing damage.

All Rarities

Rapid Fire. Whenever you make an attack as part of the Attack action with the light bowgun, you make two attacks instead of one (*defaulting to normal ammo if you run out of any other type when attacking*).

Overheat. When you hit a creature with this weapon, the next attack you make with it only deals a maximum of 1d4 damage, in addition to any other effects from the ammo used for the attack. *This attack does not gain any extra damage from any other source, including ability score modifiers, bonus elemental damage, the sharpshooter feat, hunter's mark and spells like it, other spell effects, etc.* After making this attack, this property resets.

Examples of Four Attacks per Turn:

- **Hit** (1d4+extra damage) | **Hit** (1d4) | **Hit** (1d4+extra damage) | **Hit** (1d4)
- **Miss** (0) | **Hit** (1d4+extra damage) | **Hit** (1d4) | **Hit** (1d4+extra damage)

- **Miss (0) | Hit (1d4+extra damage) | Miss (0) | Hit (1d4+extra damage)**

Ammo. Your ammo is stored in an ammo pouch that weighs 10 lbs. The pouch can hold a certain amount of each type of ammo as shown in the Vendor table below. All ammo deal normal weapon damage unless otherwise specified. Some of your ammo require your target to make a saving throw to resist the ammo's effects. The saving throw DC is calculated as follows:

$$\text{Ammo save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

Loading. As a bonus action you switch the ammo your bowgun is using with another. *This replaces the standard 5e loading property.*

Nonmagical

24 gp, 1d4 piercing, 5 lb., ammunition (range 80/320), loading, two-handed, special.

- *Normal Ammo.* Deals normal weapon damage.
- *Tranq Ammo.* Acts as a *tranq bomb* with the bowgun's range and weapon proficiency.

Uncommon

Additional Ammo Available.

- *Flaming Ammo.* Your attacks deal fire damage.
- *Pierce Ammo.* You gain a +1 bonus to damage rolls.
- *Poison Ammo.* A creature hit by this ammo must succeed a Constitution saving throw or be poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- *Recover lvl 1.* Instead of taking damage, a creature hit by this ammo regains 1d4 hit points.
- *Spread Ammo.* When you hit a creature with this ammo and it is within half your normal bowgun range, the damage dealt to the target is split evenly between it and each creature adjacent to it.
- *Thunder Ammo.* Your attacks deal thunder damage.
- *Water Ammo.* Your attacks deal acid damage.

Rare

You gain a +1 bonus on attacks and damage rolls.

Capacity Increase. You double the base ammo capacity your ammo pouch can hold for all ammo.

Additional Ammo Available.

- *Armor Ammo.* This ammo deals no damage, instead when you hit a creature with this ammo, that creature gains a +2 bonus to its AC for 1 minute. Hitting a creature with armor ammo again refreshes the duration.
- *Demon Ammo.* This ammo deals no damage, instead when you hit a creature with this ammo, that creature gains a +2 bonus to damage rolls for 1 minute. Hitting a creature with demon ammo again refreshes the duration.
- *Dragon Ammo.* Your attacks deal necrotic damage.
- *Paralysis Ammo.* A creature hit by this ammo must succeed a Constitution saving throw or be incapacitated and have its movement speed reduced to 0 until the end of your next turn. If the creature fails the save by 5 or more, it is paralyzed instead until the end of your next turn.
- *Sleep Ammo.* This ammo deals no damage, if the target is below 50 hit points it falls unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap it awake.

- *Sticky Ammo.* A creature hit by this ammo must succeed a Strength saving throw or be restrained for 1 minute, the creature can use their action to attempt to break free (Escape DC equal to your Ammo save DC).

Very Rare

You gain a +2 bonus on attacks and damage rolls.

Capacity Increase. You triple the base ammo capacity your ammo pouch can hold for all ammo.

Additional Ammo Available.

- *Recover lvl 2.* Instead of taking damage, a creature hit by this ammo regains 1d6 hit points.

Legendary

You gain a +3 bonus on attacks and damage rolls.

Capacity Increase. You quadruple the base ammo capacity your ammo pouch can hold for all ammo.

Ammo Vendor

An ammo vendor may be located in a general store, near a blacksmith, or perhaps they have their own shop. A store may have a large supply of ammunition, which will be up to your GM. Below you will find each type of ammo, the amount you can carry, how much they cost.

Type	Cost	Capacity
<i>Armor Ammo. (1)</i>	8 gp	1
<i>Demon Ammo. (1)</i>	8 gp	1
<i>Dragon Ammo. (10)</i>	3 gp	10
<i>Flaming Ammo. (10)</i>	3 gp	10
<i>Normal Ammo. (20)</i>	1 gp	Unlimited*
<i>Paralysis Ammo. (1)</i>	4 gp	1
<i>Pierce Ammo. (10)</i>	2 gp	10
<i>Poison Ammo. (1)</i>	4 gp	3
<i>Recover lvl 1. (1)</i>	5 gp	1
<i>Recover lvl 2. (1)</i>	7 gp	1
<i>Sleep Ammo. (1)</i>	5 gp	1
<i>Spread Ammo. (10)</i>	3 gp	10
<i>Sticky Ammo. (1)</i>	1 gp	2
<i>Thunder Ammo. (10)</i>	3 gp	10
<i>Tranq Ammo. (1)</i>	50 gp	20
<i>Water Ammo. (10)</i>	3 gp	10

*Up to the GM on how much you can hold

Variant: Crafting Ammunition

You can craft ammunition to produce for your Bowgun. At the end of each long rest, you can create 20 rounds of ammunition. After each short rest, you can produce 5 rounds. It takes 3 rounds of ammunition when you craft a single round of ammunition that has a maximum capacity below 20.

Appendix C: Old World Bestiary



This appendix provides stat blocks for various creature and npcs from the Monster Hunter Universe that are not found in the *Monster Hunter Monster Manual* or from Appendix B of the *Monster Manual*. For guidance on how to use a creature's stat block, see the introduction of the *Monster Manual*.

The Monster Hunter Monster Manual

The *Monster Hunter Monster Manual* (MHMM) contains the stat block of every base monster from the Monster Hunter videogames and many of the variants and subspecies, except for the frontier monsters. Future updates to the MHMM are expected when those creatures are studied and documented into its pages. Other subspecies and variants are being recorded elsewhere, but that knowledge is locked away.

Old World NPCs

Appendix B of the *Monster Manual* contains stat blocks that can be used to represent most nonplayer characters (NPCs) in Monster Hunter. You can modify these stat blocks to give NPCs features similar to the types of characters you read about in this book, or are familiar with from the Monster Hunter video games. In many cases, this can be done simply by giving the NPC a weapon from the Appendix B. Otherwise you will find additional stat blocks in this section you can use in your games. *This section will be updated in future updates to AGtMH.*

Equal Hunter Weapon Generation 2

The equal hunter weapons, or "EHW" for short, were meant as a replacement for hunters during the time of the ancient civilization. The first to be created were basic, only capable of collecting herbs, gathering mushrooms, and if lucky they were able to kill a bulldrome without being completely destroyed. They were closer to robots than the final generations of EHW's that fought in the Great Dragon War.

The second generation of EHWs were still constructs like their predecessors before, but they were far more advanced. Their armor was made of rare ores like machalite or dragonite. They were able to wield the same weapons the hunters could use, but with more power and accuracy. The second generation were the first to surpass basic hunters, but they still remained mindless. For the ancient civilization they were perfect for gathering basic materials from some of the tougher creatures like the rathian or rathalos without the risk of losing the life of one of their hunters. Once given a task this generation of EHWs pursued their goal, only returning once it was completed and never letting anything stand in their way.

Equal Hunter Weapon Generation 2

Medium construct, unalignment

Armor Class 16 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +6, Con + 6

Skills Athletics +13, Investigation +8, Nature +10, Perception +10, Stealth +10, Survival +10

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages all languages

Challenge 9 (5,000 XP)

Proficiency +3

Axiomatic Mind. The EHW can't be compelled to act in a manner contrary to its nature or its instructions.

Immutable Form. The EHW is immune to any spell or effect that would alter its form.

Magic Weapons. The EHW's weapon attacks are magical.

Actions

Multiattack. The EHW makes three attacks with its greatsword or its heavy bowgun.

Heavy Bowgun. *Range Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 5 (1d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Reactions

Parry. The EHW adds 4 to its AC against one melee attack that would hit it. To do so, the EHW must see the attacker wielding a melee weapon.

Immunity (3/long rest). When the EHW is subject to acid, cold, fire, lightning, poison, radiant, or necrotic damage, it can use its reaction to gain immunity to that damage type for 10 minutes.

Equal Hunter Weapon Generation 3

Medium construct, unalignment

Armor Class 18 (plate)
Hit Points 157 (21d8 + 63)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +11, Dex +11, Con + 8
Skills Athletics +16, Investigation +11, Nature +13, Perception +13, Stealth +11, Survival +13
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 23
Languages all languages
Challenge 13 (10,000 XP) **Proficiency** +5

Adamantine Shell. Critical hits against the EHW are normal hits.

Axiomatic Mind. The EHW can't be compelled to act in a manner contrary to its nature or its instructions.

Conjure Weapon. As part of its free item interaction on its turn, the EHW can conjure a weapon into its hands. When it lets go of a weapon, or drops it, that weapon vanishes into a pocket dimension until the EHW draws it again.

Immutable Form. The EHW is immune to any spell or effect that would alter its form.

Magic Weapons. The EHW's weapon attacks are magical.

Actions

Multiattack. The EHW makes three Bow attacks or three Magnet Spike attacks. It can replace one attack with its Magnetic Field Gun attack or Dragonpiercer if available and wielding the appropriate weapon.

Bow. *Range Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 5 (1d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Magnet Spike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage plus 5 (1d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic. The damage die increases by 1 for each consecutive attack made against the creature with this weapon (d8 max).

Magnetic Field Gun. *Range Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 5 (2d4) piercing damage and the magnetic sphere affixes itself to the target for 1 minute, until the EHW recalls it as a bonus action, or the target dies or is destroyed.

Dragonpiercer. The EHW fires a dragonpiercer, striking all creatures in a 30-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw equal to your Coating save DC, taking 3d6 piercing damage on a failed save, or half as much on a successful one. If a creature is Huge or larger, it takes double damage.

Magnetic Bind (Recharges after a Short or Long Rest). When the EHW is within 5 feet of a target affixed with a magnetic sphere, it attempts to bind the target inside a strong magnetic field. The target must make a DC 19 Constitution saving throw or be incapacitated and have its movement speed reduced to 0 for 1 minute.

On subsequent turns, the EHW you must use its action to maintain control over magnetic field, or the effect ends. The target can repeat its saving throw at the end of each of its turns. On a success, the effect ends.

Bonus Actions

Coat Arrows. While the EHW is wielding a bow, it coats 10 arrows with one of the following coatings: Close Range Coating, Sleep Coating, Power Coating +2, Blast Coating. It can use each coating once, regaining the use of all expended coatings after a Short or Long Rest. Save DC for coated arrows is 19.

Magnetic Field Assault. While the EHW is wielding a magnet spike and is within 30 feet of a creature or object that has a magnetic sphere affixed to it or is wearing metallic armor, it pulls itself into an unoccupied space within 5 feet of the creature.

Poison Phial (Recharge 5-6). The EHW injects a poison phial into a weapon of its choice. When it hits a creature with this weapon for the first time after injecting the poison vial, that creature must make a DC 16 Constitution saving throw or be poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, removing the poison on a success.

Reactions

Charging Sidestep (5/Short Rest). When the EHW is hit by a melee attack while wielding a bow, it leaps 15 feet away from the attacker without provoking opportunity attacks. During this leap, it can make one ranged weapon attack with the bow.

Parry. The EHW adds 5 to its AC against one melee attack that would hit it. To do so, the EHW must see the attacker wielding a melee weapon.

Immunity (3/long rest). When the EHW is subject to acid, cold, fire, lightning, poison, radiant, or necrotic damage, it can use its reaction to gain immunity to that damage type for 10 minutes.

Equal Dragon Weapon

Gargantuan construct (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., burrow 40 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	26 (+8)	26 (+8)	28 (+9)

Saving Throws Dex +9, Con +19, Wis +17

Skills Perception +26

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities cold, fire, lightning, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses blindsight 240 ft., tremorsense 120 ft., truesight 120 ft., passive Perception 36

Languages —

Challenge 30 (155,000 XP)

Proficiency +9

Amphibious. The equal dragon weapon can breathe air and water.

Dragon Slayer. When the equal dragon weapon hits a dragon with its melee weapon attacks, the dragon takes an extra 3d6 force damage.

Immutable Form. The equal dragon weapon is immune to any spell or effect that would alter its form.

Legendary Resistance (4/Day). If the equal dragon weapon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless it wishes to be affected, the equal dragon weapon is immune to spells of 4th level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The equal dragon weapon's weapon attacks are magical.

Siege Monster. The equal dragon weapon deals double damage to objects and structures.

Actions

Multiattack. The equal dragon weapon can use its frightful presence. It then makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack.* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 10 (3d6) force damage. The target's hit point maximum is reduced by an amount equal to the force damage taken, and the equal dragon weapon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack.* +19 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage and the target is grappled (escape DC 14). If the Target is Large or smaller the target is restrained, until this grapple ends. The equal dragon weapon has two claws, each of which can grapple only one target.

Tail. *Melee Weapon Attack.* +19 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 7 (2d6) poison damage and the target must make a DC 20 Strength saving throw or be knocked prone on a failed save..

Frightful Presence. Each creature of the equal dragon weapon's choice that is within 240 feet of the equal dragon weapon and aware of him must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the equal dragon weapon's Frightful Presence for the next 24 hours.

Dragon's Breath (Recharge 5-6). The equal dragon weapon exhales an element of its choice between cold, fire, lightning, necrotic, or poison in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 77 (22d6) damage of the chosen element and be afflicted with dragonblight for 1 minute on a failed save, or half as much damage and is not afflicted with dragonblight on a successful one. A creature afflicted with dragonblight can repeat its saving throw at the end of its turn, ending the effect on a success.

Legendary Actions

The equal dragon weapon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The equal dragon weapon regains spent legendary actions at the start of its turn.

Choose 5 legendary actions from the list on the next page.

1 Cost Actions

Detect. The equal dragon weapon makes a Wisdom (Perception) Check.

Mucus Ball. The equal dragon weapon launches a ball of mucus at a target. The target must make a DC 24 Dexterity saving throw or become restrained by the mucus (escape 20).

Poisoned Tail. Choose a creature within 25 feet of the equal dragon weapon. That creature must make a DC 24 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Release Pheromones. The equal dragon weapon releases a cloud of pheromones in a 120 foot sphere around it. The cloud remains until the end of the equal dragon weapon next turn. Each creature in the area, except for the equal dragon weapon, has disadvantage on Constitution saving throws to maintain concentration while in the cloud.

Tail Attack. The equal dragon weapon makes one tail attack.

2 Cost Actions

Devil's Powder (Costs 2 Actions). The equal dragon weapon beats its wings releasing an explosive powder and creating a spark with its teeth. Each creature within 20 feet of the equal dragon weapon must succeed on a DC 24 Dexterity saving throw or take 16 (3d10) fire damage plus 16 (3d10) force damage and be knocked prone.

Frightening Gaze (Costs 2 Actions). The equal dragon weapon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 26 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the equal dragon weapon's gaze for the next 24 hours.

Quake (Costs 2 Actions). The equal dragon weapon strikes the ground with its maul like tail, triggering a tremor. All creatures on the ground within 60 feet of the equal dragon weapon must succeed on a DC 24 Strength saving throw or be knocked prone.

Shake Off (Costs 2 Actions). The equal dragon weapon thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the equal dragon weapon must make a DC 28 Strength or Dexterity saving throw (creature's choice), or be thrown off the equal dragon weapon, taking 28 (8d6) fall damage upon hitting the ground.

Trample (Costs 2 Actions). The equal dragon weapon moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creature the equal dragon weapon moves through must succeed on a DC 24 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone.

Water Jet - Line (Costs 2 Actions). The equal dragon weapon discharges a beam of high pressurized water from its mouth or tail in a 1200-foot line that is 10 feet wide. Each creature in a line must make a DC 24 Dexterity saving throw, taking 31 (9d6) cold damage on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 2 Actions). The equal dragon weapon beats its wings. Each creature within 15 feet of the equal dragon weapon must succeed on a DC 28 Dexterity saving throw or take 24 (4d8 + 8) bludgeoning damage and be knocked prone. The equal dragon weapon can then fly up to half its flying speed.

3 Cost Actions

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the equal dragon weapon must make a DC 25 Constitution saving throw against this magic, taking 49 (14d6) necrotic damage on a failed save, or half as much damage on a successful one.

Frost Armor (Costs 3 Actions). The equal dragon weapon coats itself in a layer of frost and ice for 1 minute, until it takes 40 fire damage from a spell or until takes 60 damage from any other single attack. While coated in this way, the equal dragon weapon has +3 bonus to its AC.

Hail Storm (Costs 3 Actions). The equal dragon weapon forms five boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 90 feet of it. Each creature in a 5-foot-radius sphere centered on each point, must make a DC 25 Dexterity saving throw. A creature takes 9 (2d8) cold damage and 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

Blue Meteor (Costs 3 Actions). The equal dragon weapon opens its mouth and creates three swirling balls of blue fire, launching them into the sky, each of which can strike a different target the equal dragon weapon can see within 120 feet of it. A target must make a DC 21 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

Piercing Roar (Costs 3 Actions). The equal dragon weapon lets out an ear shattering roar. Each creature that is within 20 feet of the equal dragon weapon must succeed on a DC 25 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Whirlwind (Costs 3 Actions). The equal dragon weapon chooses 3 unoccupied 5-foot cube within 5 feet of it. An elemental force that resembles a dust devil appears in the cubes and they move in a straight line 120 feet away from the equal dragon weapon before dispersing. Each creature in one of the lines must make a DC 25 Strength saving throw, taking 35 (10d6) force damage on a failed save or half as much on a successful one.

Guild Knight Stat Blocks

The guild knight stat blocks use materials found in the Monster Hunter Monster Loot Tables. The materials can be swapped, but it is best to swap the materials with others from the same CR range.

Guild Knight Apprentice

Medium humanoid (any race), any lawful alignment

Armor Class 19 (chainmail, shield+1)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +4, Wis +5

Skills Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency** +2

Brave. The guild knight has advantage on saving throws against being frightened.

R.Ludroth Tail (3/long rest) When the guild knight takes damage they are not immune or resistant to, roll a d4 and reduce the damage taken by the amount rolled.

Passive Materials. The following materials are already included in other parts of the stat block: *Nerscylla Shell* (A), *Tobi Electro Sac* (W).

Uncommon Sword and Shield. The guild knight wields an uncommon sword and shield, that increases their AC by 1, and attack and damage rolls by +1 when they attack with it (included in the attack and AC).

Free Hands. The guild knight can "use an object" as a bonus action.

Actions

Multiattack. The guild knight makes two attacks with their sword and shield.

Sword and Shield. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) lightning damage.

Reactions

Hypno Claw. Taunt. When a creature the guild knight can see attacks a target other than them that is within 5 feet of them, they can use their reaction to redirect the attack to themselves.

Guild Knight

Medium humanoid (any race), any lawful alignment

Armor Class 19 (splint, shield)

Hit Points 112 (15d8 + 45)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +5, Wis +6

Skills Investigation +5, Perception +6, Survival +6

Damage Resistances See Unnamed Material

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 7 (2,900 XP) **Proficiency** +3

Brave. The guild knight has advantage on saving throws against being frightened.

Kirin Tail. (3/long rest) When the guild knight takes damage they are not immune or resistant to, roll a d6 and reduce the damage taken by the amount rolled.

Odogaron Fang. The guild knight's weapon attacks score a critical hit on a roll of 19 or 20.

Unnamed Material. The guild knight has resistance to a damage type appropriate to the situation they expect to be in, excluding bludgeoning, slashing, or piercing damage.

Passive Materials. The following materials are already included in other parts of the stat block: *Blangonga Fang* (W), *Dodogama Talon* (W), *Gypceros Webbing* (A).

Rare Gunlance. The guild knight wields a rare gunlance, that increases their attack and damage rolls by +1 when they attack with it (included in the attack).

Actions

Multiattack. The guild knight makes two attacks with their gunlance. It can replace any one of these attacks with its shell attack.

Gunlance. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) cold damage.

Shell (3/short rest). Ranged Weapon Attack: +7 to hit, range 60/100ft., one target. *Hit:* 7 (1d8+3) fire damage.

Wyvernfire (2/long rest). The guild knight loads a special shell into the gunlance releasing flames in a 30-foot line that is 5 feet wide. Each creature hit must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

Guild Knight Captain

Medium humanoid (any race), any lawful alignment

Armor Class 19 (plate, red kinsect essence)

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Dex +8, Wis +8, Cha +8

Skills Athletics +7, Insight +7, Investigation +7, Perception +8, Stealth +8, Survival +8

Damage Resistance See Unnamed Material

Senses darkvision 60 ft., passive Perception 18

Languages any one language (usually Common)

Challenge 10 (5,900 XP) **Proficiency** +4

Brave. The guild knight has advantage on saving throws against being frightened.

Glavenus Plate. *Heavy Polish.* The guild knight's insect glaive ignores a creature's resistance to slashing damage.

Glavenus Pyroshell. Any creature that hits the guild knight with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d6 fire damage.

Gravios Carapace. The guild knight deals an extra 1d6 damage when they critically hit with this weapon.

Velkhana Cortex. (4/long rest) When the guild knight takes damage they are not immune or resistant to, roll a d8 and reduce the damage taken by the amount rolled.

Spellcasting. The guild knight is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The guild knight has the following paladin spells prepared:

1st level (4 slots): *bless, command, cure wounds, heroism, protection from evil and good, a smite spell (searing, thunderous, or wrathful)*

2nd level (3 slots): *lesser restoration, protection from poison, zone of truth*

3rd level (2 slots): *dispel magic, remove curse*

Unnamed Material. The guild knight is resistant to a damage type appropriate to the situation they expect to be in, excluding bludgeoning, slashing, or piercing damage.

Passive Materials. The following materials are already included in other parts of the stat block: *Shell Shocker* (W), and *Nargacuga Pelt* (A).

Very Rare Insect Glaive. The guild knight wields a very rare insect glaive, that increases their attack and damage rolls by +2 when they attack with it (included in the attack).

Kinsect Essence. The guild knight is always under the effects of all kinsect essence effects (*already included in their AC, Damage, and Speed*).

Kinsect Mastery. The guild knight can use its bonus action to have their kinsect act as if it was summoned by the *find familiar* spell, with the following differences:

It can only be used in this way for a total of 1 hour each day, it cannot be dismissed, instead they can use an action to call it back to them, when its hit points reaches 0 it reappears on their insect glaive at full hit points and will resume what it was last doing unless told otherwise, and the guild knight cannot use their kinsect attack action while it is being used in this way.

Actions

Multiattack. The guild knight makes two attacks with their insect glaive.

Insect Glaive. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Kinsect. Ranged Weapon Attack: +8 to hit, range 60/120ft., one target. *Hit:* 6 (1d12) bludgeoning damage and the guild knight heals for half the damage dealt.

Standing Leap. The guild knight can make a standing leap forward or upwards, covering up to a 25 foot distance. They can make an insect glaive attack against a target when they land or during the leap.

Fearsome Maw (1/day). The guild knight regains a spell slot of 3rd level or lower.

Guild Knight Commander

Medium humanoid (any race), any lawful alignment

Armor Class 20 (plate, armor material)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	18 (+4)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Str +12, Wis +10, Cha +10

Skills Athletics +12, Insight +10, Investigation +9, Perception +10, Stealth +8, Survival +10

Damage Immunities See Unnamed material

Senses darkvision 60 ft., passive Perception 20

Languages any one language (usually Common)

Challenge 16 (15,000 XP) **Proficiency** +5

Brave. The guild knight has advantage on saving throws against being frightened.

Dragonmoss. The guild knight's hammer attacks bypass the damage resistance of any creature.

Rubbery Hide. The guild knight can speak the weapons command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

Savage Talldfang. The guild knight deals an extra 5 (1d10) weapon damage when they critically hit.

Spellcasting. The guild knight is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The guild knight has the following paladin spells prepared:

1st level (4 slots): *bless, command, cure wounds, heroism, protection from evil and good, a smite spell (searing, thunderous, or wrathful)*

2nd level (3 slots): *lesser restoration, protection from poison, zone of truth*

3rd level (3 slots): *dispel magic, remove curse*

4th level (3 slots): *banishment, staggering smite, watery sphere***

5th level (1 slot): *destructive wave*

**Always prepared due to Mizutsune Water Gem Material.

T.Velkhana Cortex (5/long rest). When the guild knight takes damage they are not immune or resistant to, roll a d10 and reduce the damage taken by the amount rolled.

Unnamed Material. The guild knight is immune to a damage type appropriate to the situation they expect to be in, excluding bludgeoning, slashing, or piercing damage.

Passive Materials. The following materials are already included in other parts of the stat block: *Dragonmoss* (A, Strength is 20 otherwise), *Dalam Tail Scale* (A), *Malfestio Tailfeather* (A), *Mizutsune Water Gem* (W), *T.Teostra Claw* (W).

Legendary Hammer. The guild knight wields a legendary hammer, that increases their attack and damage rolls by +3 when they attack with it (included in the attack).

Charge. If the guild knight moves at least 20 feet straight toward a target and then hits it with a hammer attack on the same turn, the target takes an extra 7 (3d4) bludgeoning damage.

Mighty Weapon (4/Day). When the guild knight hits a creature with their hammer, they can choose to have that creature make a DC 20 Strength saving throw or be stunned until the end of the guild knight's next turn on a failed save.

Actions

Multiattack. The guild knight makes two attacks with their hammer.

Hammer. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage plus 5 (1d10) fire damage.

Legendary Actions

The guild knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guild knight regains spent legendary actions at the start of its turn.

Attack. The guild knight makes one attack with its hammer.

Detect. The guild knight makes a Wisdom (Perception) check.

Cast a Spell (Costs 3 Actions). The guild knight casts a spell from its list of prepared spells.

Talon Knights

Below are three talon knights I used in my own campaigns. I have added them to this section for your own use in your own games if you chose to use them. You can find more information about these knights in the Talon Society faction section.

Elizabeth the Countess

Medium humanoid (high elf), chaotic evil

Armor Class 13 (16 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Abyssal, Common, Elvish, Sylvan, Wyverian
any one additional language

Challenge 12 (8,400 XP) **Proficiency** +4

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

Heartbeat. Elizabeth can hear heartbeats with incredible accuracy, and knows the number of creatures within 10 feet of her. If only one creature is within 10 feet of her, she has advantage on medicine checks and insights checks.

Magic Resistance. Elizabeth has advantage on saving throws against spells and other magical effects.

Rare Magus Staff. Elizabeth's staff grants her a +1 bonus to her AC while holding it (included in her AC). She currently has two 1st-level shield spells stored inside of it. Her staff has the following materials: Glavenus Pyroshell, Rathalos Marrow, Valstrax Shard (bonus provided to arcane burst)

Rare Robes. The following materials are found on Elizabeth's blood red robes: Rathalos Wing (included in spellcasting), Astalos Membrane (included in speed), Teostra Horn (see wide-range).

Wide-Range. When Elizabeth eats or drinks an Uncommon or lower consumable item (except potions of resistance), each creature within 10 feet of you also gain its effect.

Actions

Multiattack. Elizabeth makes three Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 22 (4d10) force damage.

Sculpted Explosion (Recharge 4–6). Elizabeth unleashes a magical explosion of necrotic energy. The magic erupts in a 20-foot-radius sphere centered on a point within 150 feet of Elizabeth. Each creature in that area must make a DC 17 Dexterity saving throw. Elizabeth can select up to three creatures it can see in the area to ignore the spell, as Elizabeth sculpts the spell's energy around them. On a failed save, a creature takes 40 (9d8) necrotic damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Spellcasting. Elizabeth casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic, identify, light, magic missile, mage hand, prestidigitation*

3/day each: *counter spell, detect thoughts*

2/day each: *ice storm, lightning bolt, mage armor, mirror image, misty step*

1/day each: *banishment, cone of cold, fire shield, fly, glove of invulnerability, mindblank*, scrying, stonewood*, teleport, timestop, wall of force*

*Elizabeth casts these spells on herself before combat.

Bonus Actions

Glavenus Pyroshell (6/day). While wielding her magus staff, Elizabeth snaps her finger in the direction of a creature within 60 feet of her. That creature must make a DC 13 Constitution saving throw or have their blood boil for 1 minute. A burned creature takes 3 (1d6) fire damage at the start of each of their turns.

Rathalos Marrow. Elizabeth speaks her magus staff's command word, causing flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

Reactions

Bonded by Blood. When Elizabeth is damaged by a creature with a melee attack, she can link their life forces together. Until the target succeeds on a DC 18 Constitution saving throw at the end of each of their turns, Elizabeth has resistance to all damage except psychic, and the target takes damage equal to Elizabeth.

Patton the Silent

Medium humanoid (human), chaotic evil

Armor Class 16 (leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft., burrow 10 ft. (Tetsucabra Tusk)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +8, Wis +6

Skills Investigation +7, Perception +8, Sleight of Hand +13, Stealth +13, Survival +8

Senses passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Proficiency +3

Chain Crit. Every consecutive hit with Patton's dual blades against a creature increases Patton's critical hit range by 1 until he scores a critical hit, misses an attack, or attacks a different creature.

Evasion. If Patton is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Patton instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided Patton isn't incapacitated.

Rare Dual Blades. Patton wields an rare dual blades, that provides a +1 bonus to his dual blades attack and damage rolls by +1 (included in the attack).

Rare Leather Armor. Patton has the following materials in his armor: rejuvenated beak, scarlet finehorn, tetsucabra tusk (included in speed)

Rejuvenated Beak. Patton has advantage on initiative rolls while he is wearing his armor.

Scarlet Finehorn. While Patton is wearing his armor, any critical hit against him becomes a normal hit.

Sneak Attack (1/Turn). Patton deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Status Pursuit. If a creature is afflicted with a condition or silenced, it provokes opportunity attacks from Patton, even if it took the Disengage action.

Actions

Multiattack. Patton makes three Dual Blade attacks.

Dual Blade (Main Hand). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage or 4 (1d6 + 1) piercing damage when made with an offhand attack. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be silenced for 1 minute. A silenced creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

Bonus Actions

Cunning. Patton takes the Dash, Disengage, or Hide action, or he gives himself advantage on the next attack roll he makes before the end of this turn.

Dual Blade (Offhand). Patton makes one Dual Blade attack.

Demon Mode (3/day). For 30 seconds or until Patton is knocked prone, he gains a +5 bonus to his movement speed and deals an extra 1d4 piercing damage with his dual blades (not included in the attack).

Reactions

Uncanny Dodge. Patton halves the damage that it takes from an attack that hits it. Patton must be able to see the attacker.

Venra the Grave Whisperer

Small humanoid (halfling), neutral

Armor Class 21 (plate, +1 shield)

Hit Points 121 (22d6 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Halfling

Challenge 9 (5,000 XP)

Proficiency +4

Blangonga Pelt. When Venra finishes a long rest, she gains 10 temporary hit points.

Brave. Venra has advantage on saving throws against being frightened.

Nimble. Venra can move through the space of any creature that is of a size larger than her.

Rare Plate Armor. Venra has the following materials in her armor: Blangonga Pelt, Legiana Plate, Malfestio Tailfeather (provides darkvision).

Rare Sword & Shield. Venra wields a rare sword & shield, that increases her AC by 1, and grants a +1 bonus to the weapon's attack and damage rolls (included in the attack and AC). It has the following materials in it: Kecha Tail, Volvi Rickrack, Zinogre Jasper.

Stout Resilience. Venra has advantage on saving throws against poison.

Actions

Multiattack. Venra makes three Sword & Shield attacks, and she uses Holy Fire.

Sword & Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and it must succeed on a DC 13 Constitution saving throw or be afflicted with waterblight until the end of its next turn. If the target is a creature, it has disadvantage on its saving throw.

Holy Fire. Venra targets one creature she can see within 60 feet of her. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 12 (2d8 + 3) radiant damage, and it is blinded until the start of Venra's next turn. On a successful save, the target takes half as much damage and isn't blinded.

Spellcasting. The war priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *light, spare the dying, thaumaturgy*

1/day each: *banishment, command, dispel magic, flame strike, guardian of faith, hold person, lesser restoration, resurrection, revivify*

3/day each: *blindness/deafness, inflict wounds* at 3rd level, *spek with dead*

Bonus Actions

Free Hands. Immediately after Venra takes the dodge action, she takes the Use an Object action.

Healing Light (Recharge 4–6). Venra or one creature of her choice within 60 feet of her regains 12 (2d8 + 3) hit points.

Volvi Rickrack. When Venra hits a creature with her Sword & Shield, she can attempt to grapple the target.

Reactions

Legiana Plate (3/day). When Venra fails a Dexterity saving throw while wearing her armor, she can choose to succeed instead.

Note to Players. This is still in the testing phase. It reads well on paper, but not every monstie created will be balanced. When using a monstie, expect that you may have to make adjustments as you play with your DM.

Note to DM. When allowing your players to use monsties, you will count them as another PC when determining your encounter difficulty.

Monstie Sidekick Class

A monstie is a monster that you can form bonds with. This is typically accomplished through a kinship stone or perhaps by rescuing it from near death. However, it happens you now have a friend for life.

Monstie Rules

There are over 240 monsters in the Monster Hunter Monster Manual and each one is someone's favorite. But not all monsters are created equal and many of them would be entirely too strong as monsties. Due to this the following rules are put in place to help balance out the monstie sidekick class.

Rules

- Elder Dragons and Paragon monsters cannot be monsties (*They have too many unique traits and attacks to try and balance*).
- A monstie is based off the original stat block of a creature, not a tempered version (*subspecies, deviants, etc are still ok to use*).
- Monsties all use the same basic creature template when initially created.
- "PB" stands for proficiency bonus when looking through this sidekick class.

Choose your Original Monster

Look through the Monster Hunter Monster Manual for a monster following the above rules to be the original monster that your Monstie will be based on. Your original monster will be referenced often as your monstie levels up and learns new traits and actions.

Create Your Monstie

Using the template to the right and the information below, put together your level 1 monstie before it gains its initial level 1 features.

Ability Scores

The monsties ability score array is 15, 14, 13, 12, 10, and 8. The ability scores are placed in the stat block the same way as the original monster. If strength is the original's strongest ability score, then you would make the monsties strength a 15 as it is the strongest ability score in the array. If Strength is the 3rd strongest ability score, then you would place the 13 in the Strength for the monstie.

For example: A rajang monstie would have Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8

Saving Throws

Some of your monstie's features require the target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Monstie Save DC = 8 + its proficiency bonus + the appropriate Ability Score modifier for the save

When a creature succeeds on a saving throw against a condition from the monstie, they are immune to that effect for 24 hours.

MOST COMMON ABILITY SCORES FOR SAVES

STR: Being knocked prone, charge trait

CON: Breath attacks, disease, poisons, roars

CHA: Frightful Presence

Senses

The Monstie gains the same senses as the main stat block (darkvision, blindsight, truesight, tremorsense) but it has a maximum range of 30 feet. If the original monster's sense is lower than 30 feet, your monsties sense is equal to that. As the monstie's size increases at 6th, the range of its senses increases to 60 feet, or the original monster's maximum sense range (whichever is lower). This range is increased to 120 feet at 15th level, or the original monsters maximum sense range (whichever is lower).

Speed

A monstie has the same types of movement as the original monster it is based on, but it is not as fast initially. Their base walking speed is 25 feet. Any other type of movement (flying, burrowing, climbing, etc) is 15 feet. Each time the monstie levels up it gains an extra 5 feet of each type of movement up to its original stat blocks movement for each type.

Monstie Template

Small original monster's type, unaligned

Armor Class 10 + Dex + PB (natural armor)

Hit Points 10 + Con (an extra 1d8 + Con per level)

Speed 25 feet (+5 feet for each level until it reaches its original monsters speed); Burrow, Climb, Fly, Swim 15 ft. (if the original stat block has it, +5 feet for each level until it reaches its original monsters speed)

STR	DEX	CON	INT	WIS	CHA
?? (+?)	?? (+?)	?? (+?)	?? (+?)	?? (+?)	?? (+?)

Senses determined by original monster

Languages Same as original monster; understands common, but can't speak it

Actions

One attack the original monster knows that only deals damage. The *+to Hit* is equal to: the appropriate Ability Score Modifier plus PB. Its damage is equal to 1d#, where # is equal to the original monster's attack's damage die. The attack's reach is 5 feet if it is a melee attack. If it is a ranged attack, its range is equal to the original monster's attack range.

Monstie

Level	Proficiency Bonus	Class Features
1st	+2	Monstie Proficiencies, Monstie Signature Attack
2nd	+2	Monstie Trait
3rd	+2	Creature
4th	+2	Ability Score Improvement, Monstie Proficiencies Improvement
5th	+3	—
6th	+3	Extra Attack or Damage, Size Increase
7th	+3	Saving Throws
8th	+3	Ability Score Improvement, Monstie Proficiencies Improvement
9th	+4	—
10th	+4	Monstie Trait Improvement
11th	+4	Creature Improvement
12th	+4	Ability Score Improvement, Monstie Proficiencies Improvement
13th	+5	—
14th	+5	Ability Score Improvement, Monstie Proficiencies Improvement
15th	+5	Extra Attack or Damage, Size Increase
16th	+5	Ability Score Improvement, Monstie Proficiencies Improvement
17th	+6	—
18th	+6	Creature Improvement
19th	+6	Ability Score Improvement, Monstie Proficiencies Improvement
20th	+6	Monstie Trait Improvement

Monstie Proficiencies

At 1st level, choose up to 2 skills the base stat block has, the monstie now has those skills. If the original monster has more than two skills your monstie gains another skill at 4th, 8th, 12th, 14th, 16th, and 19th level (or until the monstie knows all the skills the original monster does).

Monstie Signature Attack

At 1st level the monstie knows the original monsters recharge action. If it does not have a recharge action, the monstie can know an attack that can only be used a number of times a day or one that recharges on a short or long rest.

If the monstie learns a recharge 5-6 action, it can be used a number of times equal to its proficiency bonus, regaining all expended uses when it finishes a long rest. If it learns a

recharge 6 action, it can use it a number of times equal to half its proficiency bonus.

The damage of these attacks is reduced. While using the same damage die as the original, the number of dice the attack deals is equal to your proficiency bonus (add one extra die if the ability only targets one creature). If the action has multiple damage types, the # of dice are split evenly between them.

The range of these actions are also different. If the type of range the attack has is not listed below, it is up to you and your DM to adjust it. The range of this attack cannot go beyond the maximum range of the original monster.

- **Cone.** A cone has a 15-foot range at 1st level. Its range increases to 30 feet at 6th-level, 45 feet at 11th-level, and 60 feet at 16th-level
- **Line.** A line is 30-foot long and 5-feet wide at 1st level. Its length increases to 45 feet at 6th-level, and 60 feet at 11th-level. At 16th-level its length increases to 90 feet and its width increases to 10 feet.
- **Targeted Creature or Point.** An action that targets a point within range has its reduced by 75% of the original monsters range at 1st level. Its range increases to 50% at 6th-level, 75% at 11th-level, and 100% at 16th-level.

Monstie Trait

Beginning at 2nd level your monstie natural instincts are heightened. Choose one nondamage dealing trait, except legendary resistance or magic resistance, the original monster has. Your monstie gains that trait. Your monstie gains another trait from the original monster at 10th and 20th level.

If the trait your monstie learns provides bonuses to a skill(s) or AC, the bonus is equal to the monstie's PB.

If the original monster only has traits that deal damage or your monstie knows all the original monster's traits, then your monstie increase one ability score of your choice by 1. The monstie can't increase an ability score above 20 using this feature.

Creature

At 3rd level you can pick one trait or action (that isn't multiattack, or doesn't have a recharge or a use limit) from the original monster. Your monstie gains that trait or action. If the action is a melee or ranged attack, it follows the same rules as the monstie's original attack, except it can do more than just deal damage.

If it is an action that deals damage, it deals the damage the original monster deals or the same damage as the monstie's signature attack (whichever is lower).

If it is a trait it is adjusted in the following ways:

- Aura damage is reduced by 1 die size.
- Any bonus to AC or a skill(s) is equal to the monsties PB.

You can choose one additional trait or action the monstie learns from the original monster at 11th level and 18th level

Ability score improvement

At 4th level and again at 8th, 12th, 14th, 16th, and 19th level, the monstie increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The monstie can't increase an ability score above 20 using this feature.

Extra Attack or Damage

The monstie can attack twice, instead of once, whenever it takes the Attack action on its turn. The number of attacks increases to three when the sidekick reaches 15th level.

If the original monster, the monstie is based on, doesn't have a multiattack or the extra attack would increase the number of attacks it has beyond the original monster's multiattack; then the monstie does not gain an extra attack. Instead, the monstie's melee and ranged attacks deal one extra die of damage.

Size Increase

At 6th level, the monstie's size increases by one to Medium. At 15th level, its size increases to Large, its maximum hit points increase by 15, and increases by 1 again whenever it gains a level.

Saving Throws

At 7th level your monstie gains proficiency in the same saving throws that the original monster has. If the original monster doesn't have any saving throw, then your monstie can gain one condition immunity the original monster has, or it increases two ability scores of your choice by 1. The monstie can't increase an ability score above 20 using this feature.

Example level 1 Rajang

Rajang Monstie Lvl 1

Small beast (fanged), unaligned

Armor Class 13 (natural armor)

Hit Points 10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +4, Perception, +3

Senses passive Perception 13

Languages understands common, but can't speak it

Proficiency Bonus +2

Actions

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Lighting Breath (2 Uses). The rajang exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

Example level 20 Nargacuga

Nargacuga lvl 20

Large wyvern (flying), unaligned

Armor Class 21 (natural armor)

Hit Points 169

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Skills Perception, +7, Stealth +11

Senses darkvision 60 ft., passive Perception 17

Languages understands common, but can't speak it

Proficiency Bonus +6

Shadow Stealth. While in dim light or Darkness, the nargacuga can take the Hide action as a Bonus Action. Its stealth bonus is also improved to +17.

Actions

Extra Attack. The nargacuga makes three attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bladed Wings. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Tail Swipe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Tail Spikes. *Range Weapon Attack:* +11 to hit, reach 30/120 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Feral Pounce (6 Uses). The nargacuga leaps towards a creature, jumping 10 feet as part of its movement, and attacks the creature with its bladed wing. The target must make a DC 19 Dexterity saving throw, taking 37 (7d10) piercing damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, if the target is prone or knocked prone, the nargacuga can make one bite attack against it as a bonus action.



Misty Peaks
Sakurano Village

Great Forest

Great South

Mingana

Kyeroo Village

Castle Shrine

River

Val Elhar

The Dunes

Sekumea Desert

Revanan

Old Forge

Woodland

Penultima

The Polar Field

Loo-Loo City

Nganga

Jumbo Village

Ypona Jungle

Bisana

Pokke Village

Snowy Mountains



Great Forest

Garbar



DIVE INTO THE WORLD OF MONSTER HUNTER

Amellwind's Guide to Monster Hunting provides the inspiration and guidance you need to spark your imagination and bring yourself and your players into the Monster Hunter Universe.

Inside you'll find all that you need to begin your journey. From items and weapons created in the likeness of the video game series, to rules on how to carve up the creates and create your own custom magical items, and creating a world from the lore of monster hunter itself.

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